

Namespace BP.AdventureFramework. Assets

▼ Filter by title

Classes

- **BP.AdventureFramework.**

Assets

ConditionalDescription

(BP.AdventureFramework.Assets)

(BP.AdventureFramework.Assets.ConditionalDescription.html)

ConditionalDescription

Represents a conditional description of an object.

(BP.AdventureFramework.Assets.C)

Description

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

ExaminableObject

Represents a description of an object.

(BP.AdventureFramework.Assets.E)

ExaminationCallback

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

ExaminationResult

Represents an object that can be examined.

(BP.AdventureFramework.Assets.E)

IExaminable

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

IPlayerVisible

Represents the result of an examination.

(BP.AdventureFramework.Assets.II)

Identifier

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

Item

Provides a class that can be used as an identifier.

(BP.AdventureFramework.Assets.II)

Size

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

- + **BP.AdventureFramework.** Game objects used within the game.

Assets.Attributes

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

- + **BP.AdventureFramework.**

Assets.Characters

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

(BP.AdventureFramework.Assets.Size.html)

Represents a size.

- + **BP.AdventureFramework.**

Assets.Characters

Interface (BP.AdventureFramework.Assets.ICharacter.html)

Assets.Characters

Represents any object that is examinable.

(BP.AdventureFramework.Assets.IExaminable.html)

- + **BP.AdventureFramework.**

Assets.Locations

Represents any object that is examinable.

(BP.AdventureFramework.Assets.IExaminable.html)

- + **BP.AdventureFramework.**

Commands

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

Represents any object that is visible to a player.

Delegates

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

Represents the callback for examinations.

- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

ConditionalDescription

(BP.AdventureFramework.Assets.ConditionalDescription)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

+ **BP.AdventureFramework.**

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ BP.AdventureFramework.

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

Assets

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

(BP.AdventureFramework.Assets)

Inherited Members

Description (BP.AdventureFramework.Assets.C

Description.Empty

Description

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

(BP.AdventureFramework.Assets.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)))

(BP.AdventureFramework.Assets.E

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

(BP.AdventureFramework.Assets.E

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

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

(BP.AdventureFramework.Assets.E

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>)

(BP.AdventureFramework.Assets.I

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

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

Syntax

Identifier (BP.AdventureFramework.Assets.I

Item public sealed class ConditionalDescription : Description

(BP.AdventureFramework.Assets.I

Size

(BP.AdventureFramework.Assets.S

Constructors

+ BP.AdventureFramework.

Assets.Attributes

C(BP.ConditionalDescription)(String, String, Condition)

+ BP.AdventureFramework.

Initializes a new instance of the ConditionalDescription class.

Assets.Characters

Declaration

(BP.AdventureFramework.Assets.I

+ BP.AdventureFramework.

Parameters condition

Assets.Interaction

(BP.AdventureFramework.Assets.I

Parameters

+ BP.AdventureFramework.

Assets.Locations

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

Name trueDescription

Description The true description.

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

Name falseDescription

Description The false description.

Commands

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	trueDescription	The true description.
string (https://learn.microsoft.com/dotnet/api/system.string)	falseDescription	The false description.

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

Properties

- BP.AdventureFramework.

Condition

(BP.AdventureFramework.Assets.Condition)
Get or set the condition

ConditionalDescription

Declaration
(BP.AdventureFramework.Assets.Condition)

Description

public AdventureFramework.Condition { get; set; }

ExaminableObject

Property Value
(BP.AdventureFramework.Assets.ExaminationCallback)

Type
(BP.AdventureFramework.Assets.ExaminationCallback)

Description

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

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Methods

Identifier

(BP.AdventureFramework.Assets.Identifier)

GetDescription()

Item

(BP.AdventureFramework.Assets.Item)

Get the description.
Size

Declaration
(BP.AdventureFramework.Assets.Item)

+ BP.AdventureFramework.

public override string GetDescription()
Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

Returns

+ BP.AdventureFramework.

Type
Assets.Characters

string (BP.AdventureFramework.Assets.Characters)

Description

The description.

+ BP.AdventureFramework.

Overrides

Assets.Interaction

Description.GetDescription()

(BP.AdventureFramework.Assets.Interaction)

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

↳ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands



- **BP.AdventureFramework.**

- Assets**

- (BP.AdventureFramework.Assets)**

- ConditionalDescription

- (BP.AdventureFramework.Assets.C

- Description

- (BP.AdventureFramework.Assets.D

- ExaminableObject

- (BP.AdventureFramework.Assets.E

- ExaminationCallback

- (BP.AdventureFramework.Assets.E

- ExaminationResult

- (BP.AdventureFramework.Assets.E

- IExaminable

- (BP.AdventureFramework.Assets.I

- IPlayerVisible

- (BP.AdventureFramework.Assets.I

- Identifier

- (BP.AdventureFramework.Assets.I

- Item

- (BP.AdventureFramework.Assets.I

- Size

- (BP.AdventureFramework.Assets.S

- + **BP.AdventureFramework.**

- Assets.Attributes**

- (BP.AdventureFramework.Assets.**

- + **BP.AdventureFramework.**

- Assets.Characters**

- (BP.AdventureFramework.Assets.**

- + **BP.AdventureFramework.**

- Assets.Interaction**

- (BP.AdventureFramework.Assets.**

- + **BP.AdventureFramework.**

- Assets.Locations**

- (BP.AdventureFramework.Assets.**

- + **BP.AdventureFramework.**

- Commands**

Class Description

Represents a description of an object.

Filter by title

Inheritance

BP.AdventureFramework.

Assets

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

(BP.AdventureFramework.Assets)

↳ [ConditionalDescription](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.conditionaldescription.html) ([BP.AdventureFramework.Assets.ConditionalDescription.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.conditionaldescription.html))

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

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)))

ExaminableObject

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

ExaminationCallback

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

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

ExaminationResult

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

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

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

(BP.AdventureFramework.Assets.IF)

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

PlayerVisible

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

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

public class Description

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.SizeType)

Constructors

+ **BP.AdventureFramework.**

Assets.Attributes

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

+ **BP.AdventureFramework.**

Initialized a new instance of the Description class

Assets.Characters

Declaration

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

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

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

/RD_AdventureFramework_Commands

	Name	Description
	description	The description

Properties

DefaultDescription

Get or set the description.

Declaration

- **BP.AdventureFramework.**

Assets

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

(**BP.AdventureFramework.Assets.DefaultDescription**)

Property Value

(**BP.AdventureFramework.Assets.ConditionedString**)

Type Description

(**BP.AdventureFramework.Assets.ConditionedString**)
string (<https://learn.microsoft.com/dotnet/api/system.string>)
ExaminableObject

Description

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

ExaminationCallback

Empty (**BP.AdventureFramework.Assets.Empty**)

ExaminationResult

Get an empty description.

(**BP.AdventureFramework.Assets.Empty**)

Declaration

(**BP.AdventureFramework.Assets.IEmpty**)

IPlayerVisible

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

(**BP.AdventureFramework.Assets.IEmpty**)

Identifier

Property Value

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

Type

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

Description

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

(**BP.AdventureFramework.Assets.String**)

+ BP.AdventureFramework.

Assets.Attributes

Methods

(**BP.AdventureFramework.Assets**)

+ BP.AdventureFramework.

GetDescription()

Assets.Characters

(**BP.AdventureFramework.Assets**)

Get the description.

+ BP.AdventureFramework.

Declaration

Assets.Interaction

(**BP.AdventureFramework.Assets**)

+ BP.AdventureFramework.

Returns

Assets.Locations

(**BP.AdventureFramework.Assets**)

(**BP.AdventureFramework.Assets**)

Description

The description.

Commands

(**BP.AdventureFramework.Commands**)



- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

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

+ **BP.AdventureFramework.**

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

Assets

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

↳ ExaminableObject

↳ ConditionalDescription

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

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

↳ Description

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

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

↳ ExaminableObject

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

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

↳ ExaminationCallback

Implementation

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

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

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

↳ Inherited Members

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

object.Equals(object) (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#system-object-gethashcode())

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

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

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

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

Assembly: BP.AdventureFramework.dll

Syntax

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

+ [BP.AdventureFramework.ExaminableObject](#)

public class ExaminableObject : IExaminable, IPlayerVisible

Assets.Characters

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

+ [BP.AdventureFramework.ExaminableObject](#)

Properties

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

Attributes

Assets.Locations

Get the attribute manager for this object.

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

Declaration

+ [BP.AdventureFramework.ExaminableObject](#)

Commands

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

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

Property Value

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

(BP.AdventureFramework.Assets)

Commands

ConditionalDescription
(BP.AdventureFramework.Assets.Commands)

Description
Get or set this objects commands.
(BP.AdventureFramework.Assets.Commands)

Declaration
ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)
public CustomCommand[] Commands { get; set; }

ExaminationCallback
(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

Property Value
(BP.AdventureFramework.Assets.ExaminationResult)

Type	Description
Examinable	

(BP.AdventureFramework.Assets.ICustomCommand (BP.AdventureFramework.Commands.CustomCommand.html))
IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

Description
(BP.AdventureFramework.Assets.Identifier)

Item

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

Size

Declaration
(BP.AdventureFramework.Assets.Size)

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Assets.Characters

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

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Assets.Examination

(BP.AdventureFramework.Assets.Examination)

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

+ BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets)

public ExaminationCallback Examination { get; set; }

+ BP.AdventureFramework.

Commands

Property Value

(BP.AdventureFramework.Com)

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

Identifier

Gets the objects identifier.

(BP.AdventureFramework.Assets.Identifier)

Declaration

ConditionalDescription

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

Description

(BP.AdventureFramework.Assets.D

Property Value

ExaminableObject

Type	Description
(BP.AdventureFramework.Assets.E	

ExaminationCallback

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

(BP.AdventureFramework.Assets.E

ExaminationResult

(BP.AdventureFramework.Assets.E

ExaminableObject

IsPlayerVisible

(BP.AdventureFramework.Assets.I

Get **IsPlayerVisible** visible to the player.

(BP.AdventureFramework.Assets.I

Declaration

Identifier

(BP.AdventureFramework.Assets.I

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

(BP.AdventureFramework.Assets.I

Size

Property Value

(BP.AdventureFramework.Assets.S

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

+ BP.AdventureFramework.

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

Assets.Attributes

(BP.AdventureFramework.Assets.

Methods

Characters

(BP.AdventureFramework.Assets.

Examine()

Assets.Interaction

Examine this object.

(BP.AdventureFramework.Assets.

Declaration

+ BP.AdventureFramework.

Assets.Locations

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

(BP.AdventureFramework.Assets.

Returns

Commands

(BP.AdventureFramework.Com

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

ToString() Assets

Returns a string that represents the current object.

Declaration:

```
(BP.AdventureFramework.Assets.C
Description) override string ToString()
(BP.AdventureFramework.Assets.D
```

ExaminableObject

Returns: BP.AdventureFramework.Assets.E

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

Overrides:

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

IPlayerVisible

(BP.AdventureFramework.Assets.I
Identifier

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

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

(BP.AdventureFramework.Assets.I
Size

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.A

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.C

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.I

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.L

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

Delegate ExaminationCallback

Represents the callback for examinations.

▼ Filter by title

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

(**BP.AdventureFramework.Assets**)

Assembly: BP.AdventureFramework.dll

ConditionalDescription

Syntax

(BP.AdventureFramework.Assets.C

Description

public delegate ExaminationResult ExaminationCallback(IExaminable obj)

ExaminableObject

Parameters

ExaminationCallback

Type

(BP.AdventureFramework.Assets.E

Name

Description

ExaminationResult

IExaminableObject

(BP.AdventureFramework.Assets.IExaminable.html)

obj

The object to examine.

Returns

ExaminationResult

Type

(BP.AdventureFramework.Assets.II

Description

PlayerVisible

ExaminationResult

Identifier

(BP.AdventureFramework.Assets.ExaminationResult.html)

(BP.AdventureFramework.Assets.I

A string representing the result of the

examination.

Item

(BP.AdventureFramework.Assets.It

Size

(BP.AdventureFramework.Assets.S

+ **BP.AdventureFramework.**

Assets.Attributes

(**BP.AdventureFramework.Assets**)

+ **BP.AdventureFramework.**

Assets.Characters

(**BP.AdventureFramework.Assets**)

+ **BP.AdventureFramework.**

Assets.Interaction

(**BP.AdventureFramework.Assets**)

+ **BP.AdventureFramework.**

Assets.Locations

(**BP.AdventureFramework.Assets**)

+ **BP.AdventureFramework.**

Assets.Scenarios

(**BP.AdventureFramework.Assets**)

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Inherited Members

Object
 (BP.AdventureFramework.Assets.E)
Result.Description
 ExaminationCallback
(BP.AdventureFramework.Assets.Interaction.Result.html#BP_AdventureFramework_Assets_Interaction_Result_Description)
 (BP.AdventureFramework.Assets.E)
 ExaminationResult
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object)))
 (BP.AdventureFramework.Assets.E)
 IExaminable
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)))
 (BP.AdventureFramework.Assets.I)
 IPlayerVisible
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
 (BP.AdventureFramework.Assets.I)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
 Identifier
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
 (BP.AdventureFramework.Assets.I)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
 (BP.AdventureFramework.Assets.I)

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

Assets (BP.AdventureFramework.html).Assets.S

Syntax

+ BP.AdventureFramework.

Assets.Attributes

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

+ BP.AdventureFramework.

Assets.Characters

Constructors (BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

ExaminationResult(string)

Assets.Interaction

Initializes a new instance of the ExaminationResult class.

+ BP.AdventureFramework.

Assets.Locations

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

+ BP.AdventureFramework.

Parameters

Commands

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description of the result.

Conversations



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

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

Interface IExaminable

Represents any object that is examinable.

▼ Filter by title

Inherited Members

(BP.AdventureFramework.Assets.C

IPlayerVisible IsPlayerVisible

Description

(BP.AdventureFramework_Assets_IPlayerVisible.html#BP_AdventureFramework_Assets_IPlayerVisible_IsPlayerVi

sible)

ExaminableObject

Name (BP.AdventureFramework_Assets.Exam

Assembly AdventureFramework.dll

(BP.AdventureFramework.Assets.E

Syntax

ExaminationResult

```
(BP.AdventureFramework.Assets.ExaminationResult)
public interface IExaminable : IPlayerVisible
```

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Properties

(BP.AdventureFramework.Assets.IProperties)

Item

(BP.AdventureFramework.Assets.IProperties)

Size

Get the attribute manager for this object.

(BP.AdventureFramework.AttributeManager)

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ BP.AdventureFramework.

Property Value

Assets.Characters

Type (BP.AdventureFramework.Assets.Characters)

Description

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Commands

+ BP.AdventureFramework.

Get the list of commands.

(BP.AdventureFramework.Commands)

Declaration

+ BP.AdventureFramework.

CustomCommand[] Commands { get; set; }

(BP.AdventureFramework.Commands)

Property Value

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

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

Description

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

Declaration

(BP.AdventureFramework.Assets.C

ExaminableObject

Description { get; set; }

(BP.AdventureFramework.Assets.E

ExaminationCallback

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationResult

(BP.AdventureFramework.Assets.E

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

Description

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

Identifier

Get (BP.AdventureFramework.Assets.I

Item

Declaration

(BP.AdventureFramework.Assets.I

Size

Identifier Identifier { get; }

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Property Value

Assets.Attributes

Type BP.AdventureFramework.Asse

Description

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

Assets.Characters

(BP.AdventureFramework.Asse

BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Asse

Examine()

+ BP.AdventureFramework.

Examine this object.

Assets.Locations

(BP.AdventureFramework.Asse

+ BP.AdventureFramework.

ExaminationResult Examine()

Commands

(BP.AdventureFramework.Com

Returns

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

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

▼

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

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

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.D

Syntax

```
ExaminableObject  
(BP.AdventureFramework.Assets.E  
public interface IPlayerVisible
```

```
ExaminationCallback  
(BP.AdventureFramework.Assets.E
```

```
ExaminationResult  
(BP.AdventureFramework.Assets.E
```

```
IExaminable  
(BP.AdventureFramework.Assets.II
```

```
IPlayerVisible  
(BP.AdventureFramework.Assets.II
```

```
Identifier
```

Properties

IsPlayerVisible

Identifier

Get (BP.AdventureFramework.Assets.II)

```
Item
```

Declaration

```
(BP.AdventureFramework.Assets.II
```

```
Size
```

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

```
(BP.AdventureFramework.Assets.S
```

+ BP.AdventureFramework.

Assets.Attributes

Type	Description
BP.AdventureFramework.Assets.II	

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

Assets.Characters

(BP.AdventureFramework.Assets.II)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.II)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.II)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.II)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.II)

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance:

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

Implementation:

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

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

Inherited Members

IPlayerVisible

object (BP.AdventureFramework.Assets.Identifier.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)))
Identifier
object (BP.AdventureFramework.Assets.Identifier.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 (BP.AdventureFramework.Assets.Identifier.html) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object (BP.AdventureFramework.Assets.Identifier.html) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object (BP.AdventureFramework.Assets.Identifier.html) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

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

Assembly: BP.AdventureFramework.dll

Syntax: <https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Identifier>

+ **BP.AdventureFramework.Identifier**

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

Assets.Characters

(BP.AdventureFramework.Assets.Characters.Identifier)

Constructors:

BP.AdventureFramework.Assets.Identifier(string)

Assets.Interaction

(BP.AdventureFramework.Assets.Identifier)

Identifier(string)

+ **BP.AdventureFramework.Identifier**

Creates a new instance of the Identifier class.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Identifier)

+ **BP.AdventureFramework.Identifier**

public Identifier(string name)

Commands

(BP.AdventureFramework.Commands.Identifier)

Parameters

+ **BP.AdventureFramework.Identifier**

Type: **Conversations**

(BP.AdventureFramework.Conversations.Identifier)

string (BP.AdventureFramework.Conversations.Identifier)

(BP.AdventureFramework.Conversations.Identifier)

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

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

Type	Name	Description
Conversations	name	The name.

Type	Name	Description
Conversations	name	The name.

Type	Name	Description
Conversations	name	The name.

Type	Name	Description
Conversations	name	The name.

Type	Name	Description
Conversations	name	The name.

Type	Name	Description
Conversations	name	The name.

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Conversations	name	The name.

Type	Name	Description
Conversations	name	The name.

Type	Name	Description
Conversations	name	The name.

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Conversations	name	The name.

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Conversations	name	The name.

Type	Name	Description
Conversations	name	The name.

Type	Name	Description
Conversations	name	The name.

Type	Name	Description
Conversations	name	The name.

Type	Name	Description
Conversations	name	The name.

Type	Name	Description
Conversations	name	The name.

Properties

Empty

Get an empty identifier.

Declaration

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

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationResult

Description

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

(BP.AdventureFramework.Assets.II

IPlayerVisible

IdentifiableName

(BP.AdventureFramework.Assets.II

Identifier

Get the name as a case insensitive identifier.

(BP.AdventureFramework.Assets.II

Declaration

(BP.AdventureFramework.Assets.II

Size

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

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Property Value

Assets.Attributes

Type	(BP.AdventureFramework.Assets.
------	--------------------------------

Description

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

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.

Name

+ BP.AdventureFramework.

Get the name.

Assets.Interaction

(BP.AdventureFramework.Assets.

Declaration

(BP.AdventureFramework.Assets.

Property Value

+ BP.AdventureFramework.

public string Name { get; }

Assets.Locations

(BP.AdventureFramework.Assets.

Property Value

+ BP.AdventureFramework.

Commands

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

Description

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversation.

Methods

+ BP.AdventureFramework.

Equals(Identifier)

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

Declaration

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

Parameters

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

Returns

ExaminationResult
(BP.AdventureFramework.Assets.ExaminationResult)

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

Equals(string) Framework.Assets.S

+ BPAdventureFramework

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

Assets.Attributes

Declaration
(BP.AdventureFramework.Attributes)

+ BPAdventureFramework(string other)

Assets.Characters

(BP.AdventureFramework.Attributes)

Parameters

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

+ BPAdventureFramework.

Assets.Locations

(BP.AdventureFramework.Attributes)

+ BPAdventureFramework.

Commands
(BP.AdventureFramework.Commands)

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BPAdventureFramework.

Returns a string that represents the current object.

Declaration

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

>Returns

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

ExaminationCallback

Overrides
(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableobject.getexaminationcallback>)

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

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableobject.gettostring>)

Implements

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

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

Identifier

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item.getidentifier>)

Item

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item.getitem>)

Size

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.size.getsize>)

+ BP.AdventureFramework.

Assets.Attributes

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.attributes>)

+ BP.AdventureFramework.

Assets.Characters

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.characters>)

+ BP.AdventureFramework.

Assets.Interaction

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.interaction>)

+ BP.AdventureFramework.

Assets.Locations

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations>)

+ BP.AdventureFramework.

Commands

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.commands>)

+ BP.AdventureFramework.

Conversations

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations>)

+ BP.AdventureFramework.

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance

ExaminableObject
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ ExaminableObject ([BP_AdventureFramework_Assets_ExaminableObject.html](#))
↳ ExaminationCallback
↳ Item
↳ (BP_AdventureFramework_Assets_E)

Implementation

IExaminable ([BP_AdventureFramework_Assets_IExaminable.html](#))
IExaminable
IPlayerVisible ([BP_AdventureFramework_Assets_IPlayerVisible.html](#))
IInteractable ([BP_AdventureFramework_Assets_IInteractWithItem.html](#))
IPlayerVisible
Inherited Members
↳ (BP_AdventureFramework_Assets_II)

Members

ExaminableObject.Examination
([BP_AdventureFramework_Assets_ExaminableObject.Examination.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Examination)
ExaminableObject.Item
([BP_AdventureFramework_Assets_ExaminableObject.Item.html](#)#BP_AdventureFramework_Assets_ExaminableObject_ToString)
ExaminableObject.Identifier
+ **BP_AdventureFramework.**
↳ (BP_AdventureFramework_Assets_ExaminableObject.Identifier)

ExaminableObject.Description
+ **BP_AdventureFramework.**
↳ (BP_AdventureFramework_Assets_ExaminableObject.Description)

Assets.Characters

ExaminableObject.Commands
+ **BP_AdventureFramework.**
↳ (BP_AdventureFramework_Assets_ExaminableObject.Commands)

Assets.Interaction

ExaminableObject.Examine()
+ **BP_AdventureFramework.**
↳ (BP_AdventureFramework_Assets_ExaminableObject.Examine)

Assets.Locations

ExaminableObject.IsPlayerVisible
+ **BP_AdventureFramework.**
↳ (BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)

Commands

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

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

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

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

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

Conversations.Instructions

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

Assembly: BP.AdventureFramework.dll

Syntax

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

ExaminableObject

Constructors

ExaminationCallback

(BP.AdventureFramework.Assets.E

Item(Identifier, Description, bool)

(BP.AdventureFramework.Assets.E

Initializes a new instance of the Item class.

Examinable

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

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

(BP.AdventureFramework.Assets.II

Parameters

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

+ BP.AdventureFramework.

Item(string, string, bool)

(BP.AdventureFramework.Assets.II

Initializes a new instance of the Item class.

+ BP.AdventureFramework.

Declaration

Assets.Interaction

(BP.AdventureFramework.Assets.II

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

+ BP.AdventureFramework.

Assets.Locations

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

Conversations

(BP.AdventureFramework.Con

Properties

Conversations.Instructions

Interaction

Get or set the interaction.

Declaration

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

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationCallback

Description

(BP.AdventureFramework.Assets.E

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

ExaminationResult

(BP.AdventureFramework.Assets.E

IExaminable

IsTakeable

(BP.AdventureFramework.Assets.II

IPlayerVisible

Get or set if this is takeable

(BP.AdventureFramework.Assets.II

Declaration

(BP.AdventureFramework.Assets.II

Item

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

(BP.AdventureFramework.Assets.II

Size

Property Value

(BP.AdventureFramework.Assets.S

Description

+ BP.AdventureFramework.

Assets.Attributes

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

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Interact(Item)

Assets.Interaction

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Parameters

Commands

Type (BP.AdventureFramework.Com

Name

Description

(BP.AdventureFramework.Assets.Item.html)

item

The item to interact with.

Conversations

Returns

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

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

▼ Morph(Item)

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

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

ExaminationResult
public void Morph(Item item)
(BP.AdventureFramework.Assets.ExaminationResult.html)

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

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

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

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

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

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

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.html)

+ BPAdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

+ BPAdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

+ BPAdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ BPAdventureFramework.

Commands

(BP.AdventureFramework.Commands.html)

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

+ BPAdventureFramework.

Conversations.Instructions

Struct Size

Represents a size.

Filter by title

Inherited Members .

(BP.AdventureFramework.Assets.E
Value**Type**.Equals(**object**) (<https://learn.microsoft.com/dotnet/api/system.valuetype.equals>)
Value**Type**.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode>)
Value**Type**.ToString() (<https://learn.microsoft.com/dotnet/api/system.valuetype.tostring>)
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)))
EXAMINABLE
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(**object**, **object**) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
Name ([Name](#)) ([Name](#)) ([Name](#)) ([Name](#))
Assembly ([Assembly](#)) ([Assembly](#)) ([Assembly](#)) ([Assembly](#))
Syntax
Item
(BP.AdventureFramework.Assets.**Size**)
public struct **Size**
Size
(BP.AdventureFramework.Assets.**Size**)

+ BP.AdventureFramework. Constructors

Assets.Attributes

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

+ BP.AdventureFramework. Assets.Characters

Initializes a new instance of the **Size** struct.

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

+ BP.AdventureFramework. Assets.Interaction

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

Parameters

(BP.AdventureFramework.**Size**)

Type	Name	Description
(BP.AdventureFramework.Assets. Size)	<i>width</i>	The width.
(BP.AdventureFramework.Assets. Size)	<i>height</i>	The height.

+ BP.AdventureFramework. Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework. Properties

Conversations

(BP.AdventureFramework.Con)

Height

(BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

Get the height.

Declaration

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

Property Value

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

Width

Declaration
Type
Value

Get the width.

(BP.AdventureFramework.Assets.IItem)

Declaration
Type
Value

(BP.AdventureFramework.Assets.IItem)

public int width { get; }

Declaration
Type
Value

(BP.AdventureFramework.Assets.IItem)

Item
Property Value

(BP.AdventureFramework.Assets.IItem)

Declaration
Type
Value

(BP.AdventureFramework.Assets.IItem)

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

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Namespace BP.AdventureFramework. Assets.Attributes

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Assets

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

 Provides a description of an attribute.

 - **BP.AdventureFramework.**

Assets.Attributes

AttributeManager

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

Attribute

 Provides a class for managing attributes.

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

AttributeManager

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

+ **BP.AdventureFramework.**

Assets.Characters

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

+ **BP.AdventureFramework.**

Assets.Interaction

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

+ **BP.AdventureFramework.**

Assets.Locations

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

+ **BP.AdventureFramework.**

Commands

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

+ **BP.AdventureFramework.**

Conversations

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

+ **BP.AdventureFramework.**

Conversations.Instructions

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

+ **BP.AdventureFramework.**

Extensions

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

Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

(**BP.AdventureFramework.Attribute**)

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

- **BP.AdventureFramework.**

Assets.Attributes

Inherited Members

(**BP.AdventureFramework.Attribute**)

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

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

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

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

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

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

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

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

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

+ **BP.AdventureFramework.**

Assets.Characters

(**BP.AdventureFramework.Attribute**)

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

+ **BP.AdventureFramework.**

Assets.Locations

public class Attribute

(**BP.AdventureFramework.Attribute**)

+ **BP.AdventureFramework.**

Constructors

(**BP.AdventureFramework.Con**)

Attribute(string, string, int, int)

Conversations

Initializes a new instance of the Attribute class.

(**BP.AdventureFramework.Con**)

Declaration

+ **BP.AdventureFramework.**

Conversations.Instructions

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

(**BP.AdventureFramework.Con**)

+ **BP.AdventureFramework.**

Parameters

Extensions

Type

(**BP.AdventureFramework.Exte**)

string

+ **BP.AdventureFramework.**

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

Interpretation

string

(**BP.AdventureFramework.Inter**)

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

+ **BP.AdventureFramework.**

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

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

(**BP.AdventureFramework.Attributes**)

- **BP.AdventureFramework.Attributes**

(**BP.AdventureFramework.Attributes**)

Description

Attribute

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

Get the description of the attribute.

AttributeManager

Declaration

+ **BP.AdventureFramework.**

Assets.Characters

(**BP.AdventureFramework.Attributes.Characters**)

Property Value

+ **BP.AdventureFramework.**

Assets.Interaction

(**BP.AdventureFramework.Attributes.Interaction**)

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

Description

+ **BP.AdventureFramework.**

Assets.Locations

Maximum

(**BP.AdventureFramework.Attributes.Location**)

Get the maximum limit of the attribute.

+ **BP.AdventureFramework.**

Commands

Declaration

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

Conversations

Property Value

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

Conversations.Instructions

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

Description

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

+ **BP.AdventureFramework.**

Minimum

Extensions

(**BP.AdventureFramework.Extensions**)

Get the minimum limit of the attribute.

+ **BP.AdventureFramework.**

Interpretation

Declaration

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Property Value

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

▼
Name

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

- **BP.AdventureFramework.Attributes**
Declaration
Assets.Attributes

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

Attribute

(BP.AdventureFramework.Attributes.AttributeManager)
Property Value
AttributeManager

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

Description

+ **BP.AdventureFramework.Attributes.Characters**
String (<https://learn.microsoft.com/dotnet/api/system.string>)

Assets.Characters

(BP.AdventureFramework.Attributes.Characters)

+ **BP.AdventureFramework.Attributes.Interaction**

(BP.AdventureFramework.Attributes.Interaction)

+ **BP.AdventureFramework.Attributes.Locations**

(BP.AdventureFramework.Attributes.Locations)

+ **BP.AdventureFramework.Commands**

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.Conversations**

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.Conversations.Instructions**

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.Extensions**

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.Interpretation**

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

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

Assets.Attributes

Inherited Members

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

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

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

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

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

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

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

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

Assembly: BP.AdventureFramework.dll

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

Syntax

+ **BP.AdventureFramework.**

Assets.Locations

public sealed class AttributeManager

(**BP.AdventureFramework.Assets.Location**)

+ **BP.AdventureFramework.**

Commands

Properties (<https://learn.microsoft.com/html/BP.AdventureFramework.Com>)

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Conversation**)

Get the number of attributes this manager has.

+ **BP.AdventureFramework.**

Declaration

Conversations.Instructions

(**BP.AdventureFramework.Conversation**)

public int Count { get; }

+ **BP.AdventureFramework.**

Extensions

Property Value

(**BP.AdventureFramework.Extensions**)

Type

Description

+ **BP.AdventureFramework.**

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

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Logic

Methods

Add(Attribute, int)

Add a value to an attribute.

Declaration

- **BPAdventureFramework.**

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

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.Add)

Parameters

Attribute

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

Name

Description

AttributeManager

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

attribute

The attribute.

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

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

value

The value.

+ **BPAdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.Add)

Add(String, int)

+

BPAdventureFramework.

Add a value to an attribute.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.Interaction.Add)

+ **BPAdventureFramework.**

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

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Add)

Parameters

+ **BPAdventureFramework.**

Type

Commands

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

Name

Description

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

attributeName

The name of the attribute.

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

value

The value.

+ **BPAdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.GetAsDictionary)

GetAsDictionary()

+ **BPAdventureFramework.**

Get all attributes as a dictionary.

ConversationsInstructions

(BP.AdventureFramework.ConversationsInstructions.GetAsDictionary)

Declaration

+ **BPAdventureFramework.**

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

Extensions

(BP.AdventureFramework.Extensions.GetAsDictionary)

Returns

+ **BPAdventureFramework.**

Type

Interpretation

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

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

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

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

Logic

Description

An array of

atributes.

GetAttributes()

Get all attributes.

Declaration

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

Returns

BP.AdventureFramework.

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

Attribute

(BP.AdventureFramework.Attributes.Attribute)

AttributeManager

GetValue(Attribute)

(BP.AdventureFramework.Attributes.Attribute)

BP.AdventureFramework.

Assets.Characters

Declaration

(BP.AdventureFramework.Attributes.AttributeSet)

+ **BP.AdventureFramework.**

Assets.Interaction

Part of **(BP.AdventureFramework.Attributes.AttributeSet)**

Type	Name	Description
Attribute	<i>attribute</i>	The attribute.

Returns

+ **BP.AdventureFramework.**

Type

Commands

(BP.AdventureFramework.Commands.Command)

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

Description

The value.

+ **BP.AdventureFramework.**

Conversations

GetValue(string)Conversation

BP.AdventureFramework.

Conversations.Instructions

Declaration

(BP.AdventureFramework.ConversationInstructions)

+ **BP.AdventureFramework.**

Extensions

Part of **(BP.AdventureFramework.Extensions)**

Type	Name	Description
String	<i>attributeName</i>	The name of the attribute.

Returns

+ **BP.AdventureFramework.**

Logic

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

Remove(Attribute)

Remove an attribute.

- BP.AdventureFramework.

Declaration

Assets.Attributes

(BP.AdventureFramework.Attributes)

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

Attribute

(BP.AdventureFramework.Attributes.Attributes)

Parameters

AttributeManager

Type (BP.AdventureFramework.Attributes.Attributes)

Name

Description

+ BP.AdventureFramework.

Attributes

attribute

The attribute.

Assets.Characters

(BP.AdventureFramework.Attributes.Characters)

Remove(string)

(BP.AdventureFramework.Attributes.Characters)

Remove an attribute.

(BP.AdventureFramework.Attributes.Characters)

Declaration

+ BP.AdventureFramework.

Attributes.Locations

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

(BP.AdventureFramework.Attributes.Locations)

Parameters

(BP.AdventureFramework.Attributes.Locations)

Commands

Name

Description

(BP.AdventureFramework.Commands)

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

attributeName

The name of the attribute.

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Remove all attributes.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Subtract(Attribute, int)

(BP.AdventureFramework.Interpretation)

Subtract a value from an attribute.

(BP.AdventureFramework.Interpretation)

Declaration

+ BP.AdventureFramework.

Logic

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

Parameters

Type		Name	Description
Attribute (BP.AdventureFramework.Assets.Attributes.Attribute.html)		attribute	The attribute.
- int (System.Int32) (dotnet/api/system.int32)		value	The value.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

Subtract(string, int)

(BP.AdventureFramework.Assets.Attributes.AttributeManager)

Subtract a value from an attribute.

AttributeManager

Declaration

+ BP.AdventureFramework.

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

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

Parameters

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

string (System.String) (dotnet/api/system.string)

- int (System.Int32) (dotnet/api/system.int32)

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Namespace BP.AdventureFramework. Assets.Characters

▼ Filter by title

Classes

(BP.AdventureFramework.Assets.Character)

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

Assets.Attributes

Represents a generic in-game character.

(BP.AdventureFramework.Assets.Character)

- BP.AdventureFramework.
NonPlayableCharacter

Assets.Characters

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

(BP.AdventureFramework.Assets.Character)

Represents a non-playable character.

Character

(BP.AdventureFramework.Assets.Character)

PlayableCharacter

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

NonPlayableCharacter

Represents a playable character.

(BP.AdventureFramework.Assets.Character)

PlayCharacter

(BP.AdventureFramework.Assets.Character)

+ BP.AdventureFramework.
IConverser

Assets.Characters

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

(BP.AdventureFramework.Assets.Character)

Represents an object that can converse.

+ BP.AdventureFramework.
Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.
Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.
Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.
Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.
Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.
Instructions

(BP.AdventureFramework.Instructions)

+ BP.AdventureFramework.
Locations

(BP.AdventureFramework.Locations)

+ BP.AdventureFramework.
Objects

(BP.AdventureFramework.Objects)

Class Character

Represents a generic in game character.

Filter by title

Inheritance

Assets.Attributes

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

- BP_AdventureFramework.

Assets.Characters

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

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

Implements

Character

IExaminable ([BP_AdventureFramework_Assets_IExaminable.html](#))

IPlayerVisible ([BP_AdventureFramework_Assets_IPlayerVisible.html](#))

IIInteractableItem ([BP_AdventureFramework_Assets_Interaction_IInteractWithItem.html](#))

Inherited Members

NonPlayableCharacter

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

ExaminableObject_Examination

PlayableCharacter

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

ExaminableObject_Examine()

+ BP_AdventureFramework.

Assets.Interaction

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

ToTop

(BP_AdventureFramework.Assets)

ExaminableObject.Identifier

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

Assets.Locations

(BP_AdventureFramework.Assets)

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

+ BP_AdventureFramework.

Description

ExaminableObject.Commands

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

+ BP_AdventureFramework.

ExaminableObject.Attributes

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

Conversations

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

(BP_AdventureFramework.Conversations)

ExaminableObject.Examine()

+ BP_AdventureFramework.

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

Conversations.Instructions

(BP_AdventureFramework.Conversations.Instructions)

ExaminableObject.IsPlayerVisible

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

+ BP_AdventureFramework.

sPlayerVisible

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

Extensions

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

(BP_AdventureFramework.Extensions)

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

Interpretation

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

(BP_AdventureFramework.Interpretation)

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

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

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

Assembly: BP.AdventureFramework.dll

Syntax

Assets.Attributes class Character : ExaminableObject, IExaminable, IPlayerVisible, IIn
(BP.AdventureFramework.Assets.Characters.html)

- **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

Properties

Character

(BP.AdventureFramework.Assets.Characters.html)

Interaction

(BP.AdventureFramework.Assets.Characters.html)

Get or set the Interaction

NonPlayableViewCharacter

(BP.AdventureFramework.Assets.Characters.html)

Declaration

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.html)

public InteractionCallback Interaction { get; set; }

+ **BP.AdventureFramework.**

Assets.Interaction

Property Value

(BP.AdventureFramework.Assets.Characters.html)

Type

+ **BP.AdventureFramework.**

InteractionCallback ([BP.AdventureFramework.Assets.Interaction.InteractionCallback.html](https://learn.microsoft.com/dotnet/api/system.eventargs#interactioncallback))

Assets.Locations

(BP.AdventureFramework.Assets.Characters.html)

+ **BP.AdventureFramework.**

IsAlive

Commands

Get if this character is alive

(BP.AdventureFramework.Characters.html)

Declaration

+ **BP.AdventureFramework.**

Conversations

public bool IsAlive { get; protected set; }

(BP.AdventureFramework.Characters.html)

+ **BP.AdventureFramework.**

Property Value

Conversations.Instructions

Type

(BP.AdventureFramework.Characters.html)

Description

+ **BP.AdventureFramework.**

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

Description

Extensions

(BP.AdventureFramework.Extensions.html)

Items

+ **BP.AdventureFramework.**

Get the items this Character holds.

Interpretation

(BP.AdventureFramework.Interpretation.html)

Declaration

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

Property Value

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

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

Methods

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

AcquireItem(Item)

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

IConverser

Declaration
(BP.AdventureFramework.Assets.Characters.ICharacter)

NonPlayableCharacter

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

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.ICharacter)

Parameters

+ BP.AdventureFramework.

Type Assets.Interaction

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

Name

Description

item The item to acquire.

+ BP.AdventureFramework.

Assets.Locations

DeacquireItem(Item)

(BP.AdventureFramework.Assets.Locations.ILocation)

De-acquire an item.

BP.AdventureFramework.

Commands

Declaration
(BP.AdventureFramework.Commands.ICommand)

public virtual void DeacquireItem(Item item)

+ BP.AdventureFramework.

Conversations

Parameters
(BP.AdventureFramework.Conversations.IConversation)

Type

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

Name

Description

item The item to de-acquire.

(BP.AdventureFramework.Conversations.IConversation)

+ BP.AdventureFramework.

FindItem(string, out Item, bool)

Declaration
(BP.AdventureFramework.Extensions.IExtensions)

Find an item.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation.IInterpretation)

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

Parameters

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

IConverser

Returns [BP.AdventureFramework.Assets.Character](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Character)

Type	Description
NonPlayableCharacter (https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Character)	True if the item was found.

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Character>)

+ BP.AdventureFramework.

GiveItem(Character)

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Character>)

Give an item to another in game Character.

+ BP.AdventureFramework.

Declaration

Assets.Locations

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Location>)

+ BP.AdventureFramework.

Parameters

Commands

Type	Name	Description
BP.AdventureFramework.Commands.GiveItem	item	The item to give.
Conversations	character	The Character to give the item to.

+ BP.AdventureFramework.

Returns

Conversations.Instructions

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

Extensions

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Extensions>)

HasItem(Item, bool)

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Extensions.HasItem>)

Determines if NonPlayableCharacter has an item.

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Extensions.HasItem>)

Declaration

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

Parameters

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

(BP.AdventureFramework.Assets.Characters)

Returns

Character

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

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

Interact(Item)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

Interact with an item.

+ BP.AdventureFramework.

Declaration

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

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

+ BP.AdventureFramework.

Assets.Locations

Parameters

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

(BP.AdventureFramework.Commands)

Returns

+ BP.AdventureFramework.

Conversations

InteractionResult

(BP.AdventureFramework.Conversations)

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

Description

The result of the interaction.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

InteractWithItem(Item)

Declaration

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Interpretation)

Parameters

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

Returns

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

- **BP.AdventureFramework.**

Kill

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

Kill the character.
Character

Declaration
(BP.AdventureFramework.Assets.Characters)

IConverser

(BP.AdventureFramework.Assets.Characters)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters)

Implements

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

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

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

- + **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

- + **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

- + **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

- + **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

- + **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

- + **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

Interface IConverser

Represents an object that can converse.

 Filter by title

Inherited Members

(BP.AdventureFramework.Assets.IExaminable.Identifier)
(BP.AdventureFramework.Assets.IExaminable.Description)
(BP.AdventureFramework.Assets.IExaminable.Commands)
(BP.AdventureFramework.Assets.IExaminable.Attributes)
(BP.AdventureFramework.Assets.IPlayerVisible.IsPlayerVisible)
(BP.AdventureFramework.Assets.IPlayableCharacter)

+ BP.AdventureFramework.

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

Assembly: BP_AdventureFramework.dll

(BP.AdventureFramework.Assets.IConverser)

Syntax

+ BP.AdventureFramework.

Assets.Locations

public interface IConverser : IExaminable, IPlayerVisible

(BP.AdventureFramework.Assets.IConverser)

+ BP.AdventureFramework.

Commands

Properties **BP.AdventureFramework.Com**

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

Get or set the conversation.

+ BP.AdventureFramework.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

Conversation Conversation { get; set; }

+ BP.AdventureFramework.

Extensions

Property Value

(BP.AdventureFramework.Exte

Type

+ BP.AdventureFramework.

Conversation (BP.AdventureFramework.Conversations.Conversation.html)

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Description

Type	Description

▼

(BP.AdventureFramework.Assets)

- BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets)

Character

(BP.AdventureFramework.Assets.C)

IConverser

(BP.AdventureFramework.Assets.C)

NonPlayableCharacter

(BP.AdventureFramework.Assets.C)

PlayableCharacter

(BP.AdventureFramework.Assets.C)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

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

Assets.Characters

(**BP_AdventureFramework.Asset**)

↳ NonPlayableCharacter
Character

Implements

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

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

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

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

Inherited Members

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

Character.IsAlive

+ **BP_AdventureFramework**

Assets.Interaction (BP.AdventureFramework.Assets.Characters.Character.html#BP_AdventureFramework_Assets_Characters_Character_Interaction)

(**BP_AdventureFramework.Asset**)

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

+ **BP_AdventureFramework**.

Assets.Locations

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

Character.Kill()

+ **BP_AdventureFramework**.

Commands (BP.AdventureFramework.Assets.Characters.Character.html#BP_AdventureFramework_Assets_Characters_Commands)

(**BP_AdventureFramework.Command**)

Character.AcquireItem(Item)

+ **BP_AdventureFramework**.

Conversations (BP.AdventureFramework.Assets.Characters.Character.html#BP_AdventureFramework_Assets_Characters_Conversations)

(**BP_AdventureFramework.Conversation**)

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

Character.HasItem(item, bool)

(**BP_AdventureFramework.Conversation**)

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

+ **BP_AdventureFramework**.

Character.FindItem(string, out Item, bool)

Extensions

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

(**BP_AdventureFramework.Extension**)

Character.Give(Item, Character)

+ **BP_AdventureFramework**.

Interpretation (BP.AdventureFramework.Assets.Characters.Character.html#BP_AdventureFramework_Assets_Characters_Interpretation)

(**BP_AdventureFramework.Interpretation**)

Character.Interact(item)

+ **BP_AdventureFramework**.

Character.Interact_BP_AdventureFramework_Assets_Item_

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

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

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

+ **BP.AdventureFramework.**

ExaminableObject.Description
Assets.Characters
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Description)

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

CommandConverser

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

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

+ **BP.AdventureFramework.**

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

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

+ **BP.AdventureFramework.**

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

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

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

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

(BP.AdventureFramework.Conversations)

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

+ **BP.AdventureFramework.**

Assembly: BP_AdventureFramework.dll

Conversations

Syntax
(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

public sealed class NonPlayableCharacter : Character, IInteractWithItem, IConverser, ISelectable

ConversationsInstructions

(BP.AdventureFramework.ConversationsInstructions)

+ **BP.AdventureFramework.**

Constructors

Extensions

(BP.AdventureFramework.Extensions)

NonPlayableCharacter(Identifier, Description, Conversation)

Interpretation
Initializes a new instance of the NonPlayableCharacter class.
(BP.AdventureFramework.Interpretation)

Declaration
+ **BP.AdventureFramework.**

Ionic

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

Parameters

Type		Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)		identifier	This NonPlayableCharacter's identifier.
Assets.Characters Description (BP.AdventureFramework.Assets.Description.html)		description	The description of this NonPlayableCharacter.
Character Conversation (BP.AdventureFramework.Assets.C (BP.AdventureFramework.Conversations.Conversation. html) (BP.AdventureFramework.Assets.C		conversation	The conversation.
NonPlayableCharacter (BP.AdventureFramework.Assets.C PlayableCharacter (BP.AdventureFramework.Assets.C			

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

+ BPAdventureFramework

Initializes a new instance of the NonPlayableCharacter class.

Assets.Interaction

Declaration

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

+ BPAdventureFramework

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

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

Parameters

+ BPAdventureFramework.

Type		Name	Description
Commands (BP.AdventureFramework.Com Identifier (BP.AdventureFramework.Assets.Identifier.html)		identifier	This NonPlayableCharacter's identifier.
BPAdventureFramework.			
Conversations Description (BP.AdventureFramework.Con (BP.AdventureFramework.Assets.Description.html)		description	The description of this NonPlayableCharacter.
BPAdventureFramework. (BP.AdventureFramework.Conversations.Conversation.ht ml) (BP.AdventureFramework.Con		conversation	The conversation.
BPAdventureFramework. (https://learn.microsoft.com/dotnet/api/system.boolean) Extensions		isAlive	Set if this NonPlayableCharacter is alive.
BPAdventureFramework.Exte (BP.AdventureFramework.Assets.Interaction.InteractionC amback.html)		interaction	Set this NonPlayableCharacter's interaction.
BPAdventureFramework. Interpretation (BP.AdventureFramework.Inter			

+ BPAdventureFramework.

Logic

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

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

+ **BP.AdventureFramework.**

Assets.Characters

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

Parameters

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

+ **BP.AdventureFramework.**

Conversations

NonPlayableCharacter(string, string, Conversation)
(**BP.AdventureFramework.Conversations**)

Initializes a new instance of the NonPlayableCharacter class.

+ **BP.AdventureFramework.**

Conversations.Instructions

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

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

Extensions

(**BP.AdventureFramework.Extensions**)

Parameters

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

+ **BP.AdventureFramework.**

Ionic

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

- BP.AdventureFramework.

Assets.Characters

Properties

Character

(BP.AdventureFramework.Assets.C

Conversation

IConverser

(BP.AdventureFramework.Assets.C

Get or set the conversation.

NonPlayableCharacter

Declaration

(BP.AdventureFramework.Assets.C

PlayableCharacter

(BP.AdventureFramework.Assets.C

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

+ BP.AdventureFramework.

Assets.Interaction

Properties

Type

Description

+ BP.AdventureFramework.

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

Assets.Locations

Implements

BP.AdventureFramework.

Commands

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

ICollidable ([BP.AdventureFramework.Assets.Characters.IConverser.html](#))

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

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

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- **BP.AdventureFramework.**

↳ [Assets.Characters](#)

(**BP_AdventureFramework_Assets_Characters**)

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

Character

↳ PlayableCharacter

([BP_AdventureFramework_Assets_Characters_PlayableCharacter.html](#))

Implements

IConverser

IExaminable ([BP_AdventureFramework_Assets_IExaminable.html](#))

IPlayerVisible ([BP_AdventureFramework_Assets_IPlayerVisible.html](#))

IIInteractWithItem ([BP_AdventureFramework_Assets_IIInteractWithItem.html](#))

PlayableCharacter

Inherited Members

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_IsAlive](#))

Character.IsAlive

+ **BP.AdventureFramework.**

AssetsInteraction

(**BP_AdventureFramework_AssetsInteraction**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Interaction](#))

+ **BP.AdventureFramework.**

AssetsLocations

(**BP_AdventureFramework_AssetsLocations**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Items](#))

+ **BP.AdventureFramework.**

Commands

(**BP_AdventureFramework_Commands**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Kill](#))

+ **BP.AdventureFramework.**

Conversations

(**BP_AdventureFramework_Conversations**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_AcquireItem](#))

+ **BP.AdventureFramework.**

ConversationsInstructions

(**BP_AdventureFramework_ConversationsInstructions**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_HasItem](#))

+ **BP.AdventureFramework.**

Conversation

(**BP_AdventureFramework_Conversation**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_HasItem_System_Boolean](#))

+ **BP.AdventureFramework.**

Extensions

(**BP_AdventureFramework_Extensions**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_FindItem](#))

+ **BP.AdventureFramework.**

Interpretation

(**BP_AdventureFramework_Interpretation**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Give](#))

+ **BP.AdventureFramework.**

Logic

(**BP_AdventureFramework_Logic**)

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

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

ExaminableObject.Identifier
+ **BP.AdventureFramework.**

Assets.Characters
ExaminableObject.Description
(BP.AdventureFramework.Ass
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Character)
Description
Exam**(BP.AdventureFramework.**Assets.C
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Command)
Command
Exam**(BP.AdventureFramework.**Assets.C
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_PlayableCharacter)
PlayableCharacter
Exam**(BP.AdventureFramework.**Assets.C
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examine)
+ **BP.AdventureFramework.**

Assets.Interaction
ExaminableObject.IsPlayerVisible
(BP.AdventureFramework.Ass
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)
+ **BP.AdventureFramework.**

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

+ **BP.AdventureFramework.**

Conversations
Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Con
Syntax
+ **BP.AdventureFramework.**

Conversations.Instructions
public sealed class PlayableCharacter : Character, IExaminable, IPlayerVisible, IInt
(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions
Constructors
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

PlayableCharacter(Identifier, Description, params Item[])
(BP.AdventureFramework.Inte
Initializes a new instance of the PlayableCharacter class.
+ **BP.AdventureFramework.**

Declaration
Logic
/BP_AdventureFramework.Logic

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

Parameters

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

PlayableCharacter(string, string, params Item[])

NonPlayableCharacter
Initializes a new instance of the PlayableCharacter class.

PlayableCharacter
Declaration
(BP.AdventureFramework.Assets.Character.html)

+ **BP.AdventureFramework.**PlayableCharacter(string identifier, string description, params Item[] items)

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)
Parameters

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

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**UseItem(Item, IInteractWithItem)

Conversations.Instructions

UseItem
(BP.AdventureFramework.Conversations)

Declaration

+ **BP.AdventureFramework.**

Extensions

public InteractionResult UseItem(Item item, IInteractWithItem targetObject)

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Parameters

Interpretation

Type
(BP.AdventureFramework.Interpretation)

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

+ **BP.AdventureFramework.**

Logic

/BP_AdventureFramework.Logic

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

>Returns

Type	Description
- BP.AdventureFramework. Assets.Characters InteractionResult (BP.AdventureFramework.Assets.Interaction.InteractionResult.html)	The result of the items usage.

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

NonPlayerCharacter
(BP.AdventureFramework.Assets.NonPlayerCharacters.html)

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

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

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

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.html)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.html)

Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

Classes

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

InteractionResult

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

Assets.Characters

Represents a result of an interaction.
(BP.AdventureFramework.Assets.InteractionResult.html)

- BP.AdventureFramework.

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

Assets.Interaction

Represents a reaction.
(BP.AdventureFramework.Assets.Interaction.Reaction.html)

Condition

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

BP.AdventureFramework.Assets

IInteractWithItem

Represents a result.

(BP.AdventureFramework.Assets.Result.html)

InteractionCallback

(BP.AdventureFramework.Assets.Result.html)

InteractionEffect

(BP.AdventureFramework.Assets.Result.html)

InteractionResult

(BP.AdventureFramework.Assets.Result.html)

IInteractWithItem

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

Represents any object that can interact with an item.

(BP.AdventureFramework.Assets.IInteractWithItem.html)

ReactionResult

(BP.AdventureFramework.Assets.Result.html)

Result

(BP.AdventureFramework.Assets.Result.html)

InteractionEffect

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

Assets.IInteractionEffects

(BP.AdventureFramework.Assets.IInteractionEffects.html)

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

Commands of reaction results.

(BP.AdventureFramework.Commands.ReactionResults.html)

Delegates

BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

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

+ BP.AdventureFramework.Conditions

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

InteractionCallback

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

Represents the callback for interacting with objects.

▼

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.html)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

- **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

Reaction

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

ReactionResult

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

Result

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.html)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

Delegate Condition

Represents a callback for conditions.

Filter by title

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

+ **BP.AdventureFramework.**

Assets.Characters

Syntax

- **BP.AdventureFramework.**

public delegate bool Condition()

Assets.Interaction

(BP.AdventureFramework.Assets.

Returns

Condition

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

InteractionCallback

(BP.AdventureFramework.Assets.Interaction)

InteractionEffect

(BP.AdventureFramework.Assets.Interaction)

InteractionResult

(BP.AdventureFramework.Assets.Interaction)

Reaction

(BP.AdventureFramework.Assets.Interaction)

ReactionResult

(BP.AdventureFramework.Assets.Interaction)

Result

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assets.Characters

Assemblies: BP.AdventureFramework.dll

Syntax

- **BP.AdventureFramework.**

Assets.Interaction

public interface IInteractWithItem

(BP.AdventureFramework.Assets.

Condition

(BP.AdventureFramework.Assets.Ir

IInteractWithItem

(BP.AdventureFramework.Assets.Ir

InteractionCallback

(BP.AdventureFramework.Assets.Ir

Methods

Interact(Item)

InteractionEffect

Interact with an item.

InteractionResult

Declaration: BP.AdventureFramework.Assets.Ir

Reaction

I(BP.AdventureFramework.Assets.Item item)

ReactionResult

(BP.AdventureFramework.Assets.Ir

Parameters

Result

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

Assets.Locations

Reference: BP.AdventureFramework.Assets.

+ **BP.AdventureFramework.**

Commands

InteractionResult

(BP.AdventureFramework.Com

Description

The result of the interaction.

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

(BP.AdventureFramework.Assets.InteractionInteractionCallback)

Assembly: BP.AdventureFramework.dll

- **BP.AdventureFramework.**

Syntax

Assets.Interaction

(BP.AdventureFramework.Assets.InteractionInteractionCallback)

Condition

Parameters
 IInteractWithItem

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

InteractionEffect

Returns
 InteractionResult

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

ReactionResult

(BP.AdventureFramework.Assets.Result.html)

Result

(BP.AdventureFramework.Assets.Result.html)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Assets.Interaction)

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

Fields

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Instructions

(BP.AdventureFramework.Instructions)

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

↳ Result ([BP_AdventureFramework_Assets.Interaction.Result.html](#))

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

↳ InteractionResult

Condition

Inherited Members

([BP_AdventureFramework_Assets.Result](#))

ResultDescription

([BP_AdventureFramework_Assets.Result](#))

DescriptionCallback

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

InteractionEffect

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

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

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

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

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

([BP_AdventureFramework_Assets.Result](#))

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

([BP_AdventureFramework_Assets.Result](#)) ([BP_AdventureFramework_Assets.Result.html](#))

Assembly: BP_AdventureFramework.dll

Syntax

BP.AdventureFramework.

Assets.Locations

public sealed class InteractionResult : Result

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

+ **BP.AdventureFramework.**

Commands

Constructors

([BP_AdventureFramework_Commands.Result](#))

+ **BP.AdventureFramework.**

InteractionResult(InteractionEffect, Item)

Conversations

([BP_AdventureFramework_Conversations.Result](#))

Initializes a new instance of the InteractionResult class.

Delegates

BP.AdventureFramework.

Conversations.Instructions

([BP_AdventureFramework_Conversations.Result](#))

Initializes a new instance of the InteractionResult class with the specified interaction effect and item.

+ **BP.AdventureFramework.**

Parameters

Extensions

Type	Name	Description
InteractionEffect	effect	The effect of this interaction.

(BP_AdventureFramework_Assets.Interaction.InteractionEffect)	effect	The effect of this interaction.
--	--------	---------------------------------

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

InteractionResult(InteractionEffect, Item, string)

- **BP.AdventureFramework.**

Initializes a new instance of the InteractionResult class.

Assets.Interaction

(BP.AdventureFramework.Assets.

Condition

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

(BP.AdventureFramework.Assets.

InteractionCallback

(BP.AdventureFramework.Assets.

Type InteractionEffect

(BP.AdventureFramework.Assets.

InteractionEffect

(BP.AdventureFramework.Assets.

InteractionResult

(BP.AdventureFramework.Assets.

InteractionEffect.html)

Reaction

Item (BP.AdventureFramework.Assets.

Item.html)

ReactionResult

(BP.AdventureFramework.Assets.

Result

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

Description descriptionOfEffect

A description of the effect.

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Commands

Get the effect.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

Conversations

```
public InteractionEffect Effect { get; }
```

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Property Value

Conversations.Instructions

Type (BP.AdventureFramework.Com

Description

InteractionEffect (BP.AdventureFramework.Assets.

InteractionEffect.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Item

+ BP.AdventureFramework.

Get the item used in the interaction.

Interpretation

Declaration

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

Property Value

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

Class Reaction

Represents a reaction.

Filter by title

Inheritance

Assets.Interaction

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

↳ Reaction

Condition

Inherited Members

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

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

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

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

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

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

Reaction

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

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

Assembly: BP.AdventureFramework.dll

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

Syntax

Result

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

+ BP.AdventureFramework.

Assets.Locations

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

Constructors

+ BP.AdventureFramework.

Commands

Reaction(ReactionResult, string)

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

Initializes a new instance of the Reaction class.

+ BP.AdventureFramework.

Declaration

Conversations

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

public Reaction(ReactionResult result, string description)

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

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

Type

Name	Description
result	The result.
description	A description of the result.

+ BP.AdventureFramework.

ReactionResult

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

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

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

+ BP.AdventureFramework.

Interpretation

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

Properties

Description

Get a description of the result.

Declaration

Assets.Interaction

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

Condition

Property Value

Type	Description
IInteractWithItem (BP.AdventureFramework.Assets)	

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

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

InteractionEffect

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

Result

InteractionResult

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

Get the result.

Reaction

Declaration

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

ReactionResult

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

Result

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

Property Value

Type	Description
Assets.Locations	

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

([BP.AdventureFramework](#))

+ BP.AdventureFramework.

Commands

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

+ BP.AdventureFramework.

Conversations

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

+ BP.AdventureFramework.

Conversations.Instructions

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

+ BP.AdventureFramework.

Extensions

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

+ BP.AdventureFramework.

Interpretation

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

Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Assembly: BP.AdventureFramework.dll
Condition

Syntax

```
(BP.AdventureFramework.Assets.Interaction.ReactionResult)
  IInteractWithItem
  (BP.AdventureFramework.Assets.Interaction.ReactionResult)
    InteractionCallback
    (BP.AdventureFramework.Assets.Interaction.ReactionResult)
      InteractionEffect
    (BP.AdventureFramework.Assets.Interaction.ReactionResult)
      InteractionResult
```

Fields

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Class Result

Represents a result.

Filter by title

Inheritance

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

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

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Assets.Locations

Syntax

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.Result**

Commands

(BP.AdventureFramework.Commands)

Constructors

(BP.AdventureFramework.Result)

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.Result**

Initializes a new instance of the Result class.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Result)

+ **BP.AdventureFramework.Result**

protected **Result()**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.Result**

Properties

(BP.AdventureFramework.InteractionResult)

Descriptions

▪ - - - -

Get the description.

Declaration

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

Property Value

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

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

▪ - - - - -

Namespace BP.AdventureFramework. Assets.Locations

▼ Filter by title

Classes

+ BP.AdventureFramework.

 Assets.Characters

(BP.AdventureFramework.
Assets.Characters.html)

+ BP.AdventureFramework.

 Assets.Interaction

(BP.AdventureFramework.
Assets.Interaction.html)

- BP.AdventureFramework.

 Assets.Locations

(BP.AdventureFramework.
Assets.Locations.html)

 Direction

 Represents an entire overworld.

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

 Exit

 Matrix

 Represents a region.

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

 Overworld

 Room

 Represents a room.

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

 Region

 Represents a room

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

 Room

 RoomPosition

 Represents a room position.

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

 ViewPoint

 ViewPoint

 Represents a viewpoint from a room.

+ BP.AdventureFramework.

 Commands

E

 BP.AdventureFramework.Com

+ BP.AdventureFramework.

 Directions

 (BP.AdventureFramework.
Assets.Direction.html)

 Enumeration of directions.

+ BP.AdventureFramework.

 Conversations.Instructions

 (BP.AdventureFramework.Con

+ BP.AdventureFramework.

 Extensions

 (BP.AdventureFramework.Ex

 tensions.html)

Enum Direction

Enumeration of directions.

Filter by title

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

↳ [BP.AdventureFramework](#)

Syntax

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

public enum Direction

- **BP.AdventureFramework.**

Assets.Locations

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

Fields

Direction (BP.AdventureFramework.Assets.Locations)

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

Extension Methods

DirectionExtensions (Direction)

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

Extensions (BP.AdventureFramework_Assets_Locations_Direction_)

+ **BP.AdventureFramework.**

Conversations

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

+ **BP.AdventureFramework.**

Conversations.Instructions

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

+ **BP.AdventureFramework.**

Extensions

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

+ **BP.AdventureFramework.**

Locations

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

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Assets.Interaction

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

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

↳ Exit

Implementation

AssetsLocations

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

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

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

Direction

Inheritance

(**BP.AdventureFramework.Assets.Location**)

Exit

ExaminableObject.Examination

(**BP.AdventureFramework.Assets.Location**)

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

(**BP.AdventureFramework.Assets.Location**)

ExaminableObject.ToString()

Overworld

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

(**BP.AdventureFramework.Assets.Location**)

Region

ExaminableObject.Identifier

(**BP.AdventureFramework.Assets.Location**)

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

(**BP.AdventureFramework.Assets.Location**)

ExaminableObject.Description

RoomPosition

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

(**BP.AdventureFramework.Assets.Location**)

ViewPoint

ExaminableObject.Commands

(**BP.AdventureFramework.Assets.Location**)

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

(**BP.AdventureFramework.Location**)

Commands

ExaminableObject.Attributes

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

(**BP.AdventureFramework.Location**)

ExaminableObject.Examine

(**BP.AdventureFramework.Location**)

ExaminableObject.IsPlayerVisible

(**BP.AdventureFramework.Location**)

IsPlayerVisible

(**BP.AdventureFramework.Location**)

Conversations

ExaminableObject.Conversation

(**BP.AdventureFramework.Location**)

ExaminableObject.IsPlayerVisible

(**BP.AdventureFramework.Location**)

Conversations.Instructions

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

(**BP.AdventureFramework.Location**)

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

(**BP.AdventureFramework.Location**)

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

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

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

(**BP.AdventureFramework.Location**)

Interpretation

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

Assembly: BP.AdventureFramework.dll

Syntax

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

+ **BP.AdventureFramework.**

Assets.Interaction

Constructors

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

- **BP.AdventureFramework.**

Exit(Direction, bool, Identifier, Description)

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

 Initializes a new instance of the `Exit` class.

 Direction
 Declaration

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

 Exit

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

 Matrix

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

 Parameters

Type	Name	Description
Region		
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	direction	The direction of the exit.
Room		
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	isLocked	If this exit is locked.
RoomPosition		
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	An identifier for the exit.
ViewPoint		
Description (BP.AdventureFramework.Assets.Description.html)	description	A description of the exit.

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

+ **BP.AdventureFramework.**

Commands

 (**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

Direction

 Conversations

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

- **BP.AdventureFramework.**

Conversations.Instructions

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

+ **BP.AdventureFramework.**

 Property Value

 Extensions

 Type (**BP.AdventureFramework.Extensions**)

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

+ **BP.AdventureFramework.**

 Interpretation

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

Interaction

Get or set the interaction.

Declaration

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

+ BPAdventureFramework.

Property Value

Assets.Interaction

Type

(BP.AdventureFramework.Assets.

Description

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

- BPAdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.

IsLocked

Direction

Get if BPAdventureFramework.Assets.L

Exit

Declaration
(BP.AdventureFramework.Assets.L

Matrix

public bool IsLocked { get; }

(BP.AdventureFramework.Assets.L

Overworld

(BP.AdventureFramework.Assets.L

Property Value

Region

Type

(BP.AdventureFramework.Assets.L

Description

Room

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

(BP.AdventureFramework.Assets.L

RoomPosition

(BP.AdventureFramework.Assets.L

ViewPoint

(BP.AdventureFramework.Assets.L

Methods

+ BPAdventureFramework.

Interact(Item)

(BPAdventureFramework.Com

Interact with an item.

+ BPAdventureFramework.

Declaration

Conversations

(BPAdventureFramework.Con

public InteractionResult Interact(Item item)

+ BPAdventureFramework.

ParseConversations.Instructions

(BPAdventureFramework.Con

Type

Name

Description

+ BPAdventureFramework.

Item (BPAdventureFramework.Assets.Item.html)

item

The item to interact with.

Extensions

(BPAdventureFramework.Exte

+ BPAdventureFramework.

Interpretation

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

Lock()

+ **BPAdventureFramework.**

Lock this exit.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.

- **BPAdventureFramework.**

public void Lock()

Assets.Locations

(BP.AdventureFramework.Assets.

Direction

Unlock()

(BP.AdventureFramework.Assets.L

Exit

Unlock this exit.

(BP.AdventureFramework.Assets.L

Declaration

Matrix

(BP.AdventureFramework.Assets.L

ObjectWorldId Unlock()

(BP.AdventureFramework.Assets.L

Region

(BP.AdventureFramework.Assets.L

Room

Implements

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

RoomPosition

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

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

ViewPoint

(BP.AdventureFramework.Assets.L

+ **BPAdventureFramework.**

Commands

(BP.AdventureFramework.Com

+ **BPAdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BPAdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

+ **BPAdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BPAdventureFramework.**

Interpretation

Depth

Get the depth of the matrix.

Declaration

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

Assets Interaction

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

Height

Get the height of the matrix.

Declaration
Matrix

```
(BP.AdventureFramework.Assets.Locations)
```

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

```
Overworld
```

```
(BP.AdventureFramework.Assets.Locations)
```

```
Region
```

```
(BP.AdventureFramework.Assets.Locations)
```

```
Type Room
```

```
(BP.AdventureFramework.Assets.Locations)
```

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

```
RoomPosition
```

```
(BP.AdventureFramework.Assets.Locations)
```

```
ViewPoint
```

```
this[int, int]
```

```
(BP.AdventureFramework.Assets.Locations)
```

BP.AdventureFramework.

Commands

Declaration

```
(BP.AdventureFramework.Commands)
```

```
+ BP.AdventureFramework.PlayRoom(this[int x, int y, int z] { get; })
```

Conversations

Parameters

```
(BP.AdventureFramework.Conversations)
```

Instructions

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

```
(BP.AdventureFramework.Conversations)
```

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

```
+ BP.AdventureFramework.
```

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

```
Extensions
```

```
(BP.AdventureFramework.Extensions)
```

```
Property Value
```

```
+ BP.AdventureFramework.
```

```
Type
```

```
Interpretation
```

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

```
(BP.AdventureFramework.Interpretations)
```

	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.

	Description
The room.	


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

Constructors



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

Initializes a new instance of the overworld class.

- **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

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

 Direction
 (BP.AdventureFramework.Assets.L

 Exit
Parameters

 (BP.AdventureFramework.Assets.L

Type
Matrix

Name

Description

Type Matrix	identifier	The identifier for this overworld.
Identifier (BP.AdventureFramework.Assets.Identifier.html)	description	A description of this overworld.

 Region
 (BP.AdventureFramework.Assets.L

 Room
 (BP.AdventureFramework.Assets.L

Overworld(string, string)

 (BP.AdventureFramework.Assets.L

Initializes a new instance of the overworld class.

 RoomPosition
 (BP.AdventureFramework.Assets.L

Declaration
ViewPoint

 (BP.AdventureFramework.Assets.L

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

+ **BP.AdventureFramework.**

Commands

Parameters

(BP.AdventureFramework.Com

Type
string

Name

Description

Type string	identifier	The identifier for this overworld.
Conversations string	description	A description of this overworld.

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

Properties

+ **BP.AdventureFramework.**

Extensions

CurrentRegion (BP.AdventureFramework.Exte

Get the current region.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

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

Property Value

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

(BP.AdventureFramework.Assets.Locations.Region)

- BP.AdventureFramework.Regions

Assets.Locations

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

Declaration

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

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

```
Matrix
```

Property Value

(BP.AdventureFramework.Assets.L.

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

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

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

```
Room
```

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

```
RoomPosition
```

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

```
ViewPoint
```

AddRegion(Region)

+ BP.AdventureFramework.

Add a region to this overworld.

Commands

Declaration

```
(BP.AdventureFramework.Com
```

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Con

Parameters

+ BP.AdventureFramework.

Type

Conversations.Instructions

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

```
(BP.AdventureFramework.Con
```

Name	Description
region	The region to add.

+ BP.AdventureFramework.

Extensions

Examine()

```
(BP.AdventureFramework.Exte
```

Examine this object.

+ BP.AdventureFramework.

Declaration

Interpretation

```
(BP.AdventureFramework.Inter
```

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

Returns

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

+ BP_AdventureFramework.

AssetsLocations

ExamineObject.Examine()

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

Declaration

Direction
(BP.AdventureFramework.Assets.L

FindRegion(string, out Region)

([BP_AdventureFramework_Assets_Locations.html](#)#BP_AdventureFramework_Assets_Locations_FindRegion)

FindRegion

Matrix
(BP.AdventureFramework.Assets.L

Declaration

OverWorld
(BP.AdventureFramework.Assets.L

Region
Region
(BP.AdventureFramework.Assets.L

Room
Room
(BP.AdventureFramework.Assets.L

Parameters

(BP.AdventureFramework.Assets.L

Type RoomPosition

Name

Description

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

regionName

The regions name.

ViewPoint

Region ([BP_AdventureFramework_Assets_Locations_Region.html](#))

region

The region.

+ BP_AdventureFramework.

Returns

Commands

Type [BP_AdventureFramework_Command.html](#)

Description

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

True if the region was found.

Conversations

([BP_AdventureFramework_Conversations.html](#)#BP_AdventureFramework_Conversations)

Move(Region)

+ BP_AdventureFramework.

Move to region

ConversationsInstructions

([BP_AdventureFramework_ConversationsInstructions.html](#)#BP_AdventureFramework_ConversationsInstructions)

Declaration

+ BP_AdventureFramework.

public bool Move(Region region)

Extensions

([BP_AdventureFramework_Extensions.html](#)#BP_AdventureFramework_Extensions)

Parameters

+ BP_AdventureFramework.

Type Interpretation

Name

Description

Region ([BP_AdventureFramework_Assets_Locations_Region.html](#))

region

The region to move to.


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

Constructors



Region(Identifier, Description)

- **BP.AdventureFramework.**

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

Declaration
(BP.AdventureFramework.Assets.Locations.

Direction

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

Exit

Parameters
BP.AdventureFramework.Assets.Locations.

Matrix

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html) (BP.AdventureFramework.Assets.Locations.Identifier)	<i>identifier</i>	This Regions identifier.
Description (BP.AdventureFramework.Assets.Description.html) Region (BP.AdventureFramework.Assets.RoomPosition)	<i>description</i>	The description of this Region.

(BP.AdventureFramework.Assets.Locations.

Room

Parameters
BP.AdventureFramework.Assets.Locations.

RoomPosition

Initializes a new instance of the Region class.

ViewPoint

Declaration
(BP.AdventureFramework.Assets.Locations.

+ **BP.AdventureFramework.**

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

Commands

(BP.AdventureFramework.Com

Parameters

Type	Name	Description
Conversations		
string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Conversations.Identifier)	<i>identifier</i>	This Regions identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description of this Region.

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.

Properties

BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

CurrentRoom

+ **BP.AdventureFramework.**

Get the current room.

Interpretation

Declaration
(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

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

Property Value

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

- BP.AdventureFramework.

Assets.Locations

this[int, int, int]

(BP.AdventureFramework.Assets.L

Get a room at a specified location.

Direction

Declaration

Exit

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

Matrix

(BP.AdventureFramework.Assets.L

Parameters

Overload

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

Property Value

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

BP.AdventureFramework.

Rooms

Conversations

Get the number of rooms region contains.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

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

(BP.AdventureFramework.Con

BP.AdventureFramework.

Property Value

Extensions

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

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

VisibleWithoutDiscovery

+ BP.AdventureFramework.

Returns

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

Overrides

ExaminableObject.Examine()

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

GetAdjoiningRoom(Direction)

(BP.AdventureFramework.Assets.Locations.Direction)

Get an adjoining room to the Region.CurrentRoom property.

Exit

Declaration

(BP.AdventureFramework.Assets.Locations.Direction)

Matrix

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

Overworld

(BP.AdventureFramework.Assets.Locations.Direction)

Parameters

Region

Type	Name	Description
Room		
Direction	direction	The direction of the adjoining Room.

(BP.AdventureFramework.Assets.Locations.Direction)

Return

viewPoint

Type	Description
Room	The adjoining Room.

+ BP.AdventureFramework.

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

Commands

(BP.AdventureFramework.Commands)

GetAdjoiningRoom(Direction, Room)

Conversations

Get an adjoining room to a room.

(BP.AdventureFramework.Conversation)

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

public Room GetAdjoiningRoom(Direction direction, Room room)

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Extensions

Type (BP.AdventureFramework.Extensions)

Direction

+ BP.AdventureFramework.

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

Interpretation

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

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Type	Name	Description
Direction	direction	The direction of the adjoining room.
Room	room	The room to use as the reference.

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

GetPositionOfRoom(Room)

Get the position of a room.

+ BP.AdventureFramework.

Declaration

Assets.Locations

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

Direction

Parameters

Type	Name	Description
Exit (BP.AdventureFramework.Assets.Location)		

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

Returns

Type	Description
Region (BP.AdventureFramework.Assets.Location)	

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

Type	Description
Room (BP.AdventureFramework.Assets.Location)	

RoomPosition

JumpToRoom(int, int, int)

Type	Description
ViewPoint (BP.AdventureFramework.Assets.Location)	

Type	Description
Jump to a room (BP.AdventureFramework.Assets.Location)	

Declaration

+ BP.AdventureFramework.

Commands

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

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Parameters

Conversations

Type	Description
(BP.AdventureFramework.Conversations)	

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

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

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

+ BP.AdventureFramework.

Returns

Extensions

Type	Description
(BP.AdventureFramework.Extensions)	

Type	Description
+ BP.AdventureFramework.Extensions (dotnet/api/system.boolean)	True if the room could be jumped to, else false.

Interpretation

(BP.AdventureFramework.Interpretation)

Move(Direction)

+ BP.AdventureFramework.

Move in a direction.

Declaration

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

Parameters

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

Returns

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

Matrix

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

SetStartRoom(Room)

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

Set the room to start in.

Region

Declaration

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

RoomPosition

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

Parameters

ViewPoint

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

Commands

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

SetStartRoom(int, int, int)

Conversations

Set the room to start in.

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

Declaration

+ **BP.AdventureFramework.**

ConversationsInstructions

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

([BP.AdventureFramework.ConversationsInstructions.html](#))

Parameters

Extensions

Type

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

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

x

The x position.

+ **BP.AdventureFramework.**

Interpretation

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

y

The y position.

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

z

The z position.

+ **BP.AdventureFramework.**

ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

Returns

- **BP.AdventureFramework.**

Type
Assets.Locations

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

Description

This region, as a 3D matrix.

Direction

(**BP.AdventureFramework.Assets.L**)

UnlockDoorPair(Direction)

(**BP.AdventureFramework.Assets.L**)

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

(**BP.AdventureFramework.Assets.L**)

Declaration
Overworld

(**BP.AdventureFramework.Assets.L**)

public bool UnlockDoorPair(Direction direction)

(**BP.AdventureFramework.Assets.L**)

Room

(**BP.AdventureFramework.Assets.L**)

Type
RoomPosition

Name

Description

(**BP.AdventureFramework.Assets.L**)

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

direction

The direction to unlock in.

(**BP.AdventureFramework.Assets.L**)

ViewPoint

(**BP.AdventureFramework.Assets.L**)

Returns

+ **BP.AdventureFramework.**

Type
Commands

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

(**BP.AdventureFramework.Com**)

Description

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

+ **BP.AdventureFramework.**

Implementations

(**BP.AdventureFramework.Com**)

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

+ **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Com**)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**)

+ **BP.AdventureFramework.**

Class Room

Represents a room

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

Assets.Locations

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

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

↳ Room

Direction

Implements

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

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

Exit

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

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

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

Matrix

Inheritance ([BP.AdventureFramework.Assets.Location](BP.AdventureFramework.Assets.Location.html))

Overworld

ExaminableObject.Examination

([BP.AdventureFramework.Assets.ExaminableObject.Examination](BP.AdventureFramework.Assets.ExaminableObject.Examination.html))

([BP_AdventureFramework_Assets_ExaminableObject_Region_Examination](BP_AdventureFramework_Assets_ExaminableObject_Region_Examination.html))

([BP.AdventureFramework.Assets.ExaminableObject.Examination](BP.AdventureFramework.Assets.ExaminableObject.Examination.html))

ExaminableObject.ToString()

Room

([BP_AdventureFramework_Assets_ExaminableObject.ToString](BP_AdventureFramework_Assets_ExaminableObject.ToString.html))

([BP_AdventureFramework_Assets_ExaminableObject.ToString](BP_AdventureFramework_Assets_ExaminableObject.ToString.html))

RoomPosition

ExaminableObject.Identifier

([BP_AdventureFramework_Assets_ExaminableObject.Identifier](BP_AdventureFramework_Assets_ExaminableObject.Identifier.html))

([BP_AdventureFramework_Assets_ExaminableObject.Identifier](BP_AdventureFramework_Assets_ExaminableObject.Identifier.html))

ViewPoint

identifier

([BP_AdventureFramework_Assets_ExaminableObject.Identifier](BP_AdventureFramework_Assets_ExaminableObject.Identifier.html))

ExaminableObject.Description

([BP_AdventureFramework_Assets_ExaminableObject.Description](BP_AdventureFramework_Assets_ExaminableObject.Description.html))

(**BP.AdventureFramework.**)

Commands

ExaminableObject.Commands

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

(**BP.AdventureFramework.**)

ExaminableObject.Attributes

([BP_AdventureFramework_Assets_ExaminableObject.Attributes](BP_AdventureFramework_Assets_ExaminableObject.Attributes.html))

Attributes

(**BP.AdventureFramework.**)

ExaminableObject.Extras

([BP_AdventureFramework_Assets_ExaminableObject.Extras](BP_AdventureFramework_Assets_ExaminableObject.Extras.html))

IPlayerVisible

([BP_AdventureFramework_Assets_ExaminableObject.Extras](BP_AdventureFramework_Assets_ExaminableObject.Extras.html))

(**BP.AdventureFramework.**)

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

(**BP.AdventureFramework.**)

Extensions

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

(**BP.AdventureFramework.**)

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

(**BP.AdventureFramework.**)

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

(**BP.AdventureFramework.**)

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

(**BP.AdventureFramework.**)

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

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

(**BP.AdventureFramework.**)

Assembly: BP.AdventureFramework.dll

Logic

Syntax

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

▼ Constructors

- BP.AdventureFramework.

Assets.Locations

Room(Identifier, Description, params Exit[])

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.L
Declaration
Exit

(BP.AdventureFramework.Assets.L
public Room(Identifier identifier, Description description, params Exit[] exits)

(BP.AdventureFramework.Assets.L
Overworld

Parameters

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

Room(Identifier, Description, Exit[], params Item[])

+ BP.AdventureFramework.

Initializes a new instance of the Room class.

Commands
Declaration

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Parameters

Conversations.Instructions

Type
(BP.AdventureFramework.Con

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

Interpretation

(BP.AdventureFramework.Inter

Room(string, string, params Exit[])

Logic

Initializes a new instance of the Room class.

Declaration

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



Parameters

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

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

Initializes a new instance of the Room class.
(BP.AdventureFramework.Assets.Locations)

Declaration

```
(BP.AdventureFramework.Assets.Locations)
```

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

```
(BP.AdventureFramework.Assets.Locations)
```

```
RoomPosition
```

```
(BP.AdventureFramework.Assets.Locations)
```

Parameters
ViewPoint

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

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.Conversation)

BP.AdventureFramework.

Characters

Extensions

Get the characters in this Room.
(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

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

```
(BP.AdventureFramework.Interpretation)
```

+ BP.AdventureFramework.

Property Value

Logic

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

EnteredFrom

- BP.AdventureFramework.

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

Declaration

```
(BP.AdventureFramework.Assets.Locations.Direction? EnteredFrom { get; })
```

Direction

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

Property Value

Matrix

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

Overload

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

Exit

```
(BP.AdventureFramework.Assets.Locations.Exit.html)?
```

Region

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

Exits

Room

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

Get the exits.

RoomPosition

Declaration

```
(BP.AdventureFramework.Assets.Locations.RoomPosition[] Exits { get; })
```

+ BP.AdventureFramework.

Commands

Type	Description
(BP.AdventureFramework.Commands.Command[] Commands { get; })	

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations.Conversation[] Conversations { get; })	
---	--

HasBeenVisited

- BP.AdventureFramework.

Instructions (BP.AdventureFramework.Conversations.Instructions[] Instructions { get; })	
---	--

Get if this location has been visited.

(BP.AdventureFramework.Conversations.Instructions[] Instructions { get; })	
--	--

Declaration

+ BP.AdventureFramework.

Extensions (BP.AdventureFramework.Extensions.Extension[] Extensions { get; })	
---	--

```
public bool HasBeenVisited { get; }
```

(BP.AdventureFramework.Extensions.Extension[] Extensions { get; })	
--	--

Properties

Interpretation (BP.AdventureFramework.Interpretations.Interpretation[] Interpretations { get; })	
--	--

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

+ BP.AdventureFramework.

Logic (BP.AdventureFramework.Logics.Logic[] Logics { get; })	
--	--

Interaction

Get or set the interaction.

Declaration

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

+ BPAdventureFramework.

Property Value

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

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

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

(BP.AdventureFramework.Assets.Locations.Direction)

Matrix

Get a BPAdventureFramework.Assets.Locations.Direction

Overworld

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

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

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

Room

(BP.AdventureFramework.Assets.Locations.Direction)

Parameters

RoomPosition

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

Name	Description
direction	The direction of an exit.

Property Value

+ BPAdventureFramework.

Commands

Type	Description
(BP.AdventureFramework.Commands)	

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

The exit.

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BPAdventureFramework.

Get the items in this Room.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Conversations.Instructions)

+ BPAdventureFramework.

public Item[] Items { get; }

Extensions

(BP.AdventureFramework.Extensions)

Property Value

Type	Description
Interpretation (BP.AdventureFramework.Assets.Item.html)	

+ BPAdventureFramework.

Logic

UnlockedExits

Get all unlocked exits.

Declaration

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

- **BP.AdventureFramework.**

Property value

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

(BP.AdventureFramework.Assets.L
Exit
(BP.AdventureFramework.Assets.L

Methods

(BP.AdventureFramework.Assets.L
Overworld

Add Character (Non-Playable Character)

Region

Add a character to this room.

(BP.AventureHannover)

Room Declaration

(BP.AdventureFramework.Assets.L

```
RoomPosition  
public void AddCharacter(NonPlayableCharacter character)  
(NPACharterForRooms & rooms)
```

(B7) layer

ViewPoint

Name	Description
<code>NonPlayableCharacter</code> <code>(BP_AdventureFramework.Com)</code>	<code>character</code> The character to add.

+ BP.AdventureFramework.

Conversations

Add|Exit|Exit) Framework Com

Add a new item to this room

Conversations Instructions

Declaration

(BP.AdventureFramework.Com)

+ **BPAdventureFramework**:

Extensions

Part 1B: Adventure Framework Extension

Type	Name	Description
+BPAdventureFramework.		
Interpretation	exit	The exit to add.
(BPAdventureFramework.Inte		

± BPAdventureFramework

Add Item(Item)

Add an item to this room.

Declaration

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

Parameters

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

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

Test if a move is possible.
Matrix

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

```
public bool CanMove(AssetLocation direction)
```

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

Parameters
Room

Type	Name	Description
RoomPosition Direction (BP.AdventureFramework.Assets.Locations.Direction.html) (BP.AdventureFramework.Assets.Locations.Direction.html)	direction	The direction to test.

ViewPoint
Returns
(BP.AdventureFramework.Assets.LocationView)

Type	Description
Command (System.Boolean) (BP.AdventureFramework.Commands.CanMove)	If a move in the specified direction is possible.

+ BP.AdventureFramework.
ContainsCharacter(NonPlayableCharacter, bool)

Conversations
Get if this Room contains a character.

+ BP.AdventureFramework.
Conversations.Instructions

Get the instructions for a character.
(BP.AdventureFramework.Conversations.Instructions)
public void GetInstructions(NonPlayableCharacter character, bool includeInvisibleCharacters = false)

+ BP.AdventureFramework.
Extensions

Parameters
(BP.AdventureFramework.Extensions)

Type	Name	Description
NonPlayableCharacter (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html)	character	The character.

+ BP.AdventureFramework.
Logic

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

>Returns

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

Direction

ContainsCharacter(string, bool)

Exit

Get if this Room contains a character.

Matrix

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

Overworld

```
public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)
```

Region

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

Room

Parameters

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

Type
RoomPosition

Name

Description

string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Assets.Locations)	<i>characterName</i>	The character name to check for.
--	----------------------	----------------------------------

+ BP.AdventureFramework.

Returns

Conversations

Type
(**BP.AdventureFramework.Conversations**)

Description

bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item is in this room, else false.
--	---

+ BP.AdventureFramework.

Conversations.Instructions

(**BP.AdventureFramework.Conversations**)

ContainsExit(Direction, bool)

+ BP.AdventureFramework.

Get if this Room contains an exit.

Extensions

(**BP.AdventureFramework.Extensions**)

Declaration

+ BP.AdventureFramework.

```
public bool ContainsExit(Direction direction, bool includeInvisibleExits = false)
```

Interpretation

(**BP.AdventureFramework.Interpretation**)

Parameters

+ BP.AdventureFramework.

Logic

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	targetName	The name of the target to check for.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the target is in this room, else false.

Assets.Locations

(BP.AdventureFramework.Assets.ContainsItem(Item))

Direction

Get if [BP.AdventureFramework.Assets](#) will not include items whose ExaminableObject.IsPlayerVisible property is set to `False`.

(BP.AdventureFramework.Assets.L
Declaration
Matrix

(BP.AdventureFramework.Assets.L
public bool ContainsItem(Item item)

Overwro
Region
Parameters

(BP.AdventureFramework.Assets.L
Type Room

Type	Name	Description
Room	item	The item to check for.

(BP.AdventureFramework.Assets.L
Returns ViewPoint

Type	Description
(BP.AdventureFramework.Assets.L + BP.AdventureFramework	True if the item is in this room, else false.

Commands

(BP.AdventureFramework.Com

ContainsItem(string, bool)

Get if this Room contains an item.

(BP.AdventureFramework.Com
Declaration

+ BP.AdventureFramework.

ConversationsInstructions(string itemName, bool includeInvisibleItems = false)

(BP.AdventureFramework.Com

Parameters

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte
string

+ BP.AdventureFramework.
Interpretation

b(BP.AdventureFramework.Inter
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Logic

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The item name to check for.

Returns

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

▼ Examine()

- **BP.AdventureFramework.**

Handle examination this Room.

Assets.Locations

Declaration

(BP.AdventureFramework.Assets.Locations)

Direction

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

Exit

Returns

Matrix

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

Description

Overworld

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

The result of this examination.

Region

Overrides

(BP.AdventureFramework.Assets.Locations)

ExaminableObject.Examine()

Room

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

Examine

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

+ **BP.AdventureFramework.**

Declaration

Commands

(BP.AdventureFramework.Commands)

```
public bool FindCharacter(string characterName, out NonPlayableCharacter character)
```

+ **BP.AdventureFramework.**

Conversations

Parameters

(BP.AdventureFramework.Conversations)

Type

Name

Description

+ **BP.AdventureFramework.**

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

characterName

The character.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

NonPlayableCharacter

character

The character name.

+ **BP.AdventureFramework.**

Extensions

Returns

(BP.AdventureFramework.Extensions)

Type

Description

+ **BP.AdventureFramework.**

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

True if the character was found.

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

FindCharacter(string, out NonPlayableCharacter, bool)

Logic

Find a character.

Declaration

```
public bool FindCharacter(string characterName, out NonPlayableCharacter character,  
    bool includeInvisibleCharacters)
```



Parameters

- BP.AdventureFramework.

Type	Name	Description
Assets.Locations (BP.AdventureFramework.Assets.Locations) (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Assets.Locations)	characterName	The character name.
Exit NonPlayableCharacter (BP.AdventureFramework.Assets.Locations) (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter) Matrix (BP.AdventureFramework.Assets.Locations)	character	The character.
bool Overworld Matrix (BP.AdventureFramework.Assets.Locations)	includeInvisibleCharacters	Specify if invisible characters should be included.

Returns

Type	Description
RoomPosition (BP.AdventureFramework.Assets.Locations) Matrix (BP.AdventureFramework.Assets.Locations)	True if the character was found.

+ BP.AdventureFramework.FINDEX(Direction, bool; out Exit)

Commands

Find an exit

- BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

Conversations

```
public bool FindExit(Direction direction, bool includeInvisibleExits, out Exit exit)
```

- BP.AdventureFramework.Com

+ BP.AdventureFramework.

Parameters

Conversations.Instructions

Type - BP.AdventureFramework.Com

Direction

+ BP.AdventureFramework.

(BP.AdventureFramework.Assets.Locations.Direction)

Extensions

- BP.AdventureFramework.Exten

bool

+ BP.AdventureFramework.

(https://matrix.readthedocs.io/html/api/system.boolean)

Interpretation

- BP.AdventureFramework.Inter

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

+ BP.AdventureFramework.

Logic

Type	Name	Description
Directions	direction	The exits direction.
bool	includeInvisibleExits	Specify if invisible exists should be included.
Exit	exit	The exit.

Returns

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

FindInteractionTarget(string, out IInteractWithItem)

- BP.AdventureFramework.

Find an interaction target.

Assets.Locations

Declaration

(BP.AdventureFramework.Assets.Locations)

Direction

```
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)
(BP.AdventureFramework.Assets.Locations)
```

Exit

Parameters

Matrix

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

Name

Description

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

targetName

The targets name.

Region

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

target

The target.

Room

(BP.AdventureFramework.Assets.Locations)

Returns

Position

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

Description

ViewPoint

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

True if the target was found.

+ BP.AdventureFramework.

Commands

FindItem(string, out Item)

(BP.AdventureFramework.Commands)

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false

+ BP.AdventureFramework.

Conversations

Declaration

(BP.AdventureFramework.Conversations)

```
public bool FindItem(string itemName, out Item item)
```

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

(BP.AdventureFramework.Conversations.Instructions)

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

Name

Description

Extensions

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

itemName

The items name. This is case insensitive

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

item

The item

+ BP.AdventureFramework.

Interpretation

Returns

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

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

FindItem(string, out Item, bool)

Find an item.

- **BP.AdventureFramework.**

AssetsLocations

(**BP.AdventureFramework.AssetsLocations**)

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

(BP.AdventureFramework.Assets.L

Exit

Parameters

Type	Name	Description
Matrix		
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The items name.
Overview (https://learn.microsoft.com/dotnet/api/system.string)		
Region		
Item (https://learn.microsoft.com/dotnet/api/system.item.html)	item	The item.
bool Room (https://learn.microsoft.com/dotnet/api/system.boolean)	includeInvisibleItems	Specify is invisible items should be included.
RoomPosition		
(BP.AdventureFramework.Assets.L		
ViewPoint		
Returns		
(BP.AdventureFramework.Assets.L		

Type

+ **BP.AdventureFramework.**

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

Description

True if the item was found.

(**BP.AdventureFramework.Com**)

+ **BP.AdventureFramework.**

HasLockedExitInDirection(Direction, bool)

Conversations

Get the locked exit in a specified direction.

- **BP.AdventureFramework.**

Conversations.Instructions

```
(public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits
    = false)
```

+ **BP.AdventureFramework.**

Extensions

Parameters

(**BP.AdventureFramework.Exte**)

Type

+ **BP.AdventureFramework.**

Direction

(BP.AdventureFramework.Assets.Locations.Direction

(**BP.AdventureFramework.Inte**

n.html)

+ **BP.AdventureFramework.**

Logic

Name

Description

direction

The direction to check.

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

Returns

Type	Description
- BP.AdventureFramework. Assets.Locations bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.Locations)	If there is a locked exit in the specified direction.

Direction

HasUnlockedExitInDirection(Direction, bool)

Get if BP.AdventureFramework has an unlocked exit in a specified direction.

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

Overworld
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits = false)

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

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

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

Type	Name	Description
RoomPosition (BP.AdventureFramework.Assets.Locations)	<i>direction</i>	The direction to check.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Commands)	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

+ BP.AdventureFramework.

Returns

Conversations

Type	Description
- BP.AdventureFramework. Commands bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Commands)	If there is a unlocked exit in the specified direction.

- **BP.AdventureFramework.**
Conversations
bool

- **BP.AdventureFramework.**
(<https://learn.microsoft.com/dotnet/api/system.boolean>)
Conversations.Instructions

(**BP.AdventureFramework.Conversations**)

BP.AdventureFramework.

InteractItem

Extensions

Interact with an item
(**BP.AdventureFramework.Extensions**)

Declaration
+ **BP.AdventureFramework.**

Interpretation

public InteractionResult Interact(Item item)
(**BP.AdventureFramework.Interaction**)

+ BP.AdventureFramework.

Parameters

Logic

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

Returns

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

MovedInto(Direction?)

(BP.AdventureFramework.Assets.Location.MovedInto.html)

Handles movement into this GameLocation.

(BP.AdventureFramework.Assets.Location.MovedInto.html)

Declaration
Matrix

(BP.AdventureFramework.Assets.Location.MovedInto.html)
public void MovedInto(Direction? fromDirection)

Overwrote

(BP.AdventureFramework.Assets.Location.MovedInto.html)

Region
Parameters

(BP.AdventureFramework.Assets.Location.MovedInto.html)

Type	Name	Description
Room (BP.AdventureFramework.Assets.Location.MovedInto.html) Direction RoomPosition (BP.AdventureFramework.Assets.Location.MovedInto.html) s.Direction.html ? ViewPoint (BP.AdventureFramework.Assets.Location.MovedInto.html)	<i>fromDirection</i>	The direction movement into this Room is from. Use null if there is no direction.

+ BP.AdventureFramework.

RemoveCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Commands.RemoveCharacter.html)

Remove a character from the room.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations.RemoveCharacter.html)

public void RemoveCharacter(NonPlayableCharacter character)

+ BP.AdventureFramework.

Conversations.Instructions

Parameters
(BP.AdventureFramework.Conversations.Instructions.html)

Type	Name	Description
NonPlayableCharacter (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html)	<i>character</i>	The character to remove.

+ BP.AdventureFramework.

RemoveExit(Exit)

(BP.AdventureFramework.Interactions.RemoveExit.html)

Remove an exit from the room.

+ BP.AdventureFramework.

Declaration

Logic

```
public void RemoveExit(Exit exit)
```

Parameters

Type	Name	Description
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)	exit	The exit to remove.

- BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Direction

Remove an interaction target from the room.
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Declaration

```
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem target))
```

Matrix
public IIInteractWithItem RemoveInteractionTarget(IIInteractWithItem target)
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem target))

Overworld

Parameters

Type	Name	Description
Region (BP.AdventureFramework.Assets.Locations.Region)		
IIInteractWithItem (BP.AdventureFramework.Assets.Interaction.IIInteractWithItem.html)	target	The target to remove.

RoomPosition

Return Value (BP.AdventureFramework.Assets.Locations.RoomPosition)

Type	Description
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint)	The target removed from this room.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

(BP.AdventureFramework.Commands.RemoveItem())

Conversations

Remove an item from the room.
(BP.AdventureFramework.Commands.RemoveItem())

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

```
public void RemoveItem(Item item)
```

(BP.AdventureFramework.Commands.RemoveItem())

+ BP.AdventureFramework.

Parameters

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.SpecifyConditionalDescription(ConditionalDescription))

+ BP.AdventureFramework.

Specify a conditional description of this room.

Logic

Declaration

```
public void SpecifyConditionalDescription(ConditionalDescription description)
```

Parameters

Type	Name	Description
- BP.AdventureFramework. Assets.Locations (BP.AdventureFramework.Assets.ConditionalDescription.html)	<i>description</i>	The description of this room.

(BP.AdventureFramework.Assets.Locations)

Implements

Direction
(BP.AdventureFramework.Assets.Location)

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

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

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

(BP.AdventureFramework.Assets.Location)

Overworld

(BP.AdventureFramework.Assets.Location)

Region

(BP.AdventureFramework.Assets.Location)

Room

(BP.AdventureFramework.Assets.Location)

RoomPosition

(BP.AdventureFramework.Assets.Location)

ViewPoint

(BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

Assets.Locations ↳ object (https://learn.microsoft.com/dotnet/api/system.object) (BP.AdventureFramework.Ass ↳ RoomPosition	Direction
Inherited Members (BP.AdventureFramework.Assets.L)	
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)) BP.AdventureFramework.Assets.L	
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)) BP.AdventureFramework.Assets.L	
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: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html).Locations (BP.AdventureFramework.Assets.Locations.html)	

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

Syntax

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

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Com

Constructors

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

RoomPosition(Room, int, int)

+ **BP.AdventureFramework.**

Initializes a new instance of the RoomPosition class.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

RoomPosition(room, int x, int y, int z)

Extensions

(BP.AdventureFramework.Exte

Parameters

Type	Name	Description
Interpretation Room (BP.AdventureFramework.Assets.Locations.Room.html) (BP.AdventureFramework.Inter	room	The room/
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the room.
+ BP.AdventureFramework. Logic int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the room.

(BP.AdventureFramework.Logi

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

Properties

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Room)

Direction

Get the room direction.
(BP.AdventureFramework.Assets.Locations.Room)

Declaration

(BP.AdventureFramework.Assets.Locations.Room)

Matrix

public Room Room { get; }
(BP.AdventureFramework.Assets.Locations.Room)

Overworld

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

Type

(BP.AdventureFramework.Assets.Locations.Room)

Description

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

(BP.AdventureFramework.Assets.Locations.Room)

RoomPosition

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

ViewPoint

Get the X position of the room.

+ BP.AdventureFramework.

Declaration

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

Description

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

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Y BP.AdventureFramework.

Extensions

Get the Y position of the room.
(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

{ get; } (BP.AdventureFramework.Interpretation)

Property Value

F BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

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

Z

Get the Z position of the room.

Assets.Locations

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

Direction

```
public int z { get; }
```

Exit

(BP.AdventureFramework.Assets.Locations)

Matrix

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

Description

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

(BP.AdventureFramework.Assets.Locations)

Region

(BP.AdventureFramework.Assets.Locations)

Room

Methods

(BP.AdventureFramework.Assets.Locations)

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

IsAtPosition(int, int, int)

Get if this RoomPosition is at a position.

+ [BP.AdventureFramework.](#)

Declaration:

Commands

[\(BP.AdventureFramework.Commands\)](#) (x, int y, int z)

+ [BP.AdventureFramework.](#)

Parameters:

Conversations

Type: [\(BP.AdventureFramework.Conversations\)](#)

Name

Description

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

x

The X position.

Conversations.Instructions

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

y

The Y position.

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

z

The Z position.

+ [BP.AdventureFramework.](#)

Extensions

Returns:

Type: [\(BP.AdventureFramework.Extensions\)](#)

Description

+ [BP.AdventureFramework.](#)

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

True if this is at the position, else false.

Interpretation

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

+ [BP.AdventureFramework.](#)

Logic

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



Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Direction
(BP.AdventureFramework.Assets.Locations.Direction)
Exit
(BP.AdventureFramework.Assets.Locations.Exit)
Matrix
(BP.AdventureFramework.Assets.Locations.Matrix)
Overworld
(BP.AdventureFramework.Assets.Locations.Overworld)
Region
(BP.AdventureFramework.Assets.Locations.Region)
Room
(BP.AdventureFramework.Assets.Locations.Room)
RoomPosition
(BP.AdventureFramework.Assets.Locations.RoomPosition)
ViewPoint
(BP.AdventureFramework.Assets.Locations.ViewPoint)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ **ViewPoint**

Inherited Members

Exit

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)))

Matrix

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)))

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

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

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

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

(**BP.AdventureFramework.Assets.I**

Namespace: BP (BP.html).AdventureFramework (<https://learn.microsoft.com/html/bp/adventureframework.html>)

(BP.AdventureFramework.Assets.html).Locations (<https://learn.microsoft.com/html/bp/adventureframework/assets.locations.html>)

Asse(**BP.AdventureFramework.Assets.L**

ViewPoint

(**BP.AdventureFramework.Assets.L**

Syntax

(**BP.AdventureFramework.Assets.L**

+ **BP.AdventureFramework.ViewPoint**

Commands

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Properties

Conversations

(**BP.AdventureFramework.Con**

Any (**BP.AdventureFramework.**

Conversations.Instructions

Get if there is a view in any direction.

(**BP.AdventureFramework.Con**

Declaration

+ **BP.AdventureFramework.**

Extensions

bool Any { get; }

(**BP.AdventureFramework.Exte**

Property Value

(**BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

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

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

AnyNotVisited

(**BP.AdventureFramework.AnyNo**

(**BP.AdventureFramework.AnyNo**

Description

--	--

--	--

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

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

(BP.AdventureFramework.Assets.Location.html)

Exit

(BP.AdventureFramework.Assets.Location.html)

AnyVisited

Matrix

(BP.AdventureFramework.Assets.Location.html)

Get if there is a view in any direction.

Overworld

Declaration

(BP.AdventureFramework.Assets.Location.html)

Region

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

Room

(BP.AdventureFramework.Assets.Location.html)

Property Value

RoomPosition

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

+ BP.AdventureFramework.

Commands

this[Direction]

(BP.AdventureFramework.Command)

Get the room that lies in a specified direction.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversation)

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

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

(BP.AdventureFramework.Conversation)

Type	Name	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	direction	The direction to check.

Extensions

(BP.AdventureFramework.Extensions)

Property Value

+ BP.AdventureFramework.

Type

Interpretation

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

(BP.AdventureFramework.Interpreter)

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

+ BP.AdventureFramework.

Logic

NoView

(BP.AdventureFramework.Logic)

Properties

Namespace BP.AdventureFramework.Commands

▼ Filter by title

Classes

+ BP.AdventureFramework.

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

Provides a custom command.

+ BP.AdventureFramework.

Interfaces

Associations

(BP.AdventureFramework.Interfaces)

ICommand (BP.AdventureFramework.Commands.ICommand.html)

Represents a command.

(BP.AdventureFramework.Commands)

Delegates

Describes a command.

(BP.AdventureFramework.Commands)

CustomCommandCallback

CustomCommandCallback (BP.AdventureFramework.Commands.CustomCommandCallback.html)

(BP.AdventureFramework.Commands)

Provides a callback for custom commands.

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ CustomCommand

+ **BP.AdventureFramework.**

Implements

Assets.Locations

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

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

- **BP.AdventureFramework.**

Inherited Members

Commands

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

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

CustomCommandCallback

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

([BP.AdventureFramework.Comma](#)

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

ICloneable

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

([BP.AdventureFramework.Comma](#)

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

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

+ **BP.AdventureFramework.**

Conversations

([BP.AdventureFramework.Comma](#)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Conversations.Instructions

([BP.AdventureFramework.Comma](#)

ICloneable, IPlayerVisible

+ **BP.AdventureFramework.**

Extensions

Constructors

([BP.AdventureFramework.Exte](#)

+ **BP.AdventureFramework.**

CustomCommand(CommandHelp, bool, CustomCommandCallback)

([BP.AdventureFramework.Inte](#)

Initializes a new instance of the CustomCommand class.

+ **BP.AdventureFramework.**

Declaration

Logic

([BP.AdventureFramework.Logi](#)

public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback c

allback)

+ **BP.AdventureFramework.**

Rendering

Parameters

([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.h tml)	<i>help</i>	The help for this command.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) <small>ASSETS.METADATA</small>	<i>isPlayerVisible</i>	If this is visible to the player.
CustomCommandCallback (BP.AdventureFramework.Commands.CustomCommand + BP_AdventureFramework. CustomCommandCallback)	<i>callback</i>	The callback to invoke when this command is invoked.

Assets.Locations

(BP.AdventureFramework.Ass

BP.AdventureFramework. Properties Commands

(BP.AdventureFramework.Com)

Arguments

(BP.AdventureFramework.Command)
Get or set the arguments.
CustomCommandCallback

(B) AdventureFramework.CommandDeclaration

```
public string[] Arguments { get; set; }
```

+ BP.AdventureFramework.

Conversations

Presented by

(BP.AdventureFramework.Con Type

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

CONVERSATIONS:INSTRUCTIONS (BP.AdventureFramework.Con

HP Adventure Framework.

Extensions

Get the help for this command.
(BPAdventureFramework Ext)

(BF:AdventureFramework.External)

Declaration + BP.AdventureFramework.

Interpretation public CommandHelp Help { get; }
(BP.AdventureFramework.Inte

Property Value + BP Adventure Framework.

Logic Type DB AdventureFramework Logi

CommandHelp (BP AdventureFramework Interpretation CommandHelp.html)

BP-AdventureFramework

Rendering

- (BPAdventureFramework.Ren

IsPlayerVisible

+ **BP.AdventureFramework.**
Get or set if this is visible to the pla

Declaration

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

Property Value

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

+ BP.AdventureFramework.

Assets.Locations

Methods

- BP.AdventureFramework.

Invoke(Game)

(BP.AdventureFramework.Com
Invoke the command.

CustomCommand

Declaration
(BP.AdventureFramework.Comma

CustomCommandCallback

(BP.AdventureFramework.IInvokeComma

ICommand

(BP.AdventureFramework.Comma
Parameters

+ BP.AdventureFramework.

Type

Conversations

Game ([BP.AdventureFramework.Logic.Game.html](#))

(BP.AdventureFramework.Con

Name

Description

game

The game to invoke the command on.

+ BP.AdventureFramework.

Returns

Conversations.Instructions

Type

(BP.AdventureFramework.Con

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

+ BP.AdventureFramework.

Extensions

Implements

+ BP.AdventureFramework.

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

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

(BP.AdventureFramework.Inte

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

- **BP.AdventureFramework.**

Commands

Parameters

(BP.AdventureFramework.Commands)

Type	Name	Description
CustomCommand	game	The game to invoke the command on.
Game (BP.AdventureFramework.Logic.Game.html)	arguments	The arguments to invoke the command with.
CustomCommandCallback		

+ **BP.AdventureFramework.**

Returns

Conversations

Type **(BP.AdventureFramework.Conversations)**

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

Description

The reaction to the command.

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Interface ICommand

Represents a command.

 Filter by title

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

(BPAdventureFramework.Commands.h) + BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll

Syntax

- **BP Adventure Framework**
public interface ICommand
Commands
(BP.AdventureFramework.Com

CustomCommand

Methods

CustomCommandCallback

(BP.AdventureFramework.Commar

InvokeCommand

(BP AdventureFramework Comma

Invoke the command

+ BP.AdventureFramework.

Declaration Conversations

(BP-AdventureFramework.C

- Reaction Invoke(Game game)
+ BP.AdventureFramework.
Conversations.Instructions
Parameters
(BP.AdventureFramework.Com)

Type	Name	Description
+ BP.AdventureFramework.Extensions	game	The game to invoke the command on.

(BP.AdventureFramework.Exte

Returns

+ BP.AdventureFramework.

Type Interpretation

R(BP) Advert Framework Inter Assets.Interaction.Reaction.html)

+ BP.AdventureFramework.	
Type	Description
Interpretation	
(BP.AdventureFramework) Interaction.Reaction	The reaction.

+ BP.AdventureFramework.

Logic

(BP-AdventureFramework-Logi

± BP AdventureFramework

Rendering

(BP.AdventureFramework)

± BP AdventureFramework

Namespace BP.AdventureFramework.Conversations

▼ Filter by title

Classes

(BP.AdventureFramework.Ass

Conversation (BP.AdventureFramework.Conversations.Conversation.html)

AssetsLocations

Represents a conversation.

(BP.AdventureFramework.Ass

LogItem (BP.AdventureFramework.Conversations.LogItem.html)

Commands

Provides a container for log items.

(BP.AdventureFramework.Com

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

Conversations

Represents a paragraph in a Conversation.

(BP.AdventureFramework.Con

Conversation

Response (BP.AdventureFramework.Conversations.Response.html)

ConversationActionCallback

Provides a callback for a conversation action.

(BP.AdventureFramework.Convers

LogItem

(BP.AdventureFramework.Convers

Paragraph

(BP.AdventureFramework.Convers

Participant (BP.AdventureFramework.Conversations.Participant.html)

Participant

Enumeration of participants in a conversation.

(BP.AdventureFramework.Convers

Response

Delegates

+ BP.AdventureFramework.

ConversationsInstructions

(BP.AdventureFramework.Con

+ Provides a delegate that can be used in conversations invoking actions.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Class Conversation

Represents a conversation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Ass**

Inherited Members

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Com**

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

- **BP.AdventureFramework.**

Conversations

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

(**BP.AdventureFramework.Com**

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

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

(**BP.AdventureFramework.Convers**

Namespace: BP.BPMojo.AdventureFramework (<BP.AdventureFramework.html>).Conversations

(<BP.AdventureFramework.Conversations.html>)

(**BP.AdventureFramework.Conver**

Assembly: BP.AdventureFramework.dll

Syntax: `class Conversation`

Paragraph

(**BP.AdventureFramework.Conver**

Participant

(**BP.AdventureFramework.Conver**

Response

(**BP.AdventureFramework.Conver**

CONSTRUCTORS

+ **BP.AdventureFramework.**

Conversation(*params Paragraph[]*)

(**BP.AdventureFramework.Con**

Initializes a new instance of the Conversation class.

+ **BP.AdventureFramework.**

Declaration

Extensions

(**BP.AdventureFramework.Exte**

public Conversation(*params Paragraph[] paragraphs*)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

Type

Name

Description

+ **BP.AdventureFramework.**

Paragraph(<BP.AdventureFramework.Conversations.Paragraph.html>)

paragraphs

The paragraphs.

Logic

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

Properties

Rendering

(**BP.AdventureFramework.Ren**

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

+ BP.AdventureFramework.

Property Value

Assets.Locations

Type	Description
(BP.AdventureFramework.Conversations.Paragraph.html)	

Commands
(BP.AdventureFramework.Commands)

- Log

BP.AdventureFramework.

Conversations

Get the log.

(BP.AdventureFramework.Conversations)

Declaration

Conversation

```
public LogItem[] Log { get; }
```

ConversationActionCallback

(BP.AdventureFramework.Conversations)

Property Value

Type	Description
(BP.AdventureFramework.Conversations.LogItem.html)	

Participant

(BP.AdventureFramework.Conversations)

Response

Paragraphs

(BP.AdventureFramework.Conversations)

Get the current paragraph in the conversation.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

```
public Paragraph[] Paragraphs { get; }
```

+ BP.AdventureFramework.

Extensions

Property Value

(BP.AdventureFramework.Extensions)

Type	Description
(BP.AdventureFramework.Extensions)	

Interpretation

(BP.AdventureFramework.Conversations.Paragraph.html)

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Next(Game)

Rendering

(BP.AdventureFramework.Rendering)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```



Parameters

+ **BP.AdventureFramework.**

Type
Assets.Locations

Game (BP.AdventureFramework.Assets.Game.html)

Name

Description

game

The game.

+ **BP.AdventureFramework.**

Returns

Commands

Type
(BP.AdventureFramework.Com

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

Description

- **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

Respond(Response, Game)

Conversation

Respond to the conversation.

ConversationActionCallback

Declaration

(BP.AdventureFramework.Convers

LogItem

Response (BP.AdventureFramework.Respond(Response response, Game game))

Paragraph

(BP.AdventureFramework.Convers

Parameters

Participant

Type
BP.AdventureFramework.Convers

Name

Description

Response
Response (BP.AdventureFramework.Conversations.Response.html)

response

The response.

Game (BP.AdventureFramework.Logic.Game.html)

game

The game.

+ **BP.AdventureFramework.**

Conversations.Instructions

Returns

(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

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

Description

Extensions

The reaction to the response.

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework Ren

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

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

(**BP.AdventureFramework**.Assembly: BP.AdventureFramework.dll)

Syntax

BP.AdventureFramework.
Commands

(**BP.AdventureFramework.Conversations**)

- **BP.AdventureFramework.**

Parameters

Conversations

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game to invoke the callback on.

(BP.AdventureFramework.Conversations)
ConversationActionCallback
(BP.AdventureFramework.Conversations)
LogItem
(BP.AdventureFramework.Conversations)
Paragraph
(BP.AdventureFramework.Conversations)
Participant
(BP.AdventureFramework.Conversations)
Response
(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logic**)

+ **BP.AdventureFramework.**

Parser

(**BP.AdventureFramework.Parser**)

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

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

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

+ **BP.AdventureFramework.**

↳ LogItem

Commands

Inherited Members

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

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

- **BP.AdventureFramework.**

Conversations

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

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

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

Conversation

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

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

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

ConversationActionCallback

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

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

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

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

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

Assembly: BP.AdventureFramework.dll

Syntax

[BP.AdventureFramework.Convers](#)

Participant

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

LogItem

Response

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

Constructors

Conversations.Instructions

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

LogItem(Participant, string)

+ **BP.AdventureFramework.**

Initializes a new instance of the LogItem class.

Extensions

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

+ **BP.AdventureFramework.**

public LogItem(Participant participant, string line)

Interpretation

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

Parameters

+ **BP.AdventureFramework.**

Type

Logic

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

([BP.AdventureFramework.Logic.html](#))

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

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

([System.String.html](#))

Properties

Line

Get the line.



Declaration

(BP.AdventureFramework.Ass

```
    public string Line { get; }
```

+ BP.AdventureFramework.

Commands

Property Value

(BP.AdventureFramework.Com

Type	Description
BP.AdventureFramework.	

Conversations

string (System.String) ([microsoft.com/dotnet/api/system.string](https://docs.microsoft.com/dotnet/api/system.string))

(BP.AdventureFramework.Com

Conversation

Participant

(BP.AdventureFramework.Convers

ConversationActionCallback

Get the participant.

(BP.AdventureFramework.Convers

LogItem

Declaration

(BP.AdventureFramework.Convers

Paragraph

```
public Participant Participant { get; }
```

(BP.AdventureFramework.Convers

Participant

Property Value

(BP.AdventureFramework.Convers

Response

Type (BP.AdventureFramework.Convers

Participant (BP.AdventureFramework.Conversations.Participant.html)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Commands

Paragraph

(**BP.AdventureFramework.Com**

Inherited Members

- **BP.AdventureFramework.**

Conversations

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.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>)

LogItem

NameSpace: BP.AdventureFramework.Convers

(**BP.AdventureFramework.Convers**

Paragraph

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Convers**

SyntaxParticipant

(**BP.AdventureFramework.Convers**

Response

sealed class Paragraph

(**BP.AdventureFramework.Convers**

+ **BP.AdventureFramework.**

ConversationsInstructions

(**BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

Initializes a new instance of the Paragraph class.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inter**

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstruction instruction, string name = "")

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

+ **Type:** **BP.AdventureFramework.**

Name

Description

Rendering

line

Specify the line.

(**BP.AdventureFramework.Render**

system.string)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Type	Name	Description
ConversationActionCallback (BP.AdventureFramework.Conversations.Co nversationActionCallback.html)	<i>action</i>	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.In structions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ BP.AdventureFramework. Commands (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

- BP.AdventureFramework.

Conversations

Paragraph(string, ConversationActionCallback, string)

Conversation
Initializes a new instance of the Paragraph class.
(BP.AdventureFramework.Convers

Declaration
ConversationActionCallback

(BP.AdventureFramework.Convers

LogItem
public Paragraph(string line, ConversationActionCallback action, string name = "")
(BP.AdventureFramework.Convers

Paragraph

Paragraph
(BP.AdventureFramework.Convers

Type		Name	Description
Participant (BP.AdventureFramework.Convers			
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>		Specify the line.
ConversationActionCallback (BP.AdventureFramework.Convers		<i>action</i>	Specify any action to be carried out with this line.
+ BP.AdventureFramework. Conversations.Instructions (BP.AdventureFramework.Con			
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>		Specify the name of the paragraph.
+ BP.AdventureFramework.			

Extensions

(BP.AdventureFramework.Exte

Paragraph(string, IEndOfParagraphInstruction, string)

+ BP.AdventureFramework.

Initialization of a new instance of the Paragraph class.

Declaration
(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic
public Paragraph(string line, IEndOfParagraphInstruction instruction, string name = "")
(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>	Specify the line.
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string Commands (BP.AdventureFramework.Commands.html)	<i>name</i>	Specify the name of the paragraph.

- BP.AdventureFramework.

Conversations

Paragraph(string, string)

Conversation
Initializes a new instance of the Paragraph class.
([BP.AdventureFramework.Conversations.Paragraph.html](#))

Declaration

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

```
LogItem
public Paragraph(string line, string name = "")  
(BP.AdventureFramework.Conversations.Paragraph.html)
```

Paragraph

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

Type		Name	Description
Participant (BP.AdventureFramework.Conversations.Participant.html)		<i>line</i>	Specify the line.
string (https://learn.microsoft.com/dotnet/api/system.string)		<i>name</i>	Specify the name of the paragraph.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

Properties

+ BP.AdventureFramework.

Extensions

A(BP.AdventureFramework.Exten

+ BP.AdventureFramework.

Get or Set any action to carry out on this line.

Interpretation

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

ConversationActionCallback Action { get; set; }

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.html)

Type	Description
Rendering (BP.AdventureFramework.Rendering.html)	

+ BP.AdventureFramework.

Rendering.FrameBuilders

CanRespond

Get if a response is possible.

Declaration

```
public bool CanRespond { get; }
```

+ BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Commands.IEndOfParagraphInstruction)	bool (https://learn.microsoft.com/dotnet/api/system.boolean)
- BP.AdventureFramework.	
Conversations	
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)	Conversation Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. ConversationActionCallback (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)
Declaration	LogItem (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)
Properties	Value (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)
Type	Response IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
+ BP.AdventureFramework.	
Conversations.Instructions	
(BP.AdventureFramework.Conversations.Line)	Line Get or set the line.
+ BP.AdventureFramework.	
Extensions	
(BP.AdventureFramework.Extensions.IEndOfParagraphInstruction)	Declaration Get or set the line.
+ BP.AdventureFramework.	
public string Line { get; set; }	
Interpretation	
(BP.AdventureFramework.Interpretation.ILogic)	Property Value + BP.AdventureFramework.
Type	Logic string (https://learn.microsoft.com/dotnet/api/system.string)
+ BP.AdventureFramework.	
Rendering	
Name	
(BP.AdventureFramework.Rendering.IName)	Get the name.
+ BP.AdventureFramework.	
Rendering.FrameBuilders	

Declaration

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

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + BP.AdventureFramework.	

Commands

(BP.AdventureFramework.Com

Responses

- BP.AdventureFramework.

Get or set the responses, applicable to the last line.

Conversations

(BP.AdventureFramework.Con

Declaration

```
Conversation  
p(BP.AdventureFramework.Responses) get; set; }
```

ConversationActionCallback

(BP.AdventureFramework.Convers

Property Value

LogItem

Type	Description
Paragraph Response (BP.AdventureFramework.Conversations.Response.html) (BP.AdventureFramework.Convers	

Participant

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders

Enum Participant

Enumeration of participants in a conversation.

Filter by title

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

Commands

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Com

Syntax

- BP.AdventureFramework.

ConversationsParticipant

(BP.AdventureFramework.Con

Conversation

(BP.AdventureFramework.Convers

Fields

(BP.AdventureFramework.Convers

Name	Description
OtherParagraph	(BP.AdventureFramework.Convers
Player	Any other participant. (BP.AdventureFramework.Convers

The player.
Participant

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.Conversation\)](#)

↳ Response

- **BP.AdventureFramework.**

Inherited Members

Conversations

↳ [\(BP.AdventureFramework.Conversation\)](#)

↳ 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)))

(BP.AdventureFramework.Conversation)

equals(system-object, system-object)

ConversationActionCallback

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

(BP.AdventureFramework.Conversation)

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

LogItem

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

(BP.AdventureFramework.Conversation)

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

Paragraph

NameSpace: BP.AdventureFramework.Conversation

(BP.AdventureFramework.Conversations.html)

Participant

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Conversations)

Syntax Response

(BP.AdventureFramework.Conversations)

public sealed class Response

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Constructors

+ [BP.AdventureFramework.](#)

Extensions

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

↳ [BP.AdventureFramework.Response](#) class.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ [BP.AdventureFramework.](#)

Logic

Participate

(BP.AdventureFramework.Logic)

+ [BP.AdventureFramework.](#)

Rendering

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

(BP.AdventureFramework.Rendering)

+ [BP.AdventureFramework.](#)

Response(string, EndOfParagraphInstruction)

(BP.AdventureFramework.Response)

Initializes a new instance of the Response class.

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
Commands string (BP.AdventureFramework.Com (https://learn.microsoft.com/dotnet/api/system.string) - BP.AdventureFramework.	<i>line</i>	The line to trigger this response.
Couversations IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html) Conversation	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Properties

(BP.AdventureFramework.Convers
Paragraph

Instruction
(BP.AdventureFramework.Convers
Participant

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
Response

(BP.AdventureFramework.Convers
Declaration

+ BP.AdventureFramework.

```
public IEndOfParagraphInstruction Instruction { get; }
```

Conversations.Instructions

(BP.AdventureFramework.Con

Property Value

+ BP.AdventureFramework.

Type

Extensions

Description

(BP.AdventureFramework.Exte

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

Line

+ BP.AdventureFramework.

Get the line.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

```
public string Line { get; }
```

Rendering

(BP.AdventureFramework.Ren

Property Value

+ BP.AdventureFramework.

Type

Description

Rendering.FrameBuilders

(BP.AdventureFramework.Render

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

▼

Commands

(BP.AdventureFramework.Com)

- **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con)

Conversation

(BP.AdventureFramework.Conver

ConversationActionCallback

(BP.AdventureFramework.Conver

LogItem

(BP.AdventureFramework.Conver

Paragraph

(BP.AdventureFramework.Conver

Participant

(BP.AdventureFramework.Conver

Response

(BP.AdventureFramework.Conver

- + **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con)

- + **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte)

- + **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter)

- + **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi)

- + **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rende)

- + **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rende)

Namespace BP.AdventureFramework.Conversations.Instructions

▼ Filter by title

Classes

Assets.Locations

(BP.AdventureFramework.Assets.Locations.ByCallback)

(BP.AdventureFramework.Conversations.Instructions.ByCallback.html)

Commands

An end of paragraph instruction that shifts paragraphs based on a callback.

(BP.AdventureFramework.Commands.ByCallback)

First (BP.AdventureFramework.Conversations.Instructions.First.html)

Conversations

An end of paragraph instruction that shifts paragraphs to the start.

(BP.AdventureFramework.Conversations.First)

GoTo (BP.AdventureFramework.Conversations.Instructions.GoTo.html)

Conversations

An end of paragraph instruction that shifts paragraphs based on an absolute index.

(BP.AdventureFramework.Conversations.GoTo)

Jump

(BP.AdventureFramework.Conversations.Instructions.Jump.html)

(BP.AdventureFramework.Conversations.Jump)

An end of paragraph instruction that shifts paragraphs based on a delta.

(BP.AdventureFramework.Conversations.Jump.ByDelta)

GoTo

Last (BP.AdventureFramework.Conversations.Instructions.Last.html)

(BP.AdventureFramework.Conversations.Last)

An end of paragraph instruction that shifts paragraphs to the end.

(BP.AdventureFramework.Conversations.Last)

Jump

Next (BP.AdventureFramework.Conversations.Instructions.Next.html)

(BP.AdventureFramework.Conversations.Next)

An end of paragraph instruction that shifts paragraphs to the next paragraph.

(BP.AdventureFramework.Conversations.Next)

Next

Previous (BP.AdventureFramework.Conversations.Instructions.Previous.html)

(BP.AdventureFramework.Conversations.Previous)

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

(BP.AdventureFramework.Conversations.Previous)

Repeat

Repeat (BP.AdventureFramework.Conversations.Instructions.Repeat.html)

(BP.AdventureFramework.Conversations.Repeat)

An end of paragraph instruction that repeats.

(BP.AdventureFramework.Conversations.Repeat)

ToName (BP.AdventureFramework.Conversations.Instructions.ToName.html)

Extensions

An end of paragraph instruction that shifts paragraphs based on a name.

(BP.AdventureFramework.Extensions.ToName)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Interfaces

IEndOfParagraphInstruction

([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Represents an instruction to be carried out at the end of a paragraph.

Assets.Locations

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

+ BP.AdventureFramework.

Commands

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

+ BP.AdventureFramework.

Conversations

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

- BP.AdventureFramework.

Conversations.Instructions

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

ByCallback

([BP.AdventureFramework.Conversations.Instructions.ByCallback.html](#))

First

([BP.AdventureFramework.Conversations.Instructions.First.html](#))

GoTo

([BP.AdventureFramework.Conversations.Instructions.GoTo.html](#))

IEndOfParagraphInstruction

([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Jump

([BP.AdventureFramework.Conversations.Instructions.Jump.html](#))

Last

([BP.AdventureFramework.Conversations.Instructions.Last.html](#))

Next

([BP.AdventureFramework.Conversations.Instructions.Next.html](#))

Previous

([BP.AdventureFramework.Conversations.Instructions.Previous.html](#))

Repeat

([BP.AdventureFramework.Conversations.Instructions.Repeat.html](#))

ToName

([BP.AdventureFramework.Conversations.Instructions.ToName.html](#))

+ BP.AdventureFramework.

Extensions

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

+ BP.AdventureFramework.

Interpretation

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

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

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

Commands

(**BP.AdventureFramework.Com** Implements

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html))

Interfaces

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

- **BP.AdventureFramework.**

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

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

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

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

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

(**BP.AdventureFramework.Convers** Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

(**BP.AdventureFramework.Convers** IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.html](#)).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#)))

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

IEndOfParagraphInstruction

(**BP.AdventureFramework.Convers**

Jump

public sealed class ByCallback : IEndOfParagraphInstruction
(**BP.AdventureFramework.Convers**

Last

(**BP.AdventureFramework.Convers**

Constructors

(**BP.AdventureFramework.Convers**

Previous

ByCallback(Functor<IEndOfParagraphInstruction>)

Repeat

Create a new instance of the ByCallback class.

(**BP.AdventureFramework.Convers**

ToName

Declaration

(**BP.AdventureFramework.Convers**

+ **BP.AdventureFramework.** IEndOfParagraphInstruction> callback)

Extensions

(**BP.AdventureFramework.Exte**

Parameters

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Logic

Type	Name	Description
Func<(https://learn.microsoft.com/dotnet/api/system.func-1)< IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html) ->	callback	The callback that decides the instruction to use.

+ BP.AdventureFramework.

Commands

Properties

+ BP.AdventureFramework.

Callback Conversations

(BP Adventure)

(BP.AdventureFramework.Con)
Get the callback that decides the instruction to use.

- BP.AdventureFramework.

▪ **BPAU** Declaration

Conversations.Instructions

(BP_AdventureFramework_Con

passes from

ByCallback
(BP.AdventureFramework.Convers
Property Value

Type	Description
BP.AdventureFramework.Convers Func<(https://learn.microsoft.com/dotnet/api/system.func-1)< (BP.AdventureFramework.Convers IEndOfParagraphInstruction IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html) (BP.AdventureFramework.Convers > Jump	

(BP.Advent) **Methods**

(BP.AdventureFramework.Convers

Previous

GetIndexOfNextParagraph(Paragraph[])

Repeat

Repeat
Get the index of the next paragraph.
Index

(BP.Adve)

Declaration

(BP.AdventureFramework.Convers

+ **BP.AdventureFramework**.

Extensions

Part 1: AdventureFramework.External

Type		Name	Description
+ BP.AdventureFramework.			
Interpretation (BP.AdventureFramework.html)		current	The current paragraph.

± BP-AdventureFramework-

Logic

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

Returns

Type	Description
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32) Commands	The index of the next paragraph.

(BP.AdventureFramework.Com

Implementations

Conversations

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Con

- **BP.AdventureFramework.**
Conversations.Instructions
(BP.AdventureFramework.Con

ByCallback
(BP.AdventureFramework.Convers
First
(BP.AdventureFramework.Convers
GoTo
(BP.AdventureFramework.Convers
IEndOfParagraphInstruction
(BP.AdventureFramework.Convers
Jump
(BP.AdventureFramework.Convers
Last
(BP.AdventureFramework.Convers
Next
(BP.AdventureFramework.Convers
Previous
(BP.AdventureFramework.Convers
Repeat
(BP.AdventureFramework.Convers
ToName
(BP.AdventureFramework.Convers

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter

- + **BP.AdventureFramework.**
Logic

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ BP.AdventureFramework.

↳ [Commands](#) /learn.microsoft.com/dotnet/api/system.object)

(BP.AdventureFramework.Com

Implements

+ BP.AdventureFramework.

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

Conversations

Inherited Members

(BP.AdventureFramework.Com

- [BP.AdventureFramework.](#)

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

Conversations.Instructions

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

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

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

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

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

GoTo

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

(BP.AdventureFramework.Conversations).Instructions (BP.AdventureFramework.Conversations.Instructions.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Convers

Syntax

Jump

(BP.AdventureFramework.Convers
public sealed class First : IEndOfParagraphInstruction
Last

(BP.AdventureFramework.Convers

Next

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

Repeat

GetIndexOfNext(Paragraph, Paragraph[])

ToName

Get the index of the next paragraph

(BP.AdventureFramework.Convers

Description

+ BP.AdventureFramework.

Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ BP.AdventureFramework.

Parameters

Interpretation

Type	Name	Description
Paragraph	current	The current paragraph.

(BP.AdventureFramework.Conversations.Paragraph.html)

Logic

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

Returns

Type	Description
Commands int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Conversations.Commands)	The index of the next paragraph.

+ BP.AdventureFramework.

Implements

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

ByCallback

(BP.AdventureFramework.Conversations.Instructions.ByCallback)

First

(BP.AdventureFramework.Conversations.Instructions.First)

GoTo

(BP.AdventureFramework.Conversations.Instructions.GoTo)

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

Jump

(BP.AdventureFramework.Conversations.Instructions.Jump)

Last

(BP.AdventureFramework.Conversations.Instructions.Last)

Next

(BP.AdventureFramework.Conversations.Instructions.Next)

Previous

(BP.AdventureFramework.Conversations.Instructions.Previous)

Repeat

(BP.AdventureFramework.Conversations.Instructions.Repeat)

ToName

(BP.AdventureFramework.Conversations.Instructions.ToName)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html\)](#)

↳ GoTo

+ BP.AdventureFramework.

Implements

Conversations

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Inherited Members

- BP.AdventureFramework.

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

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

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

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

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

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

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

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

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Namespace: [BP \(BP.html\)](#).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

[IEndOfParagraphInstruction](#).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

Assembly: AdventureFramework.dll

Jump

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

Last

```
public sealed class GoTo : IEndOfParagraphInstruction  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)
```

Next

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

Constructors

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

Repeat

GoTo(int) ([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](#))

ToName

Create a new instance of the GoTo class.

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

Declaration

+ BP.AdventureFramework.

Extensions

public GoTo(int index)

(BP.AdventureFramework.Extensions.Goto)

+ BP.AdventureFramework.

Parameters

Interpretation

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>index</i>	The index of the next paragraph.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Properties

Index

Get the index.



Declaration

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Property Value

Conversations

Type (BP.AdventureFramework.Con

Description

- in (BP.AdventureFramework.Conversations)

Conversations.Instructions

(BP.AdventureFramework.Con

ByCallback

Methods

(BP.AdventureFramework.Convers

First

(BP.AdventureFramework.Convers

GetIndexOfNext(Paragraph, Paragraph[])

GoTo

(BP.AdventureFramework.Convers

Get the index of the next paragraph.

IEndOfParagraphInstruction

Declaration

(BP.AdventureFramework.Convers

Jump

(BP.AdventureFramework.Convers

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Last

(BP.AdventureFramework.Convers

Parameters

Next

Type (BP.AdventureFramework.Convers

Name

Description

Previous

Paragraph (BP.AdventureFramework.Convers

current

Description

(BP.AdventureFramework.Conversations.Paragraph.html)

Repeat

Paragraph (BP.AdventureFramework.Convers

paragraphs

Description

ToName

(BP.AdventureFramework.Conversations.Paragraph.html)

[] (BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Returns

Extensions

Type (BP.AdventureFramework.Exte

Description

+ in (BP.AdventureFramework.Exte

Description

The index of the next paragraph.

Interpretation (BP.AdventureFramework.Inter

Implements

+ BP.AdventureFramework.

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

Logic

(BP.AdventureFramework.Logi

▼

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

ByCallback

(BP.AdventureFramework.Convers

First

(BP.AdventureFramework.Convers

GoTo

(BP.AdventureFramework.Convers

IEndOfParagraphInstruction

(BP.AdventureFramework.Convers

Jump

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

Next

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

Repeat

(BP.AdventureFramework.Convers

ToName

(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

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

Conversations

(**BP.AdventureFramework.Conversations**)
Implements

IEndOfParagraphInstruction (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html>)

Introduces **Conversations.Instructions**

(**BP.AdventureFramework.Conversations**)

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

ByCallback

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

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

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

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

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

(**BP.AdventureFramework.Conversations**)

Namespace: [BP](https://learn.microsoft.com/BP.html) (<https://learn.microsoft.com/BP.html>).AdventureFramework (<https://learn.microsoft.com/BP.html>).Conversations

Jump (<https://learn.microsoft.com/BP.html>).Instructions (<https://learn.microsoft.com/BP.html>).Instructions (BP.AdventureFramework.Conversations.Instructions.html)

Assembly: [BP](https://learn.microsoft.com/BP.html) (<https://learn.microsoft.com/BP.html>)

Last

Syntax

(BP.AdventureFramework.Conversations)

Next

public sealed class Jump : IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations)

Previous

(BP.AdventureFramework.Conversations)

Constructors

(BP.AdventureFramework.Conversations)

ToName

Jump (<https://learn.microsoft.com/BP.html>)

+ **BP.AdventureFramework.**

Create a new instance of the Jump class.

Extensions

Declaration

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interpretation**)

Parameters

Type	Name	Description
Logic int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Logic)	delta	The delta to shift paragraphs by.

+ **BP.AdventureFramework.**

Rendering

Properties

Delta

Get the delta.



Declaration

+ BP.AdventureFramework.

```
public int Delta { get; }
```

Conversations

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

Property Value

- BP.AdventureFramework.

Type

Conversations.Instructions

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

ByCallback

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

First

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

GoTo

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

IEndOfParagraphInstruction

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

Get the index of the next paragraph.

Jump

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

Last

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

Next

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

Parameters

Previous

Type

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

Repeat

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

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

ToStringName

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

Paragraph

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

+ BP.AdventureFramework.

Extensions

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

Returns

+ BP.AdventureFramework.

Type

Interpretation

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

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

Description

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

+ BP.AdventureFramework.

Implements

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

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ BP.AdventureFramework.

Rendering

▼

- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Conversations**)
- **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Conversations.Instructions**)
 - ByCallback
 - (**BP.AdventureFramework.Conversations.Instructions.ByCallback**)
 - First
 - (**BP.AdventureFramework.Conversations.Instructions.First**)
 - GoTo
 - (**BP.AdventureFramework.Conversations.Instructions.GoTo**)
 - IEndOfParagraphInstruction
 - (**BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction**)
 - Jump
 - (**BP.AdventureFramework.Conversations.Instructions.Jump**)
 - Last
 - (**BP.AdventureFramework.Conversations.Instructions.Last**)
 - Next
 - (**BP.AdventureFramework.Conversations.Instructions.Next**)
 - Previous
 - (**BP.AdventureFramework.Conversations.Instructions.Previous**)
 - Repeat
 - (**BP.AdventureFramework.Conversations.Instructions.Repeat**)
 - ToName
 - (**BP.AdventureFramework.Conversations.Instructions.ToName**)
- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Extensions**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Interpretation**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logic**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Rendering**)

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Implements

- **BP.AdventureFramework.**

IEndOfParagraphInstruction (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html>)

Inherited from

(**BP.AdventureFramework.Conversations**)

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

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

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

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

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

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

Jump

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

(**BP.AdventureFramework.Conversations**).Instructions (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Instructions.html>)

Last

Assembly: BP.AdventureFramework.dll

Syntax

Next

(**BP.AdventureFramework.Conversations**)
public sealed class Last : IEndOfParagraphInstruction
Previous

(**BP.AdventureFramework.Conversations**)

Repeat

(**BP.AdventureFramework.Conversations**)

To Name

(**BP.AdventureFramework.Conversations**)

Methods

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

GetIndexOfNext(Paragraph, Paragraph[])

Extensions

(**BP.AdventureFramework.Extensions**)

Delegates

Interpretation

(**BP.AdventureFramework.Interpretation**)
Parameters

+ **BP.AdventureFramework.**

Parameters

Logic

Type	Name	Description
(BP.AdventureFramework.Logic)	current	The current paragraph.

+ **BP.AdventureFramework.**

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Paragraph.html>)

Rendering

(**BP.AdventureFramework.Rendering**)

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
Conversations (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)	The index of the next paragraph.

- BP.AdventureFramework.

Instructions

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
ByCallback
(BP.AdventureFramework.Conversations.First.html)
(BP.AdventureFramework.Conversations.GoTo.html)
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Conversations.Jump.html)
(BP.AdventureFramework.Conversations.Last.html)
(BP.AdventureFramework.Conversations.Next.html)
(BP.AdventureFramework.Conversations.Previous.html)
(BP.AdventureFramework.Conversations.Repeat.html)
(BP.AdventureFramework.Conversations.ToName.html)
(BP.AdventureFramework.Conversations.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

Conversations

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

↳ Next

- BP.AdventureFramework.

Implements

Conversations.Instructions

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

ByCallback

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

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

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

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

object (BP.AdventureFramework.Conversations) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

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

(BP.AdventureFramework.Conversations)

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

Assembly: AdventureFramework.dll
Next

Syntax

(BP.AdventureFramework.Conversations)

Previous

public sealed class Next : IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations)

Repeat

(BP.AdventureFramework.Conversations)

ToName

(BP.AdventureFramework.Conversations)

Methods

+ BP.AdventureFramework.

Extensions

GetIndexOfNext(Paragraph, Paragraph[])
(BP.AdventureFramework.Extensions)

Get the index of the next paragraph.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpreter)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ BP.AdventureFramework.

Logic

Parameters

(BP.AdventureFramework.Logic)

Type

+ BP.AdventureFramework.

Paragraph

Rendering

(BP.AdventureFramework.Conversations.Paragraph.html)

(BP.AdventureFramework.Rendering)

Type	Name	Description
Paragraph	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

Returns

Conversations	Description
(BP.AdventureFramework.Conversations) int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

- **BP.AdventureFramework.**

Conversations.Instructions

IMPLEMENTATION **BP.AdventureFramework.Conversations.Instructions**

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
First
(BP.AdventureFramework.Conversations.Instructions.First)
GoTo
(BP.AdventureFramework.Conversations.Instructions.Goto)
IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
Jump
(BP.AdventureFramework.Conversations.Instructions.Jump)
Last
(BP.AdventureFramework.Conversations.Instructions.Last)
Next
(BP.AdventureFramework.Conversations.Instructions.Next)
Previous
(BP.AdventureFramework.Conversations.Instructions.Previous)
Repeat
(BP.AdventureFramework.Conversations.Instructions.Repeat)
ToName
(BP.AdventureFramework.Conversations.Instructions.ToName)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

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

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

- **BP.AdventureFramework.**

↳ Previous

Conversations.Instructions

Implements

(**BP.AdventureFramework.Conversations.IEndOfParagraphInstruction**)

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.instructions.iendofparagraphinstruction.html))

↳ ByCallback

Inherited Members

(**BP.AdventureFramework.Conversations**)

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

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)))

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>)

Last

Namespace: BP ([BP.html](https://learn.microsoft.com/bp/html/adventureframework.html)).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/bp/html/adventureframework.html)).Conversations

(**BP.AdventureFramework.Conversations**)

Assembly: BP.AdventureFramework.dll

Syntax

Previous

(**BP.AdventureFramework.Conversations.Previous**)

public sealed class Previous : IEndOfParagraphInstruction

Repeat

(**BP.AdventureFramework.Conversations.Repeat**)

ToName

(**BP.AdventureFramework.Conversations.ToName**)

Methods

(**BP.AdventureFramework.**)

Extensions

(**BP.AdventureFramework.Extensions**)

GetIndexOfNext(Paragraph, Paragraph[])

+ **BP.AdventureFramework.**

Get the index of the next paragraph.

Interpretation

Declaration

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Logic

(**BP.AdventureFramework.Logic**)

Parameters

+ **BP.AdventureFramework.**

Type

Rendering

Paragraph

(**BP.AdventureFramework.Rendering**)

([BP.AdventureFramework.Conversations.Paragraph.html](https://learn.microsoft.com/bp/html/adventureframework.conversations.paragraph.html))

+ **BP.AdventureFramework.**

Type	Name	Description
Paragraph	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

Returns

Type	Description
- in BP.AdventureFramework (.NET API) dotnet/api/system.int32	The index of the next paragraph.

Conversations.Instructions (BP.AdventureFramework.Conversations)

Implements

By Callback	IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
First	(BP.AdventureFramework.Conversations.First)
GoTo	(BP.AdventureFramework.Conversations.GoTo)
IEndOfParagraphInstruction	(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)
Jump	(BP.AdventureFramework.Conversations.Jump)
Last	(BP.AdventureFramework.Conversations.Last)
Next	(BP.AdventureFramework.Conversations.Next)
Previous	(BP.AdventureFramework.Conversations.Previous)
Repeat	(BP.AdventureFramework.Conversations.Repeat)
ToName	(BP.AdventureFramework.Conversations.ToName)
	(BP.AdventureFramework.Conversations.)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
- BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

(BP.AdventureFramework.Conversations.Instructions)

ByCallback

(BP.AdventureFramework.Conversations.Instructions.ByCallback)

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

First

(BP.AdventureFramework.Conversations.Instructions.First)

GoTo

(BP.AdventureFramework.Conversations.Instructions.GoTo)

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

Jump

(BP.AdventureFramework.Conversations.Instructions.Jump)

Last

(BP.AdventureFramework.Conversations.Instructions.Last)

Next

(BP.AdventureFramework.Conversations.Instructions.Next)

Previous

(BP.AdventureFramework.Conversations.Instructions.Previous)

Repeat

(BP.AdventureFramework.Conversations.Instructions.Repeat)

ToName

(BP.AdventureFramework.Conversations.Instructions.ToName)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering FrameBuilders

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

<p>↳ Object (https://learn.microsoft.com/dotnet/api/system.object)</p> <p>Conversations.Instructions</p> <p>(BP.AdventureFramework.Conversations.Instructions)</p> <p>Implements</p> <p>IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)</p> <p>(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)</p> <p>Inherited Members</p> <p>First</p> <p>object (BP.AdventureFramework.Object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))</p> <p>To</p> <p>object (BP.AdventureFramework.Object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object))</p> <p>object (BP.HashCode) (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)</p> <p>object GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)</p> <p>object ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)</p> <p>object ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)</p> <p>(BP.AdventureFramework.Conversations)</p> <p>Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations</p> <p>Next: Assembly (BP.AdventureFramework.Conversations)</p> <p>Syntax:</p> <p>Previous</p> <p>(BP.AdventureFramework.Conversations)</p> <p>Repeat</p> <pre>public sealed class ToName : IEndOfParagraphInstruction { (BP.AdventureFramework.Conversations) ToName (BP.AdventureFramework.Conversations) }</pre> <p>Constructors</p> <p>+ BP.AdventureFramework.ToName</p> <p>Extensions</p> <p>BP.AdventureFramework.Extensions</p> <p>+ BP.AdventureFramework.Extensions.ToName(string)</p> <p>Create</p> <p>Create a new instance of the ToName class.</p> <p>Interpretation</p> <p>Declaration</p> <p>(BP.AdventureFramework.Interpreters)</p> <p>+ BP.AdventureFramework.Interpreters.ToName</p> <p>Logic</p> <p>BP.AdventureFramework.Logic</p> <p>Parameters</p> <p>+ BP.AdventureFramework.Logic</p> <p>Type</p> <table border="1"><thead><tr><th>Type</th><th>Name</th><th>Description</th></tr></thead><tbody><tr><td>string (https://learn.microsoft.com/dotnet/api/system.string)</td><td>name</td><td>The name of the paragraph to jump to.</td></tr></tbody></table> <p>+ BP.AdventureFramework.Renderers</p> <p>Rendering</p>	Type	Name	Description	string (https://learn.microsoft.com/dotnet/api/system.string)	name	The name of the paragraph to jump to.
Type	Name	Description				
string (https://learn.microsoft.com/dotnet/api/system.string)	name	The name of the paragraph to jump to.				

Properties

Name

Get the name of the paragraph to jump to.

Declaration

- **BP.AdventureFramework.**
public string Name { get; }
Conversations.Instructions
(BP.AdventureFramework.Conversations.Instructions)

Property Value
ByCallback

Type **BP.AdventureFramework.Conversations.Instructions**

First
string (<https://learn.microsoft.com/dotnet/api/system.string>)
(BP.AdventureFramework.Conversations.Instructions)

Description

GoTo
(BP.AdventureFramework.Conversations.Instructions)

IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations.Instructions)

Jump
(BP.AdventureFramework.Conversations.Instructions)

Methods

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

Next

Declaration
(BP.AdventureFramework.Conversations.Instructions)

Previous

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Repeat

Parameters
ToName

Type **BP.AdventureFramework.Conversations.Instructions**

Name

Description

+ **BP.AdventureFramework.**

current

The current paragraph.

Extensions [\(BP.AdventureFramework.Conversations.Paragraph.html\)](#)

+ **BP.AdventureFramework.External.**

paragraphs

The collection of paragraphs.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ **BP.AdventureFramework.**

Type **BP.AdventureFramework.Logical**

Logic

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

Description

The index of the next paragraph.

+ **BP.AdventureFramework.**

Implementation

(BP.AdventureFramework.Renderer)

IEndOfParagraphInstruction ([\(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#))

+ **BP.AdventureFramework.**

Rendering FrameBuilders



- **BP.AdventureFramework.**
Conversations.Instructions
(BP.AdventureFramework.Conver

ByCallback
(BP.AdventureFramework.Convers
First
(BP.AdventureFramework.Convers
GoTo
(BP.AdventureFramework.Convers
IEndOfParagraphInstruction
(BP.AdventureFramework.Convers
Jump
(BP.AdventureFramework.Convers
Last
(BP.AdventureFramework.Convers
Next
(BP.AdventureFramework.Convers
Previous
(BP.AdventureFramework.Convers
Repeat
(BP.AdventureFramework.Convers
ToName
(BP.AdventureFramework.Convers

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter

- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi

- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Rend

- + **BP.AdventureFramework.**
Rendering FrameBuilders

Namespace BP.AdventureFramework.Extensions

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Commands

DirectionExtensions

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

+ **BP.AdventureFramework.**

Provides extension methods for Directions.

Conversations

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

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

+ **BP.AdventureFramework.**

Provides extension methods for strings.

Conversations.Instructions

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

- **BP.AdventureFramework.**

Extensions

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

DirectionExtensions

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

StringExtensions

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

+ **BP.AdventureFramework.**

Interpretation

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

+ **BP.AdventureFramework.**

Logic

([BP.AdventureFramework.Logic.html](#))

+ **BP.AdventureFramework.**

Rendering

([BP.AdventureFramework.Rendering.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

~ ~

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	The inverse direction.

▼

- + BP.AdventureFramework.
Commands
(BP.AdventureFramework.Com)
- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.
Conversations.Instructions
(BP.AdventureFramework.Con)
- BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte)
 - DirectionExtensions
(BP.AdventureFramework.Exten)
 - StringExtensions
(BP.AdventureFramework.Exten)
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter)
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi)
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rende)
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rende)
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rende)
- + BP.AdventureFramework.

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

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

Commands

(**BP.AdventureFramework.Com**)

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

Conversations

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

+ **BP.AdventureFramework** ([object.GetHashCode\(\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode))

ConversationsInstructions

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

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

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

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

Extensions

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

(**BP.AdventureFramework.Exte**)

Assembly: BP.AdventureFramework.dll

DirectionExtensions

Syntax: **BP.AdventureFramework.Exten**

StringExtensions

p(BP.AdventureFramework.Exten) StringExtensions

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**)

Methods

+ **BP.AdventureFramework.**

Logic

CaseInsensitiveContains(string, string)

Result: **BP.AdventureFramework** a specified substring occurs within this string. This is not case sensitive.

Rendering

Declaration: **BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters: **BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

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

Color

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

(**BP.AdventureFramework.Ren**)

+ **BP.AdventureFramework.**

Name	Description
value	The value.
subString	The string to seek.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

BP.AdventureFramework. EnsureFinishedSentence(string)

Commands

Ensure this string is a finished sentence, ending in either ?, ! or .
(BP.AdventureFramework.Con

Declaration
+ BP.AdventureFramework.

Conversations

public static string EnsureFinishedSentence(this string value)
(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Parameters

Conversations.Instructions

Type
(BP.AdventureFramework.Con

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to finish.

- BP.AdventureFramework.

Extensions

Returns

(BP.AdventureFramework.Exte

Type

DirectionExtensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The finished string.

StringExtensions

(BP.AdventureFramework.Exten

EqualsExaminable(string, IExaminable)

Interpretation

Determine if this string equals an IExaminable.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

Logic

public static bool EqualsExaminable(this string value, IExaminable examinable)
(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Parameters

Rendering

Type
(BP.AdventureFramework.Render

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

+ BP.AdventureFramework.

IExaminable ([BP.AdventureFramework.Assets.IExaminable.html](#))

examinable

The examinable.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Returns

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if this string equals the identifier, else false.

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

Parameters

+ BP.AdventureFramework.

Commands	Name	Description
(BP.AdventureFramework.Com string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
+ BP.AdventureFramework. Identifier (BP.AdventureFramework.Assets.Identifier.html) Conversations	identifier	The identifier.

Returns

Type	Description
+ BP.AdventureFramework. Conversations.Instructions	bool (https://learn.microsoft.com/dotnet/api/system.boolean)
(BP.AdventureFramework.Con	True if this string equals the identifier, else false.

- BP.AdventureFramework.

GetObjectifier(string)

(BP.AdventureFramework.Exten

Get an objectifier for a word.

DirectionExtensions

Declaration

(BP.AdventureFramework.Exten

StringExtensions

```
p(BP.AdventureFramework.Exten
```

+ BP.AdventureFramework.

Parameters

Interpretation

Type	Name	Description
+ BP.AdventureFramework. String (https://learn.microsoft.com/dotnet/api/system.string)	word	The word.

Logic

(BP.AdventureFramework.Logi

Type	Description
(BP.AdventureFramework.Render	The objectifier.

+ BP.AdventureFramework.

IsPlural(string)

(BP.AdventureFramework.Render

Get if a word is plural.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

```
public static bool IsPlural(this string word)
```

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word to check.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the word is plural.

Commands

(BP.AdventureFramework.Com

IsVowel(string)

+ BP.AdventureFramework.

Conversations

Determine if a word contains a vowel.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

public static bool IsVowel(this string value)

Conversations.Instructions

(BP.AdventureFramework.Com

Parameters

- BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Exte		

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The value to check.

DirectionExtensions

Return (BP.AdventureFramework.Extenso

StringExtensions

Type (BP.AdventureFramework.Extenso

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the character is a vowel.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

LineCount(string)

+ BP.AdventureFramework.

Determine the number of lines in this string.

Logic

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

public static int LineCount(this string value)

Rendering

(BP.AdventureFramework.Ren

Parameters

+ BP.AdventureFramework.

Type Rendering.FrameBuilders

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

+ BP.AdventureFramework.

Returns

Rendering.FrameBuilders.

Type

Color

(BP.AdventureFramework.Ren

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines in the string.

+ BP.AdventureFramework.

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

Parameters

+ BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Com string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string to ensure isn't finished finish.

+ BP.AdventureFramework.

Returns

Conversations

Type	Description
+ BP.AdventureFramework. string (https://learn.microsoft.com/dotnet/api/system.string)	The unfinished string.

Conversations.Instructions

(BP.AdventureFramework.Con

ToDescription(string)

BP.AdventureFramework.

Extensions

Returns this string as a Description.

(BP.AdventureFramework.Exte

Declaration

DirectionExtensions

```
(BP.AdventureFramework.Exten  
public static Description ToDescription(this string value)  
StringExtensions
```

(BP.AdventureFramework.Exten

Parameters

+ BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Inte string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

+ BP.AdventureFramework.

Returns

Logic

Type	Description
+ BP.AdventureFramework.Logi Description (BP.AdventureFramework.Assets.Description.html)	This string as a description.

Rendering

(BP.AdventureFramework.Render

ToIdentifier(string)

+ BP.AdventureFramework.

Returns the identifier of the string.

(BP.AdventureFramework.Render

Declaration

+ BP.AdventureFramework.

```
public static Identifier ToIdentifier(this string value)
```

Color

(BP.AdventureFramework.Render

Parameters

+ BP.AdventureFramework.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

Returns

Type	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	This string as an identifier.

+ BP.AdventureFramework.

Commands

ToSentenceCase(string) (BP.AdventureFramework)

+ BP.AdventureFramework.

Convert a string to sentence case.

Conversations

Declaration (BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversation)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

Returns

Type	Description
StringExtensions (BP.AdventureFramework.Extensions)	The word in sentence case.

+ BP.AdventureFramework.

Interpretation

ToSpeech(string) (BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Declaration (BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

Returns

Type	Description
Color (BP.AdventureFramework.Rendering.FrameBuilders)	The value in sentence case.

+ BP.AdventureFramework.

▼

- + **BP.AdventureFramework.**
Commands
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Con**)
- **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**)
 - DirectionExtensions
(**BP.AdventureFramework.Exten**)
 - StringExtensions
(**BP.AdventureFramework.Exten**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**

Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

Classes

Commands

(BP.AdventureFramework.Com)

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)

+ BP.AdventureFramework.

Provides help for a command.

Conversations

(BP.AdventureFramework.Con)

CustomCommandInterpreter

+ BP.AdventureFramework.

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html)

Conversations.Instructions

Provides an object that can be used for interpreting custom commands.

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

InterpretationResult

Extensions

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

(BP.AdventureFramework.Exte

Represents the result of an interpretation.

- BP.AdventureFramework.

Interfaces

(BP.AdventureFramework.Inter

CommandHelp

IIInterpreter (BP.AdventureFramework.Interpretation.IIInterpreter.html)

CustomCommandInterpreter

Represents an object that can act as an interpreter for input.

(BP.AdventureFramework.Interpret

IIInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

Commands

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ CommandHelp

+ BP.AdventureFramework.

Implements

Conversations

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1<CommandHelp>

([BP.AdventureFramework.Con](#))
([BP.AdventureFramework.Interpretation.CommandHelp.html](#))>

+ BP.AdventureFramework.

Inherited Members

Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

Extensions

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

([BP.AdventureFramework.Exte](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype\)](https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring\)](https://learn.microsoft.com/dotnet/api/system.object.tostring)

BP.AdventureFramework.

Interpretation

Name: [BP](#) ([BP.html](#)) AdventureFramework ([BP.AdventureFramework.html](#)).Interpretation

([BP.AdventureFramework.Inter](#))

Assembly: BP.AdventureFramework.dll

([BP.AdventureFramework.Interpret](#))

Syntax

CustomCommandInterpreter

([BP.AdventureFramework.Interpret](#))

public sealed class CommandHelp : IEquatable<CommandHelp>

Interpreter

([BP.AdventureFramework.Interpret](#))

InterpretationResult

([BP.AdventureFramework.Interpret](#))

Constructors

+ BP.AdventureFramework.

Logic

CommandHelp(string, string)

([BP.AdventureFramework.Logi](#))

Initializes a new instance of the CommandHelp class.

+ BP.AdventureFramework.

Declaration:

Rendering

([BP.AdventureFramework.Ren](#))

public CommandHelp(string command, string description)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

([BP.AdventureFramework.Ren](#))

Type

+ BP.AdventureFramework.

string ([https://learn.microsoft.com/dotnet/api/system.string\)](https://learn.microsoft.com/dotnet/api/system.string)

Rendering.FrameBuilders.

Color

[https://learn.microsoft.com/dotnet/api/system.string\)](https://learn.microsoft.com/dotnet/api/system.string)

([BP.AdventureFramework.Ren](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	command	The command.
Color (https://learn.microsoft.com/dotnet/api/system.string)	description	The help.

Properties

Command

Get the command.

Declaration

Commands

(BP.AdventureFramework.Com}

+ BP.AdventureFramework.

Property Value

Conversations

Type	Description
(BP.AdventureFramework.Conversation)	

+s BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversation)

Description

BP.AdventureFramework.

Extensions

Get the description of the command.

(BP.AdventureFramework.Exten

Declaration

- BP.AdventureFramework.

Interpretation Description { get; }

(BP.AdventureFramework.Interpre

Property Value

Type	Description
(BP.AdventureFramework.Interpreter)	

CustomCommandInterpreter

string (BP.AdventureFramework.IInterpre

t)Interpreter

(BP.AdventureFramework.Interpre

terpretationResult

(BP.AdventureFramework.Interpre

Methods

+ BP.AdventureFramework.

Logic

Equals(CommandHelp)

(BP.AdventureFramework.Logi

Indicates whether the current object is equal to another object of the same type.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Renderin

public bool Equals(CommandHelp other)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

(BP.AdventureFramework.Renderin

Type	Name	Description
+ BP.AdventureFramework.		

CommandHelp

other

An object to compare with this object.

Rendering.FrameBuilders.

(BP.AdventureFramework.Interpretation.CommandHelp.html)

Color

(BP.AdventureFramework.Renderin

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool). Commands

(BP.AdventureFramework.Commands)

Implements

Conversations

IEquatable<T> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

CommandHelp

(BP.AdventureFramework.Interpretation.CommandHelp)

CustomCommandInterpreter

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter)

IInterpreter

(BP.AdventureFramework.Interpretation.IInterpreter)

InterpretationResult

(BP.AdventureFramework.Interpretation.InterpretationResult)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

Commands

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ CustomCommandInterpreter

+ BP.AdventureFramework.

Implements

Conversations

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

(BP.AdventureFramework.Con

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(BP.AdventureFramework.Con

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ BP.AdventureFramework.

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

Extensions

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype\)](https://learn.microsoft.com/dotnet/api/system.object.gettype)

(BP.AdventureFramework.Exte

object.MemberwiseClone() ([https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone\)](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

BP.AdventureFramework.

Interpretation

NameSpace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Interpretation

(BP.AdventureFramework.Interpretation.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Interpret

Syntax

CustomCommandInterpreter

(BP.AdventureFramework.Interpret

```
public class CustomCommandInterpreter : IInterpreter
```

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

Properties

Framework.

Logic

(BP.AdventureFramework.Logi

SupportedCommands

+ BP.AdventureFramework.

Get an array of all supported commands.

Rendering

Declaration

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

```
public CommandHelp[] SupportedCommands { get; }
```

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders.

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

Color

(BP.AdventureFramework.Bor

Description

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

Commands

([BP.AdventureFramework.Conversations](#)) GetContextualCommandHelp(Game game)

+ BP.AdventureFramework.

Parameters

Conversations

Type	Name	Description
(BP.AdventureFramework.Conversations) Logic.Game.html	game	The game.

Conversations.Instructions

Return ([BP.AdventureFramework.Conversations](#))

+ BP.AdventureFramework.

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]	The contextual help.

(BP.AdventureFramework.Extensions)

- BP.AdventureFramework.

Interpret(string, Game)

Interpret a string.

Declaration

([BP.AdventureFramework.Interpretation](#)) Interpret

CustomCommandInterpreter

public InterpretationResult Interpret(string input, Game game)

IInterpreter

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.

+ BP.AdventureFramework.

Logic (BP.AdventureFramework.Logic.Game.html)

game

The game.

(BP.AdventureFramework.Logic)

Returns

+ BP.AdventureFramework.

Rendering

InterpretationResult

([BP.AdventureFramework.Interpretation](#)) InterpretationResult.html

Type	Description
InterpretationResult	The result of the interpretation.

+ BP.AdventureFramework.

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering](#)) FrameBuilders

Implements

+ BP.AdventureFramework.

IInterpreter ([BP.AdventureFramework.Interpretation.IInterpreter.html](#))

Rendering.FrameBuilders

Color

([BP.AdventureFramework.Rendering](#)) Color

▼

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend)

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation
(BP.AdventureFramework.Interpretation.html)

(BP.AdventureFramework.Com

Syntax

+ **BP.AdventureFramework.**

Conversations

public interface IInterpreter
(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

Properties

+ **BP.AdventureFramework.**

Extensions

SupportedCommands
(BP.AdventureFramework.Exte

Get an array of all supported commands.

- **BP.AdventureFramework.**

Declaration

Interpretation

(BP.AdventureFramework.Inter

CommandHelp[] SupportedCommands { get; }

CommandHelp
(BP.AdventureFramework.Interpret

Property Value

CustomCommandInterpreter
(BP.AdventureFramework.Interpret

Type

Description

IInterpreter

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

InterpretationResult

(BP.AdventureFramework.Interpret

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

GetContextualCommandHelp(Game)

Rendering

Get contextual command help for a game, based on its current state.

(BP.AdventureFramework.Render

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

CommandHelp[] GetContextualCommandHelp(Game game)

(BP.AdventureFramework.Render

Particulars

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Bo

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

Returns

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]	The contextual help.

(BP.AdventureFramework.Com

+ BP.AdventureFramework. Interpret(string, Game)

Conversations

Interpretation (BP.AdventureFramework.Com

Deserialization + BP.AdventureFramework.

Conversations.Instructions

InterpretationResult Interpret(string input, Game game)

+ BP.AdventureFramework.

Parameters

Extensions

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.
- BP.AdventureFramework.	game	The game.

Interpretation (BP.AdventureFramework.Inter

Returns

CommandHelp

Type	Description
BP.AdventureFramework.Interpret	
CustomCommandInterpreter	

InterpretationResult

(BP.AdventureFramework.Interpret

The result of the interpretation.

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

▼

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

CommandHelp

(BP.AdventureFramework.Interpretation.CommandHelp)

CustomCommandInterpreter

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter)

IInterpreter

(BP.AdventureFramework.Interpretation.IInterpreter)

InterpretationResult

(BP.AdventureFramework.Interpretation.InterpretationResult)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

Namespace BP.AdventureFramework.Logic

Classes

Filter by title

Conversations

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

(BP.AdventureFramework.Con)

Represents the result of an end check.

+ BP.AdventureFramework.

Conversations Instructions

Game (BP.AdventureFramework.Logic.Game.html)

(BP.AdventureFramework.Con)

Represents the structure of the game

+ BP.AdventureFramework.

Extensions

Events

(BP.AdventureFramework.Exte

BP.AdventureFramework

ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

Interpretation

Enumeration of exit modes.

(BP.AdventureFramework.Inter

BP.AdventureFramework

GameState (BP.AdventureFramework.Logic.GameState.html)

Logic

Enumeration of game states.

(BP.AdventureFramework.Logi

Delegates

(BP.AdventureFramework.Logic.De

EndCheckResult

(BP.AdventureFramework.Logic.E

Represents the callback used for end checks.

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

Represents the callback used for Game creation.

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

Represents a callback for Overworld creation.

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

PlayerCreationCallback

Rendering

(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

(BP.AdventureFramework.Render

Represents a callback for Player creation.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

▼

Conversations

(BP.AdventureFramework.Conversations)

- + BP.AdventureFramework.
 Conversations.Instructions
 (BP.AdventureFramework.Conversations.Instructions)
- + BP.AdventureFramework.
 Extensions
 (BP.AdventureFramework.Extensions)
- + BP.AdventureFramework.
 Interpretation
 (BP.AdventureFramework.Interpretation)
- BP.AdventureFramework.
 Logic
 (BP.AdventureFramework.Logic)

 EndCheck
 (BP.AdventureFramework.Logic.EndCheck)
 EndCheckResult
 (BP.AdventureFramework.Logic.EndCheckResult)
 ExitMode
 (BP.AdventureFramework.Logic.ExitMode)
 Game
 (BP.AdventureFramework.Logic.Game)
 GameCreationCallback
 (BP.AdventureFramework.Logic.GameCreationCallback)
 GameState
 (BP.AdventureFramework.Logic.GameState)
 OverworldCreationCallback
 (BP.AdventureFramework.Logic.OverworldCreationCallback)
 PlayerCreationCallback
 (BP.AdventureFramework.Logic.PlayerCreationCallback)

- + BP.AdventureFramework.
 Rendering
 (BP.AdventureFramework.Rendering)
- + BP.AdventureFramework.
 Rendering.FrameBuilders
 (BP.AdventureFramework.Rendering.FrameBuilders)

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Conversations.Instructions

Syntax
(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**EndCheck(Game game)

Extensions

Part of **(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

Type **BP.AdventureFramework.**

Interpretation

Game (BP.AdventureFramework.Logic.Game.html)

Name

Description

game

The game to check for end.

Returns

- **BP.AdventureFramework.**

Type **BP.AdventureFramework.**

Logic (BP.AdventureFramework.Logic.html)

Description

Returns a result from the check.

EndCheck

(BP.AdventureFramework.Logic.EndCheck.html)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult.html)

ExitMode

(BP.AdventureFramework.Logic.ExitMode.html)

Game

(BP.AdventureFramework.Logic.Game.html)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback.html)

GameState

(BP.AdventureFramework.Logic.GameState.html)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback.html)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering.html)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

Conversations

↳ [\(BP.AdventureFramework.Con\)](#)

↳ EndCheckResult

+ **BP.AdventureFramework.**

Inherited Members

Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **BP.AdventureFramework.**

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: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

- **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Logic)

```
EndCheck  
public class EndCheckResult  
(BP.AdventureFramework.Logic.EndCheckResult)
```

EndCheckResult

```
(BP.AdventureFramework.Logic.EndCheckResult)
```

Game

EndCheckResult(bool, string, string)

GameCreationCallback

Initializes a new instance of the EndCheckResult class.

```
(BP.AdventureFramework.Logic.GameCreationCallback)
```

GameState

```
(BP.AdventureFramework.Logic.GameState)
```

OverworldCreationCallback

```
public EndCheckResult(bool isCompleted, string title, string description)  
(BP.AdventureFramework.Logic.OverworldCreationCallback)
```

PlayerCreationCallback

Para

```
(BP.AdventureFramework.Logic.PlayerCreationCallback)
```

+ **BP.AdventureFramework.**

Rendering

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Rendering)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **BP.AdventureFramework.**

RenderingBuilders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name	Description
isCompleted	If the game has ended.
title	A title to describe the end.
description	A description of the end.

(BP.AdventureFramework.RenderingBuilders)

Properties

Description

Get a description of the end.

Declaration

Conversations

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Property Value

Conversations.Instructions

(BP.AdventureFramework.Conversation)

Type Description

+ BP.AdventureFramework.

String (https://api.dotnet.com/dotnet/system.string)

Extensions

(BP.AdventureFramework.Extensions)

HasEnded

+ BP.AdventureFramework.

Interpretation

Get if the game has come to an end.

(BP.AdventureFramework.Interpretation)

Declaration

- BP.AdventureFramework.

Logic bool HasEnded { get; }

(BP.AdventureFramework.Logic)

Property Value

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

Type Description

EndCheckResult

bool (https://api.dotnet.com/dotnet/system.boolean)

Description

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

NotEnded

(BP.AdventureFramework.Logic.GameNotEnded)

GameCreationCallback

Get a default result for not ended.

(BP.AdventureFramework.Logic.GameCreationCallback)

Declaration

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

property<EndCheckResult> NotEnded { get; }

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

Property Value

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Type Description

+ BP.AdventureFramework.

Title

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

Get a title to describe the end.

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
Conversations string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Conversations)	
+ BP.AdventureFramework. Conversations.Instructions (BP.AdventureFramework.Conversations.Instructions)	
+ BP.AdventureFramework. Extensions (BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework. Interpretation (BP.AdventureFramework.Interpretation)	
- BP.AdventureFramework. Logic (BP.AdventureFramework.Logic)	
EndCheck (BP.AdventureFramework.Logic.EndCheck)	
EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult)	
ExitMode (BP.AdventureFramework.Logic.ExitMode)	
Game (BP.AdventureFramework.Logic.Game)	
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback)	
GameState (BP.AdventureFramework.Logic.GameState)	
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback)	
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback)	
+ BP.AdventureFramework. Rendering (BP.AdventureFramework.Rendering)	
+ BP.AdventureFramework. Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders)	

Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

public enum ExitMode

Extensions

+ **BP.AdventureFramework.**

Interpretation

Fields

(BP.AdventureFramework.Inter

Name	Description
BP.AdventureFramework.	
Logic	Exit the application.

- **BP.AdventureFramework.**

EndApplication

(BP.AdventureFramework.Logi

ReturnToTitleScreen

Return to the title screen.

EndCheck

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Class Game

Represents the structure of the game

Filter by title

Inheritance

Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#)

↳ Game

+ **BP.AdventureFramework.**

Inherited Members

Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Extensions

([\(BP.AdventureFramework.Extensions\)](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **BP.AdventureFramework.**

Interpretation

([\(BP.AdventureFramework.Interpretation\)](#))

NameSpace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BPAdventureFramework.dll

Syntax

Logic

([\(BP.AdventureFramework.Logic\)](#))

```
public sealed class Game
{
    EndCheck
    (BP.AdventureFramework.Logic.EndCheck)
    EndCheckResult
    (BP.AdventureFramework.Logic.EndCheckResult)
    FixMode
    (BP.AdventureFramework.Logic.FixMode)
```

Fields

([\(BP.AdventureFramework.Logic.Fields\)](#))

GameCreationCallback

GetDefaultErrorPrefix

GameDeclaration

GameState

OverworldCreationCallback

```
public const string DefaultErrorPrefix = "Oops"
(BP.AdventureFramework.Logic.OverworldCreationCallback)
```

PlayerCreationCallback

FieldValue

([\(BP.AdventureFramework.Logic.FieldValue\)](#))

+ **BP.AdventureFramework.**

Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([\(BP.AdventureFramework.Rendering\)](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([\(BP.AdventureFramework.Rendering.FrameBuilders\)](#))

Description

	Description
(BP.AdventureFramework.Rendering)	

ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

Conversations

Property Value
(BP.AdventureFramework.Conversations)

Type

+ **BP.AdventureFramework.**

IConverser (BP.AdventureFramework.Assets.Characters.IConverser.html)

Description

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Author

Extensions

Get (BP.AdventureFramework.Extensions)

Describes (BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

- **BP.AdventureFramework.**

Property Value

Logic

Type (BP.AdventureFramework.Logic)

string (Microsoft.Karn.microsoft.com/dotnet/api/system.string)

Description

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

DefaultInterpreter

Get the default interpreter.

Game

Declaration

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.DefaultInterpreter)

GameState

(BP.AdventureFramework.Logic.GameState)

Property Value

OverworldCreationCallback

Type (BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

IIInterpreter (BP.AdventureFramework.Interpretation.IIInterpreter.html)

(BP.AdventureFramework.Logic.PlayerCreationCallback)

Description

+ **BP.AdventureFramework.**

Rendering

DefaultSize

(BP.AdventureFramework.Rendering.DefaultSize)

Get the default size.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

```
public static Size DefaultSize { get; }
```

Property Value

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	

Conversations

(BP.AdventureFramework.Conversations)

Description

BP.AdventureFramework.

Conversations.Instructions

Get the description.

(BP.AdventureFramework.Conversations.Instructions)

Declaration

+ BP.AdventureFramework.

Extensions

```
public string Description { get; }
```

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Property Value

Type	Description
(BP.AdventureFramework.Interpretation)	

Interpretation

(BP.AdventureFramework.Interpretation)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

DisplayCommandListInSceneFrames

EndCheck

Get if the command list is displayed in scene frames.

EndCheckResult

Declaration

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

```
public bool DisplayCommandListInSceneFrames { get; set; }
```

(BP.AdventureFramework.Logic.ExitMode)

Game

Property Value

Type	Description
(BP.AdventureFramework.Logic.Game)	

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

DisplaySize

Get the size of the display area.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Rendering)

```
public Size DisplaySize { get; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	

ErrorPrefix

Gets or sets the error prefix.

Conversations
(BP.AdventureFramework.Conversations)
 Declaration

+ **BP.AdventureFramework.**

```
public string ErrorPrefix { get; set; }
```

Conversations.Instructions
(BP.AdventureFramework.Conversations.Instructions)

Property Value
 + **BP.AdventureFramework.**

Type
Extensions
(BP.AdventureFramework.Extensions)

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

+ **BP.AdventureFramework.**

Interpretation
FrameBuilders
(BP.AdventureFramework.Interpretation.FrameBuilders)

Gets or sets the collection of frame builders used to render this game.

BP.AdventureFramework.
Logic
 Declaration

(BP.AdventureFramework.Logic)

```
public FrameBuilderCollection FrameBuilders { get; set; }
```

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

Property Value
 (BP.AdventureFramework.Logic.EndCheckResult)

Type
ExitMode

(BP.AdventureFramework.Logic.ExitMode)
FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

Introduction

(BP.AdventureFramework.Logic.GameIntroduction)

Get the introduction.

OverworldCreationCallback

Declaration
 (BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

```
public string Introduction { get; }
```

+ **BP.AdventureFramework.**

Rendering

Property Value
 (BP.AdventureFramework.Rendering)

Type
FrameBuilders

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

(BP.AdventureFramework.Rendering.FrameBuilders)

IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

Conversations

Property Value
(BP.AdventureFramework.Conversations)

Type

+ **BP.AdventureFramework.**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Name

Extensions

Get **(BP.AdventureFramework.Extensions)**

Interpretation

Property Value
(BP.AdventureFramework.Interpretation)

Logic

Property Value
(BP.AdventureFramework.Logic)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

EndCheckResult

EndCreationResult

ExitMode

Get the overworld.

Game

Declaration

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

Property Value

OverworldCreationCallback

Type **(BP.AdventureFramework.Logic.OverworldCreationCallback)**

Description

PlayerCreationCallback

Overworld ([BP.AdventureFramework.Assets.Locations.Overworld.html](#))

(BP.AdventureFramework.Logic.PlayerCreationCallback)

Player

(BP.AdventureFramework.Player)

Get the player.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

```
public PlayableCharacter Player { get; }
```

Property Value

Type	Description
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)	

Conversations

(BP.AdventureFramework.Conversations)

SceneMapKeyFramework.

Conversations.Instructions

Get or set the type of key to use on the scene map.

(BP.AdventureFramework.Conversations.Instructions)

Declaration

+ BP.AdventureFramework.

Extensions

```
public KeyType SceneMapKeyType { get; set; }
```

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Property Value

Type	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Methods

(BP.AdventureFramework.Logic.EndCheckResult)

EndCheckResult

Create(string string, string OverworldCreationCallback, PlayerCreationCallback,

EndCheck, EndCheck)

(BP.AdventureFramework.Logic.ExGame)

Create a new callback for generating instances of a game.

Game

Declaration

GameCreationCallback

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)
```

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Parameters

PlayerCreationCallback

Type	Name	Description
(BP.AdventureFramework.Logic.PlayerCreationCallback)	name	The name of the game.
string		
(https://learn.microsoft.com/dotnet/api/system.string)		
(BP.AdventureFramework.Rendering.Introduction)	introduction	An introduction to the game.
string		
(https://learn.microsoft.com/dotnet/api/system.string)		
(BP.AdventureFramework.Rendering.Description)	description	A description of the game.
string		
(https://learn.microsoft.com/dotnet/api/system.string)		

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
Conversations (BP.AdventureFramework.Conversations.EndCheck.html)	<i>completionCondition</i>	The callback used to check game completion.
Conversations.Instructions (BP.AdventureFramework.Conversations.Instructions.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.

+ BP.AdventureFramework.

Returns

Extensions

Type	Description
GameCreationCallback + BP.AdventureFramework. Interpretation (BP.AdventureFramework.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

- BP.AdventureFramework.

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, Size, FrameBuilderCollection, ExitMode, string, Interpreter)

(BP.AdventureFramework.Logic.EndCheckResult)
Create a new callback for generating instances of a game.

Declaration

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, GameCreationCallbackCollection frameBuilders, ExitMode exitMode, string errorPrefix, IInterpreter interpreter)
    (BP.AdventureFramework.Logic.GameState)
    (BP.AdventureFramework.Logic.GameState)
    (BP.AdventureFramework.Logic.Parameters)
    OverworldCreationCallback
```

Type	Name	Description
PlayerCreationCallback string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	The name of the game.
introduction string (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
description string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
Conversations (BP.AdventureFramework.Conversations.EndCheck.html) + BP.AdventureFramework	<i>completionCondition</i>	The callback used to check game completion.
Conversations.Instructions (BP.AdventureFramework.Conversations.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.
+ BP.AdventureFramework Assets.Size.html	<i>displaySize</i>	The display size.
Extensions FrameBuilderCollection (BP.AdventureFramework.Extensions.FrameBuilders.FrameBuilderCollection.html) + BP.AdventureFramework	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
Interpretation (BP.AdventureFramework.Interpretation.ExitMode.html)	<i>exitMode</i>	The exit mode.
- BP.AdventureFramework (https://learn.microsoft.com/dotnet/api/system.string.Logic)	<i>errorPrefix</i>	A prefix to use when displaying errors.
Logic (BP.AdventureFramework.Logic.IInterpreter.html) EndCheck (BP.AdventureFramework.Interpretation.IInterpreter.html)	<i>interpreter</i>	The interpreter.

Type	Description
ExitMode (BP.AdventureFramework.Logic.ExitMode)	
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback)	A new GameCreationHelper that will create a GameCreator with the parameters specified.
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback)	

DisplayAbout() (BP_AdventureFr

Display the scenario

Display the about frame.
PlayerCreationCallback

Declaration

+ **BP.AdventureFramework**
public void DisplayAbout()

Rendering

(BP.AdventureFramework.Ren

DisplayHelp()

Rendering.FrameBuilders
Dynamsoft help frame

(B) Adventure Framework.Ren

Declaration

```
public void DisplayHelp()
```

DisplayMap()

Conversations

Display the map frame.

(**BP.AdventureFramework.Conversation**)

Declaration

+ **BP.AdventureFramework.**

Conversations.Instructions

```
public void DisplayMap()
```

(**BP.AdventureFramework.Conversation.Instruction**)

+ **BP.AdventureFramework.**

Extensions

DisplayTransition(string, string)

(**BP.AdventureFramework.Extensions**)

Display a transition frame.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Interpreter**)

```
public void DisplayTransition(string title, string message)
```

- **BP.AdventureFramework.**

Logic

Parameters

(**BP.AdventureFramework.Logic**)

Type

EndCheck

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Logic.EndCheckResult**)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Logic.EndCheckResult**)

ExitMode

(**BP.AdventureFramework.Logic.ExitMode**)

Execute(GameCreationCallback)

(**BP.AdventureFramework.Logic.GameCreationCallback**)

Execute a game.

GameCreationCallback

(**BP.AdventureFramework.Logic.GameCreationCallback**)

Declaration

GameState

(**BP.AdventureFramework.Logic.GameCreationCallback**)

```
public static void Execute(GameCreationCallback creator)
```

OverworldCreationCallback

(**BP.AdventureFramework.Logic.OverworldCreationCallback**)

PlayersCreationCallback

(**BP.AdventureFramework.Logic.PlayersCreationCallback**)

Type

(**BP.AdventureFramework.Logic.Player**)

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Logic.GameCreationCallback.html**)

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

FindInteractionTarget(string)

(**BP.AdventureFramework.Rendering**)

Name	Description
<i>title</i>	The title.
<i>message</i>	The message.

(**BP.AdventureFramework.Renderer**)

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```



Parameters

Conversations	Type	Name	Description
(BP.AdventureFramework.Conversations)	string (https://learn.microsoft.com/dotnet/api/system.string)	name	The targets name.

+ BP.AdventureFramework.

Conversations.Instructions

>Returns	Type	Description
(BP.AdventureFramework.Conversations.Instructions)	IInteractWithItem	The first IInteractWithItem object which has a name that matches the name parameter.

+ BP.AdventureFramework.

Interpretation

GetAllPlayerVisibleExaminables()

GetAllPlayerVisibleExaminables()

BP.AdventureFramework.

Logic

Declaration

(BP.AdventureFramework.Logic)

```
public IExaminable[] GetAllPlayerVisibleExaminables()
```

(BP.AdventureFramework.Logic.EndCheck)

Returns

(BP.AdventureFramework.Logic.EndCheckResult)

Type

ExitMode

Type	Description
(BP.AdventureFramework.Logic.ExitMode)	An array of all examinables that are currently visible to the player.

IExaminable

Game

(BP.AdventureFramework.Assets.IExaminable.html)

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Delegate GameCreationCallback

Represents the callback used for Game creation.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

Returns

+ **BP.AdventureFramework.**

Type

Interpretation

(BP.AdventureFramework.Inter

Game (BP.AdventureFramework.Logic.Game.html)

Description

A game created by the callback.

- **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Enum GameState

Enumeration of game states.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Conversations

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Conversations)

Syntax

+ BP.AdventureFramework.

Conversations

public enum GameState

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

Fields

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Name

Description

Interpretation

Active.

(BP.AdventureFramework.Interpretation)

Finished

Finished.

- BP.AdventureFramework.

Logic

Not started.

(BP.AdventureFramework.Logic)

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Conversations, Instructions

(BPAdventureFramework)

Syntax

+ BP.AdventureFramework.

public delegate OverworldOverworldCreationCallback(PlayableCharacter pc)

(BP AdventureFramework Extensibility)

Parameters

+ BP.AdventureFramework.

Type	Name	Description
Interpretation <code>(BPAdventureFramework.Interpretation)</code>	<code>pC</code>	The playable character that will appear in the Overworld.
- BPAdventureFramework. <code>(BPAdventureFramework.Actors.Characters.PlayableCharacter.html)</code> Logic		

(BPAdventureFramework-Logi

Returns

Type	Description
EndCheck (BP.AdventureFramework.Logic.EndCheck)	
Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)	A generated Overworld.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Renewal)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Contrib)

+ BP.AdventureFramework.

public delegate PlayableCharacter PlayerCreationCallback()

(BP.AdventureFramework.Extensions)

Returns

+ BP.AdventureFramework.

Type

Description

Interpretation

(BP.AdventureFramework.Interpretation)

PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)

A generated Player.

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Namespace BP.AdventureFramework. Rendering

▼ Filter by title

Enums

(BP.AdventureFramework.ComplexType)

+ BP.AdventureFramework.

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

(BP.AdventureFramework.ComplexType)

+ BP.AdventureFramework.

RegionMapMode (BP.AdventureFramework.Rendering.RegionMapMode.html)

(BP.AdventureFramework.ComplexType)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

- BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

KeyType

(BP.AdventureFramework.Rendering.KeyType)

RegionMapMode

(BP.AdventureFramework.Rendering.RegionMapMode)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Fields

Conversations.Instructions

(BP.AdventureFramework.Con

Name

Description

+ **BP.AdventureFramework.**

Dynamic

Dynamic key, only show relevant key items.

Extensions

Full

Full key

(BP.AdventureFramework.Exte

None

No key.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

- **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

KeyType

(BP.AdventureFramework.Renderin

RegionMapMode

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Enum RegionMapMode

Enumeration of region map modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Fields

Conversations.Instructions

(BP.AdventureFramework.Con

Name

Description

+ **BP.AdventureFramework.**

Detailed Shows rooms at a detailed level.

Extensions

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

(BP.AdventureFramework.Exte

Undetailed

Shows rooms as one character, which allows larger maps to be displayed in a limited area.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

- **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

KeyType

(BP.AdventureFramework.Renderin

RegionMapMode

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Namespace BP.AdventureFramework.Rendering.FrameBuilders

▼ Filter by title

Classes

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

Provides a collection of all of the frame builders required to run a game.

+ BP.AdventureFramework.

Interpretation

FrameBuilderCollectionsInter

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections.html)

} BP.AdventureFramework.

Logic

Provides a container from frame builder collections.

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)

(BP.AdventureFramework.Render

Provides a class for building strings as part of a grid.

- BP.AdventureFramework.

InterfacesFrameBuilders

(BP.AdventureFramework.Render

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

Represents any object that can build about frames.

(BP.AdventureFramework.Render

GridStringBuilder

(BP.AdventureFramework.Render

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(BP.AdventureFramework.Render

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(BP.AdventureFramework.Render

ICompletionFrameBuilder

Represents any object that can build completion frames.

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(BP.AdventureFramework.Render

IConversationFrameBuilder

Represents any object that can build conversation frames.

(BP.AdventureFramework.Render

IHelpFrameBuilder

(BP.AdventureFramework.Render

IHelpFrameBuilder

Represents any object that can build help frames.

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

)

IRoomMapBuilder

(BP.AdventureFramework.Render

Represents any object that can build game over frames.

(BP.AdventureFramework.Render

IHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

Represents any object that can build help frames.

IRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

Represents any object that can build room maps.

+ BP.AdventureFramework.

Extensions

IRoomMapFrameBuilder

([BP.AdventureFramework.Extensions.Rendering.FrameBuilders.IRoomMapFrameBuilder.html](#))

BP.AdventureFramework.

Represents any object that can build region map frames.

Interpretation

([BP.AdventureFramework.Interpretation.html](#))

IRoomMapBuilder

([BP.AdventureFramework.Routing.html](#))

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

Logic

Represents any object that can build room maps.

([BP.AdventureFramework.Logic.html](#))

+ BP.AdventureFramework.

ISceneFrameBuilder

Rendering

([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

([BP.AdventureFramework.Rendering.html](#))

Represents any object that can build scene frames.

- BP.AdventureFramework.

Rendering.FrameBuilders

ITitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

FrameBuilderCollection

Represents any object that can build title frames.

([BP.AdventureFramework.Renderer.html](#))

FrameBuilderCollections

([BP.AdventureFramework.Renderer.html](#))

ITransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

Represents any object that can build transition frames.

IAboutFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ICompletionFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

IConversationFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

IGameOverFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

IHelpFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

IRoomMapBuilder

([BP.AdventureFramework.Renderer.html](#))

IRoomMapFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

IRoomMapBuilder

([BP.AdventureFramework.Renderer.html](#))

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

+ **BPAdventureFramework**

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

 └ FrameBuilderCollection

(**BPAdventureFramework.Exte**

Inherited Members

+ **BPAdventureFramework**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

 └ **Interpretation**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **BPAdventureFramework**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

 └ **Rendering**

Namespace: BP(BP.html).AdventureFramework(BP.AdventureFramework.html).Rendering

(**BPAdventureFramework.Renderin**

- **BPAdventureFramework**

Syntax

Rendering.FrameBuilders

(**BPAdventureFramework.Render**

public class FrameBuilderCollection

 FrameBuilderCollection

 (BP.AdventureFramework.Renderin

 FrameBuilderCollections

 (BP.AdventureFramework.Renderin

 GridStringBuilder

 (BP.AdventureFramework.Renderin

FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,

IRoomMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,

IGameOverFrameBuilder, IAboutFrameBuilder, ITransitionFrameBuilder,

IConversationFrameBuilder)

 (BP.AdventureFramework.Renderin

 |ConversationFrameBuilder

Initializes a new instance of the FrameBuilderCollection class.

 (BP.AdventureFramework.Renderin

 DeclarationOverFrameBuilder

 (BP.AdventureFramework.Renderin

 |HelpFrameBuilder

 public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneBuild

 e(IRoomMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuild

 erIRegionMapBuilder, ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu

 ild(IGameOverFrameBuilder aboutFrameBuilder, ITransitionFrameBu

 ild(IGameOverFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)

 (BP.AdventureFramework.Renderin

 IRoomMapBuilder

Parameters

 (BP.AdventureFramework.Renderin

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

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 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

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 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

 |ConversationFrameBuilder

 |RegionMapFrameBuilder

 |RoomMapBuilder

 |TitleFrameBuilder

 |SceneFrameBuilder

 |HelpFrameBuilder

 |CompletionFrameBuilder

 |GameOverFrameBuilder

 |AboutFrameBuilder

 |TransitionFrameBuilder

Type	Name	Description
ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ BP.AdventureFramework.Extensions (BP.AdventureFramework.Extensions) IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ BP.AdventureFramework.Interpretation (BP.AdventureFramework.Interpretation) IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ BP.AdventureFramework.Logic (BP.AdventureFramework.Logic) ICompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ BP.AdventureFramework.Rendering (BP.AdventureFramework.Rendering) IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IGameOverFrameBuilder.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
- BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders) IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilder.html)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
ITransitionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITransitionFrameBuilder.html) FrameBuilderCollection (BP.AdventureFramework.Rendering.FrameBuilders .ITransitionFrameBuilder.html) FrameBuilderCollections	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
IConversationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IConversationFrameBuilder.html)	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

Properties

AboutFrameBuilder

Get the [AboutFrameBuilder](#) for about frames.

Declaration
IRegionMapBuilder

```
(BP.AdventureFramework.Renderer
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

(BP.AdventureFramework.Renderer

IRoomMapBuilder

(BP.AdventureFramework.Renderer

ICardBuilder

ICardBuilder

Type	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	

HelpFrameBuilder

+ **BP.AdventureFramework.**Get the builder to use for help frames.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**HelpFrameBuilder { get; }

Interpretation

Property Value

+ **BP.AdventureFramework.**

Description

Logic

IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

RegionMapFrameBuilder

(BP.AdventureFramework.Render

Get the builder to use for region map frames.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }

FrameBuilderCollection

(BP.AdventureFramework.Render

Property Value

FrameBuilderCollections

Type

Description

GridStringBuilder

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

IAboutFrameBuilder

(BP.AdventureFramework.Render

ICompletionFrameBuilder

(BP.AdventureFramework.Render

IConversationFrameBuilder

Get the builder to use for scene frames.

(BP.AdventureFramework.Render

IGameOverFrameBuilder

Declaration

(BP.AdventureFramework.Render

IHelpFrameBuilder

public ISceneFrameBuilder SceneFrameBuilder { get; }

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

ISceneFrameBuilder

Property Value

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

ISceneFrameBuilder

Class FrameBuilderCollections

Provides a container from frame builder collections.

 Filter by title

Inheritance

+ **BPAdventureFramework.Extensions**
object (<https://learn.microsoft.com/doc>)
+ FrameBuilderCollections
(**BPAdventureFramework.Extensions**)
Inherited Members

+ BPAdventureFramework
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)))
Interpretation
(BPAdventureFramework) Work
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)))
+ BPAdventureFramework
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
Logic
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
(BPAdventureFramework) Work / Logic
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
+ BPAdventureFramework
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Rendering

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll

- **BP.AdventureFramework.**

Syntax

Rendering.FrameBuilders

```
(BP.AdventureFramework.Renderer  
public static class FrameBuilderCollections  
    FrameBuilderCollection  
(BP.AdventureFramework.Renderer  
FrameBuilderCollections  
(BP.AdventureFramework.Renderer
```

Properties

(BP.AdventureFramework.Renderer
IAboutFrameBuilder

Default AdventureFramework.Renderer
ICompletionFrameBuilder
Get the default frame builder collection.

IConversationFrameBuilder
Declaration
(BPAdventureFramework.Renderer)

```
(BP.AdventureFramework.Renderer  
IGameOverFrameBuilder  
public static FrameBuilderCo  
(BP.AdventureFramework.Renderer  
IGameOverFrameBuilder
```

IHelpFrameBuilder
PropertiesByValue

Type	Description
IRoomMapBuilder (BP.AdventureFramework.Renderer)	
FrameBuilderCollectionBuilder (BP.AdventureFramework.Renderer)	FrameBuilders.FrameBuilderCollection.html
IRoomMapBuilder (BP.AdventureFramework.Renderer)	



- + **BP.AdventureFramework.Extensions**
(BP.AdventureFramework.Exte
 - + **BP.AdventureFramework.Interpretation**
(BP.AdventureFramework.Inte
 - + **BP.AdventureFramework.Logic**
(BP.AdventureFramework.Logi
 - + **BP.AdventureFramework.Rendering**
(BP.AdventureFramework.Rende
 - **BP.AdventureFramework.Rendering.FrameBuilders**
(BP.AdventureFramework.Rende
 - FrameBuilderCollection
(BP.AdventureFramework.Renderir
 - FrameBuilderCollections
(BP.AdventureFramework.Renderir
 - GridStringBuilder
(BP.AdventureFramework.Renderir
 - IAboutFrameBuilder
(BP.AdventureFramework.Renderir
 - ICompletionFrameBuilder
(BP.AdventureFramework.Renderir
 - IConversationFrameBuilder
(BP.AdventureFramework.Renderir
 - IGameOverFrameBuilder
(BP.AdventureFramework.Renderir
 - IHelpFrameBuilder
(BP.AdventureFramework.Renderir
 - IRegionMapBuilder
(BP.AdventureFramework.Renderir
 - IRoomMapBuilder
(BP.AdventureFramework.Renderir
 - IRoomMapFrameBuilder
(BP.AdventureFramework.Renderir
 - IRoomMapFrameBuilder
(BP.AdventureFramework.Renderir
 - IRoomMapFrameBuilder
(BP.AdventureFramework.Renderir

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

+ BP.AdventureFramework.

Extensions

[\(BP.AdventureFramework.Exte](#)

Properties

Interpretation

[\(BP.AdventureFramework.Inter](#)

DisplaySize

+ BP.AdventureFramework.

Get the display size.

Logic

Declaration

[\(BP.AdventureFramework.Logi](#)

+ BP.AdventureFramework.

```
public Size DisplaySize { get; }
```

Rendering

(BP.AdventureFramework.Ren

Property Value

- BP.AdventureFramework.

Type

Rendering.FrameBuilders

[Size \(BP.AdventureFramework.Assets.Size.html\)](#)

(BP.AdventureFramework.Ren

Description

FrameBuilderCollection

[\(BP.AdventureFramework.Renderin](#)

HorizontalDividerCharacter

(BP.AdventureFramework.Renderin

Get or set the character used for horizontal dividers.

[GridStringBuilder](#)

Declaration

[IAboutFrameBuilder](#)

```
public char HorizontalDividerCharacter { get; set; }
```

[ICompletionFrameBuilder](#)

[\(BP.AdventureFramework.Renderin](#)

Property Value

(BP.AdventureFramework.Renderin

[IGameOverFrameBuilder](#)

[char \(<https://learn.microsoft.com/dotnet/api/system.char>\)](#)

Description

[IHelpFrameBuilder](#)

[\(BP.AdventureFramework.Renderin](#)

JRegionMapBuilder

(BP.AdventureFramework.Renderin

Get or set the character used for left boundary.

[\(BP.AdventureFramework.Renderin](#)

Declaration

[IRoomMapBuilder](#)

[\(BP.AdventureFramework.Renderin](#)

[ISceneFrameBuilder](#)

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

+ BP.AdventureFramework.

Extensions

LineTerminator (BP.AdventureFramework.Exte

← BP.AdventureFramework.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

PropertyValue (BP.AdventureFramework.Logi

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

- BP.AdventureFramework.

RightBoundaryCharacter RenderingFrameBuilders

(BP.AdventureFramework.Render

Get or set the character used for right boundary.

FrameBuilderCollection

Declaration

(BP.AdventureFramework.Render

FrameBuilderCollections

```
public char RightBoundaryCharacter { get; set; }
```

GridStringBuilder

Property Value

IAboutFrameBuilder

Type (BP.AdventureFramework.Render

ICompletionFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Render

IGameOverFrameBuilder

(BP.AdventureFramework.Render

Methods

DrawBoundary(AnsiColor)

IRegionMapBuilder

Declaration

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

(BP.AdventureFramework.Render

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type		Name	Description
AnsiColor		<i>color</i>	The color to draw the boundary.
+ BPAdventureFramework	(BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm)		
i) Extensions			

(BP.AdventureFramework.Exte

DrawCentredText(string, int, int, AnsiColor, out int, out int)

Interpretation

Interpretation
Draw a wrapped string

(BP:AdventureFramework.Intel)

Declaration

+ BP.AventureFramework.

Logic
public

```
public void DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)
```

+ **BP.AdventureFramework.**

Part 2: Rendering

(BP.AdventureFramework.RendererType		Name	Description
- BP.AdventureFramework string (https://learn.microsoft.com/dotnet/api/system.string)	value		The string.
Rendering.FrameBuilders (BP.AdventureFramework.RendererType) int (https://learn.microsoft.com/dotnet/api/system.int32)	startY		The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) FrameBuilderCollection (BP.AdventureFramework.RendererType)	maxWidth		The max width of the string.
AnsiColor (BP.AdventureFramework.RendererType) (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) I) (BP.AdventureFramework.RendererType) int (https://learn.microsoft.com/dotnet/api/system.int32)	color		The color to draw the text.
GridStringBuilder (BP.AdventureFramework.RendererType) int (https://learn.microsoft.com/dotnet/api/system.int32) ICompletionFrameBuilder	endX		The end x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY		The end y position.

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

DraHorizontalDivider(int AnsiColor)

IGameOverFrameBuilder

Draw a horizontal divider.

(BP.AdventureFramework.Renderer) - [View](#)

IHelpFrameBuilder Declaration

(BP.AdventureFramework.Renderir

IRRegionMapBuilder

```
public void DrawForEditor(BPAdventureFramework.Renderer)
```

|RegionMapFrameBuilder

Regionale Lernverbünde

(AdventureFramework.Renderer)

IRoom

(BP.AdventureFramework.Renderir

5 1 2 3

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm)	color	The color to draw the boundary.

+ BP.AdventureFramework.

DrawUnderline(int, int, int, AnsiColor)

(BP.AdventureFramework.Exte

+ BP Adventure Framework.

Declaration Interpretation

(BP_AdventureFramework)

public void DrawAnotherLine(

+ BP.AdventureFramework.

Parameters

Type	Name	Description
+ BP.AdventureFramework.LogRendering int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The position of the underline, in x.
- BP.AdventureFramework.Rendering.FrameBuilders int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The position of the underline, in y.
- BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	length	The length of the underline.
- BP.AdventureFramework.Rendering.FrameBuilders.Collections	color	The color of the underline.

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

1. AboutFrameBuilder

AboutFrameBuilder

Draw a wrapped string.

(BP.AdventureFramework.Renderer

DeclarationCompletionFrameBuilder

(BP.AdventureFramework.Renderir

-IConversationFrameBuilder<+T>

```
public void DrawPapped(string (RRAventureFramework.Renderir
```

!GameOverFrameBuilder

IGameOverFrameBuilder

(BP.AdventureFramework.RendererParameters)

Parameters

Type (BP.AdventureFramework.Renderir

IRegionMapBuilder

string (<https://learn.microsoft.com/dotnet>)

BRAdventureFramework.Render

int (https://learn.microsoft.com/dotnet/a

(BP.AdventureFramework.Renderir

int (<https://learn.microsoft.com/dotnet/api/>

Type	Description	Name
string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer)	The string.	value
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)	The start x position.	startX
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)	The start y position.	startY
(BP.AdventureFramework.Renderer)		


```
public char GetCharacter(int x, int y)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the character.
+ int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the character.

Extensions

Refactoring the Adventure Framework

Type	BP.AdventureFramework	Description
Interpretation	char (https://msdn.microsoft.com/dotnet/api/system.char)	The character.
(BP.AdventureFramework Interpretation)		

± BPAdventureFramework-

GetNumberOfLines(string, int, int, int)

(BP_AdventureFramework_Logi
Get the number of lines a string will take up.

+ **BP.AdventureFramework**

Declaration Bandar

Rendering

(BPAdventureFramework.Ren) public interface GetNamesOfLines

- BI:Adventure Framework

Parsing and Rendering FrameBuilders

Type	Name	Description
FrameBuilderCollection string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer)	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)	startX	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32) GridStringBuilder	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)	maxWidth	The max width of the string.

(RAAdventureFramework.Renderer)

PF-AdventureFramework
[Completion of Event] Built by

Type	Description
ICompletionFrameBuilder (BP.AdventureFramework.Renderir	
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderir	The number of lines the string will take up.

(B) AdventureFramework.Render
IGameOverFrameBuilder

IGameOverFrameBuilder (RP_AdventureEngineWorld)

Resize(Size)

Resize(Size)

(BP.AdventureFrame)

Resize this builder.
RegionMapBuilder

Declaring AdventureFramework Renderers

IRegionMapFrameBuilder

IRegionMapFrameBuilder

```
public void Resize(Size displaySize)
```

IRoomMapBuilder

(BP.AdventureFramework.Renderir

5 1 2 3

Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	<i>displaySize</i>	The new size.

SetCell(int, int, char, AnsiColor)

+ BP_AdventureFramework.
Selected

Extensions

(BP.AdventureFramework.Exte

+ **BRIAdventureFramework**.x, int y, char character, AnsiColor color)

Interpretation

(BPAdventureFramework.Interface)

Name	Description
x	The x position of the cell.
y	The y position of the cell.
character	The character.
color	The color of the character.

```
FrameBuilderCollection  
(BP.AdventureFramework.Renderir  
FrameBuilderCollections  
(BP.AdventureFramework.Renderir  
GridStringBuilder  
(BP.AdventureFramework.Renderir  
IAboutFrameBuilder  
(BP.AdventureFramework.Renderir  
ICompletionFrameBuilder  
(BP.AdventureFramework.Renderir  
IConversationFrameBuilder  
(BP.AdventureFramework.Renderir  
IGameOverFrameBuilder  
(BP.AdventureFramework.Renderir  
IHelpFrameBuilder  
(BP.AdventureFramework.Renderir  
IRegionMapBuilder  
(BP.AdventureFramework.Renderir  
IRegionMapFrameBuilder  
(BP.AdventureFramework.Renderir  
IRoomMapBuilder  
(BP.AdventureFramework.Renderir
```


Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.
Assembly: BP.AdventureFramework.dll
Extensions

External Syntax

Syntax

+ **public interface CompletionFrameBuilder**

Interpretation

(BP.AdventureFramework.Inter)

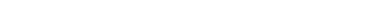
+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logi

Build(string restring, int kint)

Rendering

Rendering
Build a frame.


(B.P.Adv)

Declaration PR Adventure Framework

BP.AdventureFramework: [View](#) [Edit](#) [Delete](#)

Rendering FrameBuilders

FrameBuilderCollection

FrameBuilderCollection Parameters

Type	Name	Description
(BP.AdventureFramework.RenderirFrameBuilderCollections		
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
GridStringBuilder		
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
AboutFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
(BP.AdventureFramework.RenderirCompletionFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

【】ConversationFrameBuilder

Type	Description
(BP.AdventureFramework.Rendering.IFrame:BP.AdventureFramework.Rendering.IFrame.html)	

IHelpFrameBuilder

(BP.AdventureFrame)

IRegionMapBuilder

(BP.AdventureFramework.

IRegionMapFrameBuilder

(BP.AdventureFramework.

IRoomMapBuilder

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.IConversationFrameBuilder**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Log

(BP.AdventureFramework.Logi

Build(string title, IConverser converser, CommandHelp[], int width, int height)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders

Iframe Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Render

Parameters

FrameBuilderCollections

Type **(BP.AdventureFramework.Render**

Name

Description

Type (BP.AdventureFramework.Render			
string GridStringBuilder (https://learn.microsoft.com/dotnet/api/system.string) IAboutFrameBuilder	title		The title to display to the user.
IConverser (https://learn.microsoft.com/dotnet/api/system.int32) ICompletionFrameBuilder .html (https://learn.microsoft.com/dotnet/api/system.int32)	converser		The converser.
CommandHelp (https://learn.microsoft.com/dotnet/api/system.int32) IConversationFrameBuilder (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder [] IHelpFrameBuilder	contextualCommands		The contextual commands to display.
int (https://learn.microsoft.com/dotnet/api/system.int32) IRoomMapBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (https://learn.microsoft.com/dotnet/api/system.int32)	width		The width of the frame.
	height		The height of the frame.

Returns **(BP.AdventureFramework.Render**

IRoomMapBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

▼

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte...)
- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter...)
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi...)
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render...)
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render...)

FrameBuilderCollection
(BP.AdventureFramework.Renderin...)
FrameBuilderCollections
(BP.AdventureFramework.Renderin...)
GridStringBuilder
(BP.AdventureFramework.Renderin...)
IAboutFrameBuilder
(BP.AdventureFramework.Renderin...)
ICompletionFrameBuilder
(BP.AdventureFramework.Renderin...)
IConversationFrameBuilder
(BP.AdventureFramework.Renderin...)
IGameOverFrameBuilder
(BP.AdventureFramework.Renderin...)
IHelpFrameBuilder
(BP.AdventureFramework.Renderin...)
IRegionMapBuilder
(BP.AdventureFramework.Renderin...)
IRegionMapFrameBuilder
(BP.AdventureFramework.Renderin...)
IRoomMapBuilder
(BP.AdventureFramework.Renderin...)

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.
Assembly: BP.AdventureFramework.dll
Extensions

External Syntax

Syntax

+ **BPAdventureFramework**

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logi

Build(string, string, int, int)

- Rendering

Build a frame. **(RP Adventure)**

(BP.AdventureFramework.Render)

Declaration PPA 1

- **BP.AdventureFramework.**

```
    string reason int width int height)
```

IPFame Baidu string message,
(BP AdventureFramework Rep)

FrameBuilderCollection

Parameters ~~(BPAventureFramework.Renderer)~~

Type	Name	Description
(BP.AdventureFramework.Renderer.FrameBuilderCollections)		
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
GridStringBuilder		
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
IAboutFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
(BP.AdventureFramework.Renderer.CompletionFrameBuilder)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

Part 1: ConversationFrameBuilder

Type	Description
(BP.AdventureFramework.Renderir GameOverFrameBuilder	
IFrame (BP.AdventureFramework.Render Rendering.Frames.IFrame.html)	

IHelpFrameBuilder

(BP.AdventureFrame

IRegionMapBuilder

(BP.AdventureFramework.)

IRegionMapFrameBuilder
(RPA Adapter Framework, Region)

(BFAdventureHai
|RoomMapBuilder

IRoomMapBuilder

Interface IHelpFrameBuilder

Represents any object that can build help frames.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**
Assembly: BP.AdventureFramework.dll

External Syntax

Syntax

+ **AdventureFramework**

Interpretation

(BP.AdventureFramework.Intel)

+ BP.AdventureFramework.

Methodology

(BP.AdventureFramework.Logi

`BildKettstring(string CommandHelp[], int int)`

- Rendering

Build a frame.
(PBA)

(BP.AdventureFramework.Render)

Declaration PPA-L

- BP.AdventureFramework.

```
    IFrameBuilder<String> title, CommandHelp[] commandHelp, int width,  
    />R> AdventureFrameworkBuilder<T>
```

(B) AdventureFramework.Render

FrameBuilderCollection

- **(BB AdventureFramework)**

Parameters

Type	Name	Description
FrameBuilderCollections (BP.AdventureFramework.Renderir		
GridStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderir	title	The title.
string (https://learn.microsoft.com/dotnet/api/system.string) IAdventureFrameBuilder	description	The description.
CommandHelp ICompletionFrameBuilder (BP.AdventureFramework.Interpretation.CommandHelp.html) [] IConversationFrameBuilder	commandHelp	The command help.
int (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) IHelpFrameBuilder (BP.AdventureFramework.Renderir	height	The height of the frame.

IRegionMapBuilder

Returns	(BP.AdventureFramework.Renderir
Type	IRegionMapFrameBuilder
	(BP.AdventureFramework.Renderir
	IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)
	IRoomMapBuilder
	(BP.AdventureFramework.Renderir



- + **BP.AdventureFramework.Extensions**
(BP.AdventureFramework.Exte
 - + **BP.AdventureFramework.Interpretation**
(BP.AdventureFramework.Inte
 - + **BP.AdventureFramework.Logic**
(BP.AdventureFramework.Logi
 - + **BP.AdventureFramework.Rendering**
(BP.AdventureFramework.Rende
 - **BP.AdventureFramework.Rendering.FrameBuilders**
(BP.AdventureFramework.Rende
 - FrameBuilderCollection
(BP.AdventureFramework.Renderir
 - FrameBuilderCollections
(BP.AdventureFramework.Renderir
 - GridStringBuilder
(BP.AdventureFramework.Renderir
 - IAboutFrameBuilder
(BP.AdventureFramework.Renderir
 - ICompletionFrameBuilder
(BP.AdventureFramework.Renderir
 - IConversationFrameBuilder
(BP.AdventureFramework.Renderir
 - IGameOverFrameBuilder
(BP.AdventureFramework.Renderir
 - IHelpFrameBuilder
(BP.AdventureFramework.Renderir
 - IRegionMapBuilder
(BP.AdventureFramework.Renderir
 - IRoomMapBuilder
(BP.AdventureFramework.Renderir
 - IRoomMapFrameBuilder
(BP.AdventureFramework.Renderir
 - IRoomMapFrameBuilder
(BP.AdventureFramework.Renderir

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.IRegionMapBuilder**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

Rendering

Build a map of a region.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders

void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Render

Parameters

FrameBuilderCollections

Type **(BP.AdventureFramework.Render**

GridStringBuilder

(BP.AdventureFramework.Render

rs.GridStringBuilder)

(BP.AdventureFramework.Render

RegionCompletionFrameBuilder

(BP.AdventureFramework.Render

n.html)

ConversationFrameBuilder

(BP.AdventureFramework.Render

IGameOverFrameBuilder

<https://learn.microsoft.com/dotnet/api/system.int32>

(BP.AdventureFramework.Render

IHelpFrameBuilder

(BP.AdventureFramework.Render

<https://learn.microsoft.com/dotnet/api/system.int32>

(BP.AdventureFramework.Render

IRoomMapFrameBuilder

(BP.AdventureFramework.Render

<https://learn.microsoft.com/dotnet/api/system.int32>

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

<https://learn.microsoft.com/dotnet/api/system.int32>

(BP.AdventureFramework.Render

Name

Description

gridStringBuilder

The string builder to use.

region

The region.

x

The x position to start building at.

y

The y position to start building at.

maxWidth

The maximum horizontal space available in which to build the map.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

- + **BP.AdventureFramework.Extensions**
(BP.AdventureFramework.Extensions)
- + **BP.AdventureFramework.Interpretation**
(BP.AdventureFramework.Interpretation)
- + **BP.AdventureFramework.Logic**
(BP.AdventureFramework.Logic)
- + **BP.AdventureFramework.Rendering**
(BP.AdventureFramework.Rendering)
- **BP.AdventureFramework.Rendering.FrameBuilders**
(BP.AdventureFramework.Rendering.FrameBuilders)
 - FrameBuilderCollection
(BP.AdventureFramework.Rendering.FrameBuilderCollection)
 - FrameBuilderCollections
(BP.AdventureFramework.Rendering.FrameBuilderCollections)
 - GridStringBuilder
(BP.AdventureFramework.Rendering.GridStringBuilder)
 - IAboutFrameBuilder
(BP.AdventureFramework.Rendering.IAboutFrameBuilder)
 - ICompletionFrameBuilder
(BP.AdventureFramework.Rendering.ICompletionFrameBuilder)
 - IConversationFrameBuilder
(BP.AdventureFramework.Rendering.IConversationFrameBuilder)
 - IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.IGameOverFrameBuilder)
 - IHelpFrameBuilder
(BP.AdventureFramework.Rendering.IHelpFrameBuilder)
 - IRegionMapBuilder
(BP.AdventureFramework.Rendering.IRegionMapBuilder)
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.IRoomMapBuilder)
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.IRoomMapBuilder)

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Extensions

Syntax

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.IRoomMapBuilder**

Interpretation

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Methods

(**BP.AdventureFramework.Logi**

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

Rendering

(**BP.AdventureFramework.Render**

Build a map for a room.

BP.AdventureFramework.

Declaration

BP.AdventureFramework.

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin

t, KeyType key, int startX, int startY, out int endX, out int endY)

(**BP.AdventureFramework.Render**

FrameBuilderCollection

(**BP.AdventureFramework.Render**

FrameBuilderCollections

(**BP.AdventureFramework.Render**

Type GridStringBuilder

(**BP.AdventureFramework.Render**

IAboutFrameBuilder

(**BP.AdventureFramework.Rendering.FrameBuilders.GridStringBu**

lder.html)

ICompletionFrameBuilder

Room (BP.AdventureFramework.Render

BP.AdventureFramework.Render

IConversationFrameBuilder

ViewPoint (BP.AdventureFramework.Render

(BP.AdventureFramework.Render

IGameOverFrameBuilder

KeyType (BP.AdventureFramework.Render

IHelpFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Render

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Render

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

IRoomMapBuilder

(BP.AdventureFramework.Render

Parameters

Type	Name	Description
GridStringBuilder	gridStringBuilder	The string builder to use.
Room	room	The room.
ViewPoint	viewPoint	The viewpoint from the room.
KeyType	key	The key type.
int	startX	The start position, x.
int	startY	The start position, x.
int	endX	The end position, x.
int	endY	The end position, x.

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder



- + **BP.AdventureFramework.Extensions**
(BP.AdventureFramework.Exte
 - + **BP.AdventureFramework.Interpretation**
(BP.AdventureFramework.Inte
 - + **BP.AdventureFramework.Logic**
(BP.AdventureFramework.Logi
 - + **BP.AdventureFramework.Rendering**
(BP.AdventureFramework.Rende
 - **BP.AdventureFramework.Rendering.FrameBuilders**
(BP.AdventureFramework.Rende
 - FrameBuilderCollection
(BP.AdventureFramework.Renderir
 - FrameBuilderCollections
(BP.AdventureFramework.Renderir
 - GridStringBuilder
(BP.AdventureFramework.Renderir
 - IAboutFrameBuilder
(BP.AdventureFramework.Renderir
 - ICompletionFrameBuilder
(BP.AdventureFramework.Renderir
 - IConversationFrameBuilder
(BP.AdventureFramework.Renderir
 - IGameOverFrameBuilder
(BP.AdventureFramework.Renderir
 - IHelpFrameBuilder
(BP.AdventureFramework.Renderir
 - IRegionMapBuilder
(BP.AdventureFramework.Renderir
 - IRegionMapViewBuilder
(BP.AdventureFramework.Renderir
 - IRoomMapBuilder
(BP.AdventureFramework.Renderir
 - IRoomMapViewBuilder
(BP.AdventureFramework.Renderir

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.FrameBuilder**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Log

(BP.AdventureFramework.Logi

Build(RoomViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

Rendering

(BP.AdventureFramework.Render

Build a frame.

BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

ing.FrameBuilderCollection) viewpoint, PlayableCharacter player, string messag

e, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

(BP.AdventureFramework.Render

ing.FrameBuilderCollections

(BP.AdventureFramework.Render

Type GridStringBuilder

Name

Description

Type		Name	Description
RoomViewPoint	IRegionMapFrameBuilder	room	Specify the Room.
PlayableCharacter	IGameOverFrameBuilder	viewPoint	Specify the viewpoint from the room.
string	IConversationFrameBuilder	player	Specify the player.
CommandHelp[]	IHelpFrameBuilder	message	Any additional message.
IRoomMapBuilder	IRegionMapFrameBuilder	contextualCommands	The contextual commands to display.

Interface ITitleFrameBuilder

Represents any object that can build title frames.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework**.
Assembly: BP.AdventureFramework.dll
Extensions

Extending
Syntax

Syntax

+ **BPAdventureFramework** FrameBuilder

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logi

Build(string, string, int, int)

Rendering

Build a frame.

(BP.AdventureFramework.Render) Declaration

- BP Adv

- BP.AdventureFramework.

```
RenderingFrameBuilders IframeBuilder(string title, string description, int width, int height)
```

(BP.AdventureFramework.Renewal)

FrameBuilderCollection Parameters

(BP.AdventureFramework.Renderir

Type	Name	Description
(BP.AdventureFramework.RendererFrameBuilder) <code>frameBuilder</code>		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
GridStringBuilder		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

But: `IConversationFrameBuilder`

Type	Description
(BP.AdventureFramework.Rendering.IFrame.html)	IFrame
(BP.AdventureFramework.Rendering.IFrame.html)	IFrame

IHelpFrameBuilder

(BP.AdventureFrame)

IRRegionMapBuilder

(BP.AdventureFramework.

IRegionMapFrameBuilder

(BP.AdventureFrame)

IRoomMapBuilder

Provides a builder of color region map frames.

ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html](#))

Provides a color room map builder.

Conversations.Instructions

([BP.AdventureFramework.Conversations.Instructions.html](#))

ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html](#))

Extensions

Provides a builder for color scene frames.

([BP.AdventureFramework.Extensions.html](#))

+ [BP.AdventureFramework.](#)

ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html](#))

+ [BP.AdventureFramework.](#)

Provides a builder of color title frames.

Logic

([BP.AdventureFramework.Logic.html](#))

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

Provides a builder for color transition frames.

+ [BP.AdventureFramework.](#)

Enums

[Rendering.FrameBuilders](#)

([BP.AdventureFramework.Renderer.html](#))

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Enumeration of ANSI colors.

([BP.AdventureFramework.Renderer.html](#))

AnsiColor

([BP.AdventureFramework.Renderer.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color
(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Extensions

(BP.AdventureFramework.Extensions.AnsiColor)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.AnsiColor)

Fields

(BP.AdventureFramework.Renderer.AnsiColor)

Logic Name	Description
(BP.AdventureFramework.Logic.AnsiColor) Black	Black (30).
(BP.AdventureFramework.Rendering.AnsiColor) Blue	Blue (34).
(BP.AdventureFramework.Rendering.AnsiColor) BrightBlack	Bright black (90).
(BP.AdventureFramework.Rendering.FrameBuilders.AnsiColor) BrightBlue	Bright blue (94).
(BP.AdventureFramework.Rendering.FrameBuilders.AnsiColor) BrightCyan	Bright cyan (96).
(BP.AdventureFramework.Rendering.FrameBuilders.AnsiColor) BrightGreen	Bright green (92).
(BP.AdventureFramework.Rendering.FrameBuilders.AnsiColor) BrightMagenta	Bright magenta (95).
(BP.AdventureFramework.Rendering.FrameBuilders.AnsiColor) BrightRed	Bright red (91).
(BP.AdventureFramework.Rendering.FrameBuilders.AnsiColor) BrightWhite	Bright white (97).
(BP.AdventureFramework.Renderer.AnsiColor) BrightYellow	Bright yellow (93).
(BP.AdventureFramework.Renderer.AnsiColor) CyanAboutFrameBuilder	Cyan (36).
(BP.AdventureFramework.Renderer.AnsiColor) GreenColorCompletionFrameBuilder	Green (32).
(BP.AdventureFramework.Renderer.AnsiColor) MagentaColorConversationFrameBuilder	Magenta (35).
(BP.AdventureFramework.Renderer.AnsiColor) RedColorGameOverFrameBuilder	Red (31).
(BP.AdventureFramework.Renderer.AnsiColor) ResetColorHelpFrameBuilder	Reset (0).
(BP.AdventureFramework.Renderer.AnsiColor) WhiteColorRegionMapBuilder	White (37).
(BP.AdventureFramework.Renderer.AnsiColor) YellowColorRegionMapFrameBuilder	Yellow (33).

1

Conversations.Instructions (BP.AdventureFramework.Con

- + BP.AdventureFramework.Extensions
(BP.AdventureFramework.Exte
- + BP.AdventureFramework.Interpretation
(BP.AdventureFramework.Inte
- + BP.AdventureFramework.Logic
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.Rendering
(BP.AdventureFramework.Rende
- + BP.AdventureFramework.Rendering.FrameBuilders
(BP.AdventureFramework.Rende
- BP.AdventureFramework.Rendering.FrameBuilders.Color
(BP.AdventureFramework.Rende

```
AnsiColor
(BP.AdventureFramework.Renderir
ColorAboutFrameBuilder
(BP.AdventureFramework.Renderir
ColorCompletionFrameBuilder
(BP.AdventureFramework.Renderir
ColorConversationFrameBuilder
(BP.AdventureFramework.Renderir
ColorGameOverFrameBuilder
(BP.AdventureFramework.Renderir
ColorHelpFrameBuilder
(BP.AdventureFramework.Renderir
ColorRegionMapBuilder
(BP.AdventureFramework.Renderir
ColorRegionMapFrameBuilder
```

Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorAboutFrameBuilder

+ BP.AdventureFramework.

Implements

Extensions

IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(BP.AdventureFramework.Exte

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(BP.AdventureFramework.Inter

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

↳ BP.AdventureFramework.

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

↳ BP.AdventureFramework.

Rendering (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color (BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder
```

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Constructors

(BP.AdventureFramework.Render

AnsiColor

ColorAboutFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorAboutFrameBuilder class.

(BP.AdventureFramework.Render

Declaration

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

```
public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)
```

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

Parameters

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

FrameBuilders.GridString

Builder

ColorRegionMapFrameBuilder

Type		Name	Description
GridStringBuilder		gridStringBuilder	A builder to use for the string layout.

Properties

AuthorColor

Get or set the author color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

```
public ANSIColor AuthorColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Extensions)

Type Description

+ BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Interpretation)

BackgroundColor

BP.AdventureFramework.

Logic

Get or set the background color.

(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BackgroundColor { get; set; }
```

(BP.AdventureFramework.Rendering)

Property Value

BP.AdventureFramework.

Rendering.FrameBuilders

Type Description

(BP.AdventureFramework.Rendering.FrameBuilders)

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

BorderColor

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the border color.

AnsiColor

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorAboutFrameBuilder

```
public ANSIColor BorderColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Property Value

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Type Description

ColorGameOverFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the border color.

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

DescriptionColor

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the description color.

ColorRegionMapFrameBuilder

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value	
Type	Description
ConversationsInstructions AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BB Adventure Framework

Nuestros

(BP.AdventureFramework.Exte
Get or set the name color.

+ BP-AdventureFramework-

Declaration **Interpretation**

(BPAdventureFramework.Intel public AnsiColor NameColor { get; set; } **)**

+ BP.AdventureFramework.

Principles of Logic

(BP.AdventureFramework.Log) Type

+ **BPAdventureFramework**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)
Rendering

Rendering
(RRAdventureFramework Beta)

TideAdventureFrame

Rendering.FrameBuilders

Get or set the title color.

Declaration

- BP.AdventureFramework.

Rendering FrameBuilders

```
    public ANSIColor TitleColor { get; set; }  
Color
```

(BP.AdventureFramework.Render) Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Renderir	ColorAboutFrameBuilder AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Renderir

ColorConve **Methods**

Methods
(BP.AdventureFramework.Renderir

ColorGameOverFrameBuilder
(RP AdventureFramework Renderir

Build(string, Game, int, int)
ColorHelperFrameBuilder

Build a frame.
ColorRegionMapBuilder

ColorRegionMapBuilder Declaration ([BPAAdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
Game (BP.AdventureFramework.Logic.Game.html)	<i>game</i>	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Returns

+ **BP.AdventureFramework.**

Type	Description
Interpretation (BP.AdventureFramework.Interpretation.IFrame.html)	

+ **BP.AdventureFramework.**

Logic

Implements

[\(BP.AdventureFramework.Logic.IAboutFrameBuilder.html\)](#)

+ **BP.AdventureFramework.**

Rendering

[\(BP.AdventureFramework.Rendering.IFrameBuilder.html\)](#)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

[\(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

[\(BP.AdventureFramework.Rendering.FrameBuilders.IColorFrameBuilder.html\)](#)

AnsiColor

[\(BP.AdventureFramework.Rendering.FrameBuilders.IAnsiColorFrameBuilder.html\)](#)

ColorAboutFrameBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.IColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.IColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.IColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.IColorGameOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.IColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.IColorRegionMapBuilder.html\)](#)

ColorRegionMapFrameBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.IColorRegionMapFrameBuilder.html\)](#)

Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorCompletionFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ICompletionFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#))
↳ [\(BP.AdventureFramework.Exte](#)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

(BP.AdventureFramework.Inter

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

↳ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

↳ **BP.AdventureFramework.**

Name ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](#))

↳ [\(BP.AdventureFramework.Rendering.FrameBuilders \(BP.AdventureFramework.Rendering.FrameBuilders.html\).Color](#)
↳ [\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder
```

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

[\(BP.AdventureFramework.Render](#)

AnsiColor

ColorCompletionFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorCompletionFrameBuilder class.

[\(BP.AdventureFramework.Render](#)

Declaration

ColorCompletionFrameBuilder
↳ [\(BP.AdventureFramework.Render](#)

ColorConversationFrameBuilder

```
public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder)
```

↳ [\(BP.AdventureFramework.Render](#)

ColorGameOverFrameBuilder

Parameters

[\(BP.AdventureFramework.Render](#)

ColorHelpFrameBuilder

↳ [\(BP.AdventureFramework.Render](#)

ColorRegionMapBuilder

↳ [\(BP.AdventureFramework.Render](#)

FrameBuilders.GridString

Builder

ColorRegionMapFrameBuilder

Type		Name	Description
GridStringBuilder	gridStringBuilder		A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Exte

Type Description

+ BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

BP.AdventureFramework.

Rendering.FrameBuilders

Type Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

DescriptionColor

(BP.AdventureFramework.Render

Get or set the description color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

Type Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Conversations.Instructions
Property Value
(BP.AdventureFramework.Conversations.Instructions)

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Extensions
(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**
Build(String, IConverser, CommandHelp[], int, int)

Logic

Build (BP.AdventureFramework.Logic)

Declaration

+ **BP.AdventureFramework.**

Rendering

public IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters
(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Name	Description
- BP.AdventureFramework. string	<i>title</i>	The title to display to the user.
Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.string)		
Color IConverser	<i>converser</i>	The converser.
Color (BP.AdventureFramework.Rendering.FrameBuilders)		
CommandHelp	<i>contextualCommands</i>	The contextual commands to display.
ColorCompletionFrameBuilder		
ColorConversationFrameBuilder		
int	<i>width</i>	The width of the frame.
int	<i>height</i>	The height of the frame.

Return ColorHelpFrameBuilder

Type	Description
ColorRegionMapBuilder	
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

Implements

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

▼

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)

-- -- -- -- -

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorGameOverFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IGameOverFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#))

(BP.AdventureFramework.Exte

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

(BP.AdventureFramework.Inte

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

↳ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

↳ **BP.AdventureFramework.**

Name ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](#))

([\(BP.AdventureFramework.Rendering.html\).FrameBuilders \(BP.AdventureFramework.Rendering.FrameBuilders.html\).Color](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

```
public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder
```

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Render](#))

AnsiColor

ColorGameOverFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorGameOverFrameBuilder class.

([\(BP.AdventureFramework.Render](#))

Declaration

([\(BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder

```
public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)
```

([\(BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([\(BP.AdventureFramework.Render](#))

FrameBuilders.GridString

Builder

ColorRegionMapFrameBuilder

Type		Name	Description
GridStringBuilder	((BP.AdventureFramework.Render)	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Exte

Type Description

+ BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

BP.AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

BP.AdventureFramework.

Rendering.FrameBuilders

Type Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

DescriptionColor

(BP.AdventureFramework.Render

Get or set the description color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

Type Description

ColorGameOverFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorHelpFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

(BP.AdventureFramework.Exte

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(BP.AdventureFramework.Inter

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

↳ **BP.AdventureFramework.**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ **BP.AdventureFramework.**

Name ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder
```

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([BP.AdventureFramework.Render](#))

AnsiColor

ColorHelpFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorHelpFrameBuilder class.

([BP.AdventureFramework.Render](#))

Declaration

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

```
public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)
```

([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

Para

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

StringRegionMapBuilder

([BP.AdventureFramework.Render](#))

FrameBuilders.GridString

Builder

ColorRegion

MapFrameBuilder

([BP](#)

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Exte

Type Description

+ BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

BP.AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

BP.AdventureFramework.

Rendering.FrameBuilders

Type Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

CommandColor

(BP.AdventureFramework.Render

Get or set the command color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor CommandColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

Type Description

ColorGameOverFrameBuilder

AnsiColor (BP.AdventureFramework.Render

ColorHelpFrameBuilder (BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

CommandDescriptionColor

(BP.AdventureFramework.Render

Get or set the command description color.

ColorRegionMapFrameBuilder

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

Declaration

DescriptionColor (BP.AdventureFramework.Exte

Get or set the description color.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inte

```
public AnsiColor DescriptionColor { get; set; }
```

+ BP.AdventureFramework.

Logic

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Render	

TitleAdventureFramework.

Rendering.FrameBuilders

Get or set the title color.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

```
public AnsiColor TitleColor { get; set; }
```

Color

(BP.AdventureFramework.Render

Property Value

AnsiColor

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Render	

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

Build(string, string, CommandHelp[], int, int)

Build a frame.

ColorRegionMapBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

-- - . - - . - . . .

Methods

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type	Name	Description
Conversations Instructions string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Conversation)	<i>title</i>	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
+ BP.AdventureFramework. CommandHelp Extensions ^(BP.AdventureFramework.Interpretation.CommandHelp.html) ^{▪ (BP.AdventureFramework.Extensions)}	<i>commandHelp</i>	The command help.
+ BP.AdventureFramework. Interpretation Int ^(https://learn.microsoft.com/dotnet/api/system.int32) Interpretation (BP.AdventureFramework.Interpretation) int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
+ BP.AdventureFramework. Logic Returns (BP.AdventureFramework.Logic)	<i>height</i>	The height of the frame.

Type	Description
+ BP.AdventureFramework. Rendering ^(BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Rendering)	

Implements

BP.AdventureFramework. Rendering.FrameBuilders ^{IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)} (BP.AdventureFramework.Rendering.FrameBuilders)
--

- BP.AdventureFramework.

Rendering.FrameBuilders

Color

(BP.AdventureFramework.Rendering.Color)

AnsiColor

(BP.AdventureFramework.Rendering.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapFrameBuilder)

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorRegionMapBuilder

+ BP.AdventureFramework.

Implements

Extensions

IRegionMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

([BP.AdventureFramework.Exte](#))

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([BP.AdventureFramework.Inte](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

+ BP.AdventureFramework.

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([BP.AdventureFramework.Logi](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ BP.AdventureFramework.

Name ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([BP.AdventureFramework.Render](#))

```
public sealed class ColorRegionMapBuilder : IRegionMapBuilder
```

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

AnsiColor

([BP.AdventureFramework.Render](#))

Properties

CurrentFloorIndicator

([BP.AdventureFramework.Render](#))

Get or set the character to use for the current floor.

([BP.AdventureFramework.Render](#))

Declaration

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

```
public char CurrentFloorIndicator { get; set; }
```

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

PropertyValueFrameBuilder

([BP.AdventureFramework.Render](#))

Type ColorRegionMapBuilder

char ([BP.AdventureFramework.Render](#))

([https://learn.microsoft.com/dotnet/api/system.char](#))

ColorRegionMapFrameBuilder

--- - . . . - . . .

Description

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

Conversations.Instructions

Property Value

([BP.AdventureFramework.Conversations.Instructions](#))

Type

+ [BP.AdventureFramework.Extensions](#).

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

Extensions

([BP.AdventureFramework.Extensions](#))

HorizontalBoundary

Interpretation

([BP.AdventureFramework.HorizontalBoundary](#))

Gets or sets the character used for horizontal boundaries.

Declaration

Logic

([BP.AdventureFramework.Logic](#))

Rendering

Property Value

([BP.AdventureFramework.Rendering](#))

Description

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders](#))

LockedExit

- [BP.AdventureFramework.LockedExit](#).

Declaration

([BP.AdventureFramework.LockedExit](#))

Get ([BP.AdventureFramework.LockedExit](#))

Color

Declaration

([BP.AdventureFramework.Rendering.Color](#))

ansiColorChar LockedExit { get; set; }

([BP.AdventureFramework.Rendering.Color](#))

ColorAboutFrameBuilder

Property Value

([BP.AdventureFramework.Rendering.Color](#))

Type

ColorCompletionFrameBuilder

Description

([BP.AdventureFramework.Rendering.Color](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.Color](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering.Color](#))

LockedExitColor

([BP.AdventureFramework.Rendering.LockedExitColor](#))

ColorHelpFrameBuilder

Get ([BP.AdventureFramework.Rendering.LockedExitColor](#))

ColorRegionMapBuilder

Declaration

([BP.AdventureFramework.Rendering.LockedExitColor](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.LockedExitColor](#))

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

BP.AdventureFramework.

Extensions

Get or set the character to use for lower levels.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public char LowerLevel { get; set; }
```

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Type

(BP.AdventureFramework.Logic)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

LowerLevelColor

+ BP.AdventureFramework.

Get or set the lower level color.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

- **BP.AdventureFramework.**

```
public AnsiColor LowerLevelColor { get; set; }
```

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Rendering.Color)

Type

AnsiColor

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderer)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

Get or set the character to use for indicating the player.

(BP.AdventureFramework.Renderer)

Declaration

(BP.AdventureFramework.Renderer)

```
public char Player { get; set; }
```

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

Property Value

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

PlayerColor

Get or set the color of the player.

([BP.AdventureFramework.ConversationInstructions](#))

Declaration

+ **BP.AdventureFramework.**

public AnsiColor PlayerColor { get; set; }

([BP.AdventureFramework.Extensions](#))

([BP.AdventureFramework.Extensions](#))

Property Value

+ **BP.AdventureFramework.**

Type

([BP.AdventureFramework.Interpretation](#))

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BP.AdventureFramework.**

Logic

ShowLowerFloors

([BP.AdventureFramework.Logic](#))

Get or set whether lower floors will be shown.

Declaration

([BP.AdventureFramework.Rendering](#))

public bool ShowLowerFloors { get; set; }

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering](#))

- Type

([BP.AdventureFramework.Rendering.FrameBuilders](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Color

([BP.AdventureFramework.Rendering.FrameBuilders](#))

UnLockedExit

([BP.AdventureFramework.Rendering](#))

Get or set the character used for representing an unlocked exit.

CharacterFrameBuilder

([BP.AdventureFramework.Rendering](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering](#))

public char UnLockedExit { get; set; }

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering](#))

Type

([BP.AdventureFramework.Rendering](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorRegionMapBuilder

([BP.AdventureFramework.Rendering](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering](#))

UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
    public AnsiColor UnvisitedBoundaryColor { get; set; }
```

Type	Description
+ BP.AdventureFramework.	
Extensions	
(BP.AdventureFramework.Exte	
+ BP.AdventureFramework.	
VerticalBoundary	
Interpretation	
(BP.AdventureFramework.Inter	Gets or sets the interpretation of vertical boundaries.
Declarations	
BP.AdventureFramework.	
Logic	
(BP.AdventureFramework.Logi	public short VerticalBoundary { get; set; }
+ BP.AdventureFramework.	
Rendering	
(BP.AdventureFramework.Render	
+ BP.AdventureFramework.	
Rendering.FrameBuilders	
(BP.AdventureFramework.Render	
VisitedBoundaryColor	
- BP.AdventureFramework.	
Rendering.FrameBuilders	Gets the visited boundary color.
Color	
Declaration	
(BP.AdventureFramework.Render	
AnsiColor	
AnsiColor VisitedBoundaryColor { get; set; }	
(BP.AdventureFramework.Renderir	
ColorAboutFrameBuilder	
Property Value	
(BP.AdventureFramework.Renderir	
Type	
ColorCompletionFrameBuilder	
(BP.AdventureFramework.Renderir	
AnsiColor	(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)
ColorConversationFrameBuilder	

Methods

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

BuildRegionMapGrid

ColorRegionMapFrameBuilder

<http://www.vanderbilt.edu>

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int  
x, int y, int maxWidth, int maxHeight)
```

▼

Parameters

Instructions

Type	Name	Description
+ BP.AdventureFramework.Extensions GridStringBuilder	gridStringBuilder	The string builder to use.
- Region Region.html	region	The region.
+ BP.AdventureFramework.Logic (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position to start building at.
+ BP.AdventureFramework.Rendering (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position to start building at.
+ BP.AdventureFramework.Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The maximum horizontal space available in which to build the map.
- BP.AdventureFramework.Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.int32)	maxHeight	The maximum vertical space available in which to build the map.

Color

Implementation

AnsiColor
IRegionMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html](#))
([BP.AdventureFramework.Renderer](#))

- ColorAboutFrameBuilder
- ([BP.AdventureFramework.Renderer](#))
- ColorCompletionFrameBuilder
- ([BP.AdventureFramework.Renderer](#))
- ColorConversationFrameBuilder
- ([BP.AdventureFramework.Renderer](#))
- ColorGameOverFrameBuilder
- ([BP.AdventureFramework.Renderer](#))
- ColorHelpFrameBuilder
- ([BP.AdventureFramework.Renderer](#))
- ColorRegionMapBuilder
- ([BP.AdventureFramework.Renderer](#))
- ColorRegionMapFrameBuilder

... - . . .

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorRegionMapFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

(BP.AdventureFramework.Exte

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(BP.AdventureFramework.Inte

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

↳ **BP.AdventureFramework.**

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

↳ **BP.AdventureFramework.**

Na

Rendering (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder
```

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

(BP.AdventureFramework.Render

AnsiColor

ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorRegionMapFrameBuilder class.

(BP.AdventureFramework.Render

Declaration

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

```
public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder regionMapBuilder)
```

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

Parameters

gridStringBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionM apBuilder.html)	<i>regionMapBuilder</i>	A builder for region maps.

Conversations.Instructions (BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Extensions

Properties

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

BackgroundColor

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logic.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

Type	Description
+BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html	

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

BorderColor

(BP.AdventureFramework.Rendering.FrameBuilders.html)

Color

(BP.AdventureFramework.Rendering.FrameBuilders.html)

```
AnsiColor
public AnsiColor BorderColor { get; set; }
```

(BP.AdventureFramework.Rendering.FrameBuilders.html)

ColorAboutFrameBuilder

Property Value

(BP.AdventureFramework.Rendering.FrameBuilders.html)

Type	Description
ColorCompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.html)	

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.html)

(BP.AdventureFramework.Rendering.FrameBuilders.html)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.html)

ColorHelpFrameBuilder

Get (BP.AdventureFramework.Rendering.FrameBuilders.html)

ColorRegionMapBuilder

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders.html)

ColorRegionMapFrameBuilder

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Methods

Extensions

(BP.AdventureFramework.Exte

Build(Region, int, int)

Interpretation

Build a frame.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

Logic

```
public IFrame Build(Region region, int width, int height)
```

(BP.AdventureFramework.Logi

BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Render		
Region (BP.AdventureFramework.Assets.Locations.Region.html)	region	The region.
+ BP.AdventureFramework.	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.
(BP.AdventureFramework.Render		

- BP.AdventureFramework.

Returns

Rendering.FrameBuilders.

Type	Description
Color	

(BP.AdventureFramework.Render

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

AnsiColor

(BP.AdventureFramework.Renderin

Implementation	Description
IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)	

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorRoomMapBuilder

+ BP.AdventureFramework.

Implements

Extensions

IRoomMapBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html\)](#))

(BP.AdventureFramework.Exte

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

(BP.AdventureFramework.Inter

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

BP.AdventureFramework.

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

BP.AdventureFramework.

Name ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](#))

([\(BP.AdventureFramework.Rendering.html\).FrameBuilders \(BP.AdventureFramework.Rendering.FrameBuilders.html\).Color](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public sealed class ColorRoomMapBuilder : IRoomMapBuilder
```

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Properties

AnsiColor

([\(BP.AdventureFramework.Render](#)

BoundaryColor

([\(BP.AdventureFramework.Render](#)

Get or set the room boundary color.

([\(BP.AdventureFramework.Render](#)

Declaration

ColorConversationFrameBuilder

([\(BP.AdventureFramework.Render](#)

```
public AnsiColor BoundaryColor { get; set; }
```

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Render](#)

PropertyValueFrameBuilder

([\(BP.AdventureFramework.Render](#)

Type

ColorRegionMapBuilder

Description

AnsiColor ([\(BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

Conversations.Instructions

Property Value

([BP.AdventureFramework.Con](#)

Type

+ [BP.AdventureFramework.](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

Extensions

([BP.AdventureFramework.Exte](#)

+ [BP.AdventureFramework.](#)

[HorizontalBoundary](#)

[Interpretation](#)

([BP.AdventureFramework.Inte](#)

Get or set the character used for horizontal boundaries.

Declaration

[Logic](#)

([BP.AdventureFramework.Logic](#)

+ [BP.AdventureFramework.](#)

Property Value

[Rendering](#)

([BP.AdventureFramework.Render](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ [BP.AdventureFramework.](#)

[Rendering.FrameBuilders](#)

([BP.AdventureFramework.Render](#)

[HorizontalExitBorder](#)

- [BP.AdventureFramework.](#)

Get or set the character used for horizontal exit borders.

[Color](#)

Declaration

([BP.AdventureFramework.Render](#)

ansiColor char HorizontalExitBorder { get; set; }

([BP.AdventureFramework.Render](#)

ColorAboutFrameBuilder

Property Value

([BP.AdventureFramework.Render](#)

Type

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

[ItemOrCharacterColor](#)

([BP.AdventureFramework.Render](#)

ColorHelpFrameBuilder

Get or set the character color.

([BP.AdventureFramework.Render](#)

ColorRegionMapBuilder

Declaration

([BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

-- - . . - . - . . .

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

BP.AdventureFramework

Extensions

Get or set the character used for representing there is an item or a character in the room.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public char ItemOrCharacterInRoom { get; set; }
```

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Type

(BP.AdventureFramework.Logic)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

KeyPadding

+ BP.AdventureFramework.

Get or set the padding between the key and the map.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

- BP.AdventureFramework.

```
public int KeyPadding { get; set; }
```

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Rendering.Color)

Type

AnsiColor

int

<https://learn.microsoft.com/dotnet/api/system.int32>)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderer)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

Get or set the character used for representing a locked exit.

(BP.AdventureFramework.Renderer)

Declaration

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder

```
public char LockedExit { get; set; }
```

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

Property Value

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LockedExitColor

Get or set the color to use for locked exit instructions.
(BP.AdventureFramework.ConversationFrameBuilder)

Declaration

```
+ BP.AdventureFramework.Extensions
    public AnsiColor LockedExitColor { get; set; }
```

Property Value
(BP.AdventureFramework.Extensions)

Type
Interpretation

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ BP.AdventureFramework.

Logic

UnvisitedExitColor
(BP.AdventureFramework.Logic)

Get or set the color to use for unvisited exits.
(BP.AdventureFramework.Renderer)

Declaration

(BP.AdventureFramework.Renderer)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value
(BP.AdventureFramework.Renderer)

Type
BP.AdventureFramework.

Rendering.FrameBuilders

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Color

(BP.AdventureFramework.Renderer)

VerticalBoundary

(BP.AdventureFramework.Renderer)

Get or set the character to use for vertical boundaries.

ColorBoundaryFrameBuilder
(BP.AdventureFramework.Renderer)

Declaration

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

public char VerticalBoundary { get; set; }

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderer)

ColorFrameOverFrameBuilder

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

-- - . . - . -

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Conversations.Instructions
Property Value
(BP.AdventureFramework.Conversations.Instructions)

Type	Description
+ BP.AdventureFramework.Extensions.VisitedExitColor	char (https://learn.microsoft.com/dotnet/api/system.char)

(BP.AdventureFramework.Extensions.VisitedExitColor)
Interpretation
(BP.AdventureFramework.Extensions.VisitedExitColor)

Get or set the character to use for visited exit borders.

Describes **BP.AdventureFramework.**

Logic

```
public AnsiColor VisitedExitColor { get; set; }
```

+ **BP.AdventureFramework.**

Property Value
Rendering

Type	Description
+ BP.AdventureFramework.Rendering	AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

BP.AdventureFramework.

Rendering.FrameBuilders.

Color

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

AnsiColor

(BP.AdventureFramework.Renderer)

ColorAboutFrameBuilder

Declaration
(BP.AdventureFramework.Renderer)

ColorCompletionFrameBuilder

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

(BP.AdventureFramework.Renderer)

ColorGameOverFrameBuilder

Parameters
(BP.AdventureFramework.Renderer)

Type ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder	gridStringBuilder	The string builder to use.

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	room	The room.
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
Key Type (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
Conversations Instructions int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
(BP.AdventureFramework.Conversations) int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
+ BP.AdventureFramework. Extensions int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
(BP.AdventureFramework.Extensions) int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

AnsiColor

(BP.AdventureFramework.Rendering.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorSceneFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ISceneFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html\)](#))

(**BP.AdventureFramework.Exte**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

(**BP.AdventureFramework.Inter**

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

↳ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

(**BP.AdventureFramework.Logi**

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

↳ **BP.AdventureFramework.**

Na

Rendering ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](#))

(**BP.AdventureFramework.Render**

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

```
public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder
```

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

(**BP.AdventureFramework.Render**

AnsiColor

ColorSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorSceneFrameBuilder class.

([\(BP.AdventureFramework.Render](#)

Declaration

([\(BP.AdventureFramework.Render](#)

ColorConversationFrameBuilder

```
public ColorSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder)
```

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Render](#)

Parameters

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Render](#)

ColorRegionMapBuilder

([\(BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMap Builder.html)	<i>roomMapBuilder</i>	A builder to use for room maps.
Conversations.Instructions (BP.AdventureFramework.Conversations.Instructions.html)		
+ BP.AdventureFramework. Extensions Properties (BP.AdventureFramework.Extensions.html)		
+ BP.AdventureFramework. BackgroundColor Interpretation (BP.AdventureFramework.Interpretation.html)		
Get or set the background color.		
+ BP.AdventureFramework. Logic (BP.AdventureFramework.Logic.html)		
Property Value Rendering (BP.AdventureFramework.Rendering.html)		
Type		Description
+ BP.AdventureFramework.Rendering. FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)		
Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)		
BorderColor (BP.AdventureFramework.Rendering.FrameBuilders.BorderColor.html)		
Get or set the border color.		
Color (BP.AdventureFramework.Rendering.FrameBuilders.Color.html)		
Property Value AnsiColor public AnsiColor BorderColor { get; set; } (BP.AdventureFramework.Rendering.FrameBuilders.BorderColor.html)		
Type (BP.AdventureFramework.Rendering.FrameBuilders.Type.html)		Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)		
CommandsColor (BP.AdventureFramework.CommandsColor.html)		
ColorCompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.CommandsColor.CompletionFrameBuilder.html)		
ColorGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.CommandsColor.GameOverFrameBuilder.html)		
ColorHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.CommandsColor.HelpFrameBuilder.html)		
Get or set the command color.		
ColorRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.CommandsColor.RegionMapBuilder.html)		
ColorRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.CommandsColor.RegionMapFrameBuilder.html)		

```
public AnsiColor CommandsColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Conversations.Instructions (BP.AdventureFramework.Conversations)	

BP.AdventureFramework

DisplayMessagesInIsolation

Extensions

Get or set if messages should be displayed in isolation.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public bool DisplayMessagesInIsolation { get; set; }
```

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Type

(BP.AdventureFramework.Logic)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

InputColor

+ BP.AdventureFramework.

Get or set the input color.

Rendering.FrameBuilders

(BP.AdventureFramework.Renderers)

- BP.AdventureFramework.

```
public AnsiColor InputColor { get; set; }
```

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Renderers)

Type

AnsiColor

(BP.AdventureFramework.Renderers)

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderers)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderers)

ColorConversationFrameBuilder

Get or set if movement messages should be suppressed.

(BP.AdventureFramework.Renderers)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderers)

```
public bool SuppressMovementMessages { get; set; }
```

(BP.AdventureFramework.Renderers)

ColorRegionMapBuilder

Property Value

(BP.AdventureFramework.Renderers)

ColorRegionMapFrameBuilder

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

TextColor

Gets the text color.

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

public AnsiColor TextColor { get; set; }

(**BP.AdventureFramework.Extensions**)

Property Value

+ **BP.AdventureFramework.**

Type

Description

(**BP.AdventureFramework.Interpretation**)

AnsiColor (<https://learn.microsoft.com/dotnet/api/system.consolecolor>) (<https://learn.microsoft.com/dotnet/api/system.consolecolor.ansi>) (<https://learn.microsoft.com/dotnet/api/system.consolecolor.html>)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logic**)

Methods

+ **BP.AdventureFramework.**

Rendering

Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyCode, int width, int height)

+ **BP.AdventureFramework.**

Build a frame.

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering**)

- **BP.AdventureFramework.**

public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyCode, int width, int height)

Color

(**BP.AdventureFramework.Rendering**)

Parameters

AnsiColor

Type (**BP.AdventureFramework.Rendering**)

Name

Description

Room ColorAboutFrameBuilder

(**BP.AdventureFramework.Rendering**) (<https://learn.microsoft.com/dotnet/api/system.consolecolor>) (<https://learn.microsoft.com/dotnet/api/system.consolecolor.locations>) (<https://learn.microsoft.com/dotnet/api/system.consolecolor.room>)

room

Specify the Room.

ViewPoint ColorCompletionFrameBuilder

(**BP.AdventureFramework.Rendering**) (**BP.AdventureFramework.Renderers**) (<https://learn.microsoft.com/dotnet/api/system.consolecolor>) (<https://learn.microsoft.com/dotnet/api/system.consolecolor.locations>) (<https://learn.microsoft.com/dotnet/api/system.consolecolor.viewpoint>)

viewPoint

Specify the viewpoint from the room.

PlayableCharacter ColorGameOverFrameBuilder

(**BP.AdventureFramework.Rendering**) (**BP.AdventureFramework.Renderers**) (<https://learn.microsoft.com/dotnet/api/system.consolecolor>) (<https://learn.microsoft.com/dotnet/api/system.consolecolor.characters>) (<https://learn.microsoft.com/dotnet/api/system.consolecolor.playablecharacter>)

player

Specify the player.

string ColorHelpFrameBuilder

(**BP.AdventureFramework.Rendering**) (**BP.AdventureFramework.Renderers**) (<https://learn.microsoft.com/dotnet/api/system.consolecolor>) (<https://learn.microsoft.com/dotnet/api/system.consolecolor.commands>) (<https://learn.microsoft.com/dotnet/api/system.consolecolor.contextualcommands>)

message

Any additional message.

ColorRegionMapBuilder

(**BP.AdventureFramework.Rendering**) (<https://learn.microsoft.com/dotnet/api/system.consolecolor>) (<https://learn.microsoft.com/dotnet/api/system.consolecolor.locations>)

ColorRegionMapFrameBuilder

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html) 	<i>contextualCommands</i>	The contextual commands to display.
KeyType (BP.AdventureFramework.Rendering.KeyType.html) 	<i>keyType</i>	The type of key to use.
(BP.AdventureFramework.Con int (https://learn.microsoft.com/dotnet/api/system.int32) Extensions	<i>width</i>	The width of the frame.
(BP.AdventureFramework.Exte Returns	<i>height</i>	The height of the frame.

Type	Description
Interpretation IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Inte	
+ BP.AdventureFramework. Implementation (BP.AdventureFramework.Implem	

+ BP.AdventureFramework. Implementation (BP.AdventureFramework.Implem	
+ BP.AdventureFramework. Logi ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	

+ BP.AdventureFramework. Logi ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)
+ BP.AdventureFramework. Rendering (BP.AdventureFramework.Renderi

+ BP.AdventureFramework. Rendering.FrameBuilders (BP.AdventureFramework.Renderi
- BP.AdventureFramework. Rendering.FrameBuilders. Color (BP.AdventureFramework.Renderi

AnsiColor (BP.AdventureFramework.Renderi)
ColorAboutFrameBuilder (BP.AdventureFramework.Renderi)
ColorCompletionFrameBuilder (BP.AdventureFramework.Renderi)
ColorConversationFrameBuilder (BP.AdventureFramework.Renderi)
ColorGameOverFrameBuilder (BP.AdventureFramework.Renderi)
ColorHelpFrameBuilder (BP.AdventureFramework.Renderi)
ColorRegionMapBuilder (BP.AdventureFramework.Renderi)
ColorRegionMapFrameBuilder (BP.AdventureFramework.Renderi)

Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.Conversation\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorTitleFrameBuilder

+ BP.AdventureFramework.

Implements

Extensions

ITitleFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

(BP.AdventureFramework.Exten

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(BP.AdventureFramework.Inte

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

↳ BP.AdventureFramework.

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ BP.AdventureFramework.

Rendering ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public sealed class ColorTitleFrameBuilder : ITitleFrameBuilder
```

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Constructors

(BP.AdventureFramework.Render

AnsiColor

ColorTitleFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorTitleFrameBuilder class.

([BP.AdventureFramework.Render](#))

Declaration

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder)

([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

Para

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

StringRegionMapBuilder

([BP.AdventureFramework.Render](#))

FrameBuilders.GridString

Builder

ColorTitleRegionMapFrameBuilder

([BP.AdventureFramework.Render](#))

Type		Name	Description
GridStringBuilder		gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Exte

Type Description

+ BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

BP.AdventureFramework.

Rendering.FrameBuilders

Type Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

DescriptionColor

(BP.AdventureFramework.Render

Get or set the description color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

Type Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder

Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorTransitionFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ITransitionFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html\)](#))

(**BP.AdventureFramework.Exte**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

(**BP.AdventureFramework.Inte**

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

↳ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

(**BP.AdventureFramework.Logi**

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

↳ **BP.AdventureFramework.**

Na**R**eading ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](#))

(**BP.AdventureFramework.Re**

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

```
public sealed class ColorTransitionFrameBuilder : ITransitionFrameBuilder
```

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

(**BP.AdventureFramework.Render**

AnsiColor

ColorTransitionFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorTransitionFrameBuilder class.

([\(BP.AdventureFramework.Render](#)

Declaration

([\(BP.AdventureFramework.Render](#)

ColorConversationFrameBuilder

```
public ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)
```

([\(BP.AdventureFramework.Render](#)

ColorGameOverFrameBuilder

Para ([\(BP.AdventureFramework.Render](#)

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Render](#)

ColorRegionMapBuilder

([\(BP.AdventureFramework.Render](#)

FrameBuilders.GridString

Builder

ColorRegion

ColorRegionMapFrameBuilder

Type		Name	Description
GridStringBuilder	((BP.AdventureFramework.Render	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

BorderColor

BP.AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Rendering)

BP.AdventureFramework.

Rendering.FrameBuilders

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering)

Get or set the message color.

AnsiColor

Declaration

(BP.AdventureFramework.Renderer)

ColorAboutFrameBuilder

```
public ANSIColor MessageColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

Property Value

ColorConversationFrameBuilder

Type

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer)

Get or set the title color.

ColorRegionMapFrameBuilder

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.ConversationInstructions)	

+ BP.AdventureFramework.

Extensions

Methods

([BP.AdventureFramework.Extensions](#))

+ BP.AdventureFramework.

Build(string, string, int, int)

([BP.AdventureFramework.Interpreters](#))

Build a frame.

+ BP.AdventureFramework.

Declaration

Logic

([BP.AdventureFramework.Logic](#))

+ BP.AdventureFramework.

Parameters

Rendering

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	The message to display to the user.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Color

Returns

([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))

Type	Description
AnsiColor	

([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderers](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderers](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderers](#))

Implements

ITransitionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderers](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderers](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderers](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderers](#))

Namespace BP.AdventureFramework.Rendering.Frames

▼ Filter by title

Classes

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

GridTextFrame (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)

(BP.AdventureFramework.Com

Displaying a command based interface.

+ BP.AdventureFramework.

Interfaces

Conversations.Instructions

(BP.AdventureFramework.Com

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Extension object that is a frame that can display a command based interface.

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Ren

GridTextFrame

(BP.AdventureFramework.Com

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorLeft</i>	The cursor left position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor ↳ (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>backgroundColor</i>	The background color.

+ BP.AdventureFramework.

Commands

([BP.AdventureFramework.Commands](#))

Properties

+ BP.AdventureFramework.

Conversations

AcceptsInput

([BP.AdventureFramework.Conversations](#))

Gets or sets if this Frame accepts input.

Conversations.Instructions

Declaration

([BP.AdventureFramework.Conversations.Instructions](#))

+ BP.AdventureFramework.

Extensions

Properties

([BP.AdventureFramework.Extensions](#))

+ BP.AdventureFramework.

Interpretation

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([BP.AdventureFramework.Interpretation](#))

+ BP.AdventureFramework.

BackgroundColor

([BP.AdventureFramework.Logical](#))

Get the background color.

+ BP.AdventureFramework.

Declaration

Rendering

([BP.AdventureFramework.Rendering](#))

public [bool](https://learn.microsoft.com/dotnet/api/system.boolean) *BackgroundColor* { get; }

+ BP.AdventureFramework.

Properties

([BP.AdventureFramework.Rendering.FrameBuilders](#))

([BP.AdventureFramework.Rendering.FrameBuilders](#))

+ BP.AdventureFramework.

ANSIColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))

CursorLeft

- BP.AdventureFramework.

Get the cursor left position.

Rendering.Frames

Declaration

([BP.AdventureFramework.Rendering.Frames](#))

GridTextFrame
↳ [\(BP.AdventureFramework.Rendering.Frames.GridTextFrame.html\)](#)

```
public int CursorLeft { get; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

+ BP.AdventureFramework.

Commands

CursorTop (BP.AdventureFramework.Com

Get the cursor top position.

Conversations

Decrement (BP.AdventureFramework.Con

```
public int CursorTop { get; }
```

+ BP.AdventureFramework.

Conversations.Instructions

Property Value (BP.AdventureFramework.Con

Type

+ BP.AdventureFramework.

Extensions (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

ShowCursor

Interpretation

(BP.AdventureFramework.Inter

Get or set if the cursor should be shown.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logic) set; }

+ BP.AdventureFramework.

Rendering

Type (BP.AdventureFramework.Ren

+ BP.AdventureFramework. (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Methods

Rendering.FrameBuilders.

Color

Render(TextWriter)ework.Render

BP.AdventureFramework.

Rendering.Frames

Declaration (BP.AdventureFramework.Ren

GridTextFrame

(BP.AdventureFramework.Ren

```
public void Render(TextWriter writer)
```

Parameters

Type		Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)		writer	The writer.

+ BP.AdventureFramework.

Commands

To**String()**

(BP.AdventureFramework.Com

Returns a string that represents the current object.

ToBP.AdventureFramework.

Conversations

Deco**nversations**

(BP.AdventureFramework.Con

```
public override string ToString()
```

+ BP.AdventureFramework.

Conversations.Instructions

Returns

(BP.AdventureFramework.Con

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	A string that represents the current object.

(BP.AdventureFramework.Exte

Overrides

+ BP.AdventureFramework.

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Interpretation

(BP.AdventureFramework.Inter

Implements

+ BP.AdventureFramework.

IFrame, (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

GridTextFrame

GridTextFrame, (BP.AdventureFramework.Render

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Properties

Conversations.Instructions

(BP.AdventureFramework.Con

AcceptsInput

BP.AdventureFramework.

Extensions

Get or Set if this Frame accepts input.

(BP.AdventureFramework.Exte

Declaration

+ **BP.AdventureFramework.**

Interpretation Input { get; set; }

(BP.AdventureFramework.Inter

Property Value

BP.AdventureFramework.

Type

(BP.AdventureFramework.Logi

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ **BP.AdventureFramework.**

Rendering

BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Get the cursor left position.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Render

Type

Description

- **BP.AdventureFramework.**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Rendering.Frames

(BP.AdventureFramework.Render

GridTextFrame

GridTextFrame

GridTextFrame

CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

Property Value
+ BP.AdventureFramework.

Type
Commands

(**BP.AdventureFramework.Com**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ BP.AdventureFramework.

Conversations

SkipBP.AdventureFramework.Con

+ BP.AdventureFramework.

Get or set the cursor should be shown.

Conversations.Instructions

Declaration

(**BP.AdventureFramework.Con**

+ BP.AdventureFramework.set; }

Extensions

(**BP.AdventureFramework.Exte**

+ BP.AdventureFramework.

Interpretation

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(**BP.AdventureFramework.Inter**

Description

+ BP.AdventureFramework.

Logic

Methods

(**BP.AdventureFramework.Logi**

+ BP.AdventureFramework.

Render(TextWriter)

(**BP.AdventureFramework.Render**

Render this frame on a writer.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(**BP.AdventureFramework.Re**

Void Render(TextWriter writer)

+ BP.AdventureFramework.

Partial **Rendering.FrameBuilders**.

Color

Type
(**BP.AdventureFramework.Re**

TextWriter (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Name

Description

writer

The writer.

- BP.AdventureFramework.

Rendering.Frames

(**BP.AdventureFramework.Re**

GridTextFrame

GridTextFrame (<https://learn.microsoft.com/dotnet/api/system.windows.controls.gridtextframe>)

▼

- + **BP.AdventureFramework.**
Commands
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**)
- **BP.AdventureFramework.**
Rendering.Frames
(**BP.AdventureFramework.Render**)

GridTextFrame

GridTextFrame

Namespace BP.AdventureFramework. Utilities

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

 Conversations

 OverworldMaker ([BP.AdventureFramework.Utilities.OverworldMaker.html](#))

 Provides a class for helping to make Regions.

+ **BP.AdventureFramework.**

 Conversations.Instructions

 RegionMaker ([BP.AdventureFramework.Utilities.RegionMaker.html](#))

 Provides a class for helping to make Regions.

+ **BP.AdventureFramework.**

 Extensions

Interfaces

 ([BP.AdventureFramework.Exte](#)

+ **BP.AdventureFramework.**

 IAssetTemplate<T> ([BP.AdventureFramework.Utilities.IAssetTemplate-1.html](#))

 ([BP.AdventureFramework.IAssetTemplate](#))
 Provides a template for an asset.

+ **BP.AdventureFramework.**

 Logic

 ([BP.AdventureFramework.Logi](#)

+ **BP.AdventureFramework.**

 Rendering

 ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders

 ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders.

 Color

 ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

 Rendering.Frames

 ([BP.AdventureFramework.Ren](#)

- **BP.AdventureFramework.**

 Utilities

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

+ **BP.AdventureFramework.**
Commands

Syntax
(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**
public interface IAssetTemplate<out T>

Conversations

(BP.AdventureFramework.Con
Type Parameters

Name	Description
Conversations.Instructions	
T	The type of asset being templated.
(BP.AdventureFramework.Con	

+ **BP.AdventureFramework.**

Extensions

Methods **(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

Instantiate()
(BP.AdventureFramework.Inter

Instantiate a new instance of the templated asset.

+ **BP.AdventureFramework.**

Declaration
Logic

(BP.AdventureFramework.Logi
+ **Instantiate()**

+ **BP.AdventureFramework.**

Rendering

Returns

Type	Description
(BP.AdventureFramework.Render	
T	

+ BP.AdventureFramework.	
T	The asset.
Rendering.FrameBuilders	

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.Frames

(BP.AdventureFramework.Render

- **BP.AdventureFramework.**

Utilities

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ BP.AdventureFramework.

↳ [Commands](#) (https://learn.microsoft.com/dotnet/api/system.object)
(BP.AdventureFramework.Com

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(BP.AdventureFramework.Com

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

+ BP.AdventureFramework.

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

+ BP.AdventureFramework.

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Extensions

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

(BP.AdventureFramework.Exte

Assembly: BP.AdventureFramework.dll

\$BP.AdventureFramework.

Interpretation

[Public static class OverworldMaker](#)

+ BP.AdventureFramework.

Logic

Constructors

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

OverworldMaker(Identifier, Description, params RegionMaker[])

Rendering

(BP.AdventureFramework.Re

Initializes a new instance of the OverworldMaker class.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Re

Identifier identifier, Description description, params RegionM
aker[] regionMakers)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Parameters

Color

Type BP.AdventureFramework.Ren

Identifier

(BP.AdventureFramework.Assets.Identifier.html)

Rendering.Frames

(BP.AdventureFramework.Re

(BP.AdventureFramework.Assets.Description.html)

- BP.AdventureFramework.

Utilities

Type	Name	Description
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html) []	regionMakers	The region makes to use to construct regions.

▼

OverworldMaker(string, string, params RegionMaker[])

Commands

Initializes a new instance of the OverworldMaker class.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Conversations

```
public OverworldMaker(string identifier, string description, params RegionMaker[] re
(BP.AdventureFramework.Con
gionMakers)
```

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con
Type

+ BP.AdventureFramework.

string
(https://learn.microsoft.com/dotnet/api/system.string)

(BP.AdventureFramework.Exte

string
(https://learn.microsoft.com/dotnet/api/system.string)

Interpretation

RegionMaker
(BP.AdventureFramework.Inter
(BP.AdventureFramework.Utilities.RegionMaker.html)

[]BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Methods

Rendering

(BP.AdventureFramework.Render
Make()

+ BP.AdventureFramework.

Make an overworld

Rendering.FrameBuilders

Declaration

+ BP.AdventureFramework.

```
public Overworld Make()  
Rendering.FrameBuilders.
```

Color

Returns

(BP.AdventureFramework.Render

Type

+ BP.AdventureFramework.

Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)

Description

The created overworld.

Rendering.Frames

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Utilities

▼

- + **BP.AdventureFramework.**
Commands
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.Frames
(**BP.AdventureFramework.Render**)
- **BP.AdventureFramework.**
Utilities

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ BP.AdventureFramework.

↳ [Object](#)(<https://learn.microsoft.com/dotnet/api/system.object>)

(BP.AdventureFramework.Com)

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(BP.AdventureFramework.Com)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](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>)

+ BP.AdventureFramework.

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Extensions

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Utilities ([BP.AdventureFramework.Utilities.html](#))

(BP.AdventureFramework.Exte

Assembly: BP.AdventureFramework.dll

\$ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Constructors

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

RegionMaker(Identifier, Description)

Rendering

(BP.AdventureFramework.Ren

Initializes a new instance of the RegionMaker class.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

identifier, Description description)

+ BP.AdventureFramework.

Parameters

Rendering.FrameBuilders.

Type	Name	Description
(BP.AdventureFramework.Ren	<i>identifier</i>	An identifier for the region.
Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>description</i>	A description for the region.

+ BP.AdventureFramework.

Description ([BP.AdventureFramework.Assets.Description.html](#))

Rendering.Frames

(BP.AdventureFramework.Ren

RegionMaker(Identifier, Description)

Utilities

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

+ **BP.AdventureFramework.**

Type

Commands

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

(**BP.AdventureFramework.Commands**)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

identifier

An identifier for the region.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

A description for the region.

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Conversations**)

Properties

Conversations.Instructions

(**BP.AdventureFramework.Conversations.Instructions**)

this[int, int, int]

+ **BP.AdventureFramework.**

Get or set the room at a location.

Extensions

(**BP.AdventureFramework.Extensions**)

Declaration

+ **BP.AdventureFramework.**

public Room this[int x, int y, int z] { get; set; }

Interpretation

(**BP.AdventureFramework.Interpretation**)

Parameters

+ **BP.AdventureFramework.**

Type

Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

(**BP.AdventureFramework.Logic**)

x

The x position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The z position.

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Description

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Room (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Room>)

The room.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Methods

(**BP.AdventureFramework.Rendering.FrameBuilders.Color**)

+ **BP.AdventureFramework.**

CanPlaceRoom(int, int, int)

(**BP.AdventureFramework.Rendering.Panels.CanPlaceRoom**)

Determine if a room can be placed at a location

+ **BP.AdventureFramework.**

Declaration

Utilities

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.

+ BP.AdventureFramework.

Returns

Commands

Type	Description
BP.AdventureFramework.Commands	True if the room can be placed, else false.

Conversations

Type	Description
BP.AdventureFramework.Conversations	True if the room can be placed, else false.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

GetRoomPositions()

+ BP.AdventureFramework.

Gets room positions.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

```
public RoomPosition[] GetRoomPositions()
```

Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ BP.AdventureFramework.

Type	Description
BP.AdventureFramework.Logic	The room positions.

Region

(BP.AdventureFramework.Region)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Returns

Color

(BP.AdventureFramework.Rendering.Color)

Type	Description
BP.AdventureFramework.Rendering.Color	The created region.

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

Make(RoomPosition)

(BP.AdventureFramework.Make)

Utilities

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```



Parameters

+ **BP.AdventureFramework.**

Type

Commands

RoomPosition

(**BP.AdventureFramework.Com**

(BP.AdventureFramework.Assets.Locations.RoomPosition.html)

Name

Description

startPosition

The start position.

+ **BP.AdventureFramework.**

Conversations

Returns

(**BP.AdventureFramework.Con**

Type

Description

+ **BP.AdventureFramework.**

Region (BP.AdventureFramework.Assets.Locations.Region.html)

The created region.

Conversations.Instructions

(**BP.AdventureFramework.Con**

MAKE(AdventureFramework).

Extensions

Make a region.

(**BP.AdventureFramework.Exte**

Declaration

+ **BP.AdventureFramework.**

Interpretation

```
public Region Make(int x, int y, int z)
```

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Parameters

Logic

Type

(**BP.AdventureFramework.Logi**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The start x position.

+ **BP.AdventureFramework.**

Rendering.

Rendering

(**BP.AdventureFramework.Render**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The start y position.

+ **BP.AdventureFramework.**

Returns

Rendering.FrameBuilders

Type

(**BP.AdventureFramework.Render**

Description

Region (BP.AdventureFramework.Assets.Locations.Region.html)

The created region.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

Utilities