

Namespace BP.AdventureFramework. Assets

▼ Filter by title

Classes

- **BP.AdventureFramework.**

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

ConditionalDescription
Represents a conditional description of an object.

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

Description

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

ExaminableObject
Represents a description of an object.
([BP.AdventureFramework.Assets.E](#))

ExaminationCallback

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

ExaminationResult
Represents an object that can be examined.
([BP.AdventureFramework.Assets.E](#))

IExaminable

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

IPlayerVisible
Represents the result of an examination.
([BP.AdventureFramework.Assets.II](#))

Identifier

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

Item
Provides a class that can be used as an identifier.
([BP.AdventureFramework.Assets.It](#))

Size

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

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

Assets.Characters

STRUCT ([BP.AdventureFramework.Assets.Struct.html](#))

- + **BP.AdventureFramework.**

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

([BP.AdventureFramework.Assets.Size.html](#))
Represents a size.

- + **BP.AdventureFramework.**

Interfaces

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

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

Commands
Represents any object that is examinable.

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

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

Conversations

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.Condition)

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.SizeType)

+ **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

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

Properties

- BP.AdventureFramework.

Condition

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

ConditionalDescription

Declaration
(BP.AdventureFramework.Assets.Condition)

Description

BP_AdventureFramework_Assets.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)

Methods

+ BP.AdventureFramework.

Assets.Characters

```
public override string GetDescription()
{
    return "A character";
}
```

Returns
(BP.AdventureFramework.Assets.Character)

+ BP.AdventureFramework.

Assets.Interaction

```
string GetDescription()
{
    return "An interaction";
}
```

Description

The description.

+ BP.AdventureFramework.

Assets.Locations

Description.GetDescription()

(BP.AdventureFramework.

Assets.Location

Description.GetDescription() (BP_AdventureFramework_Assets_Description_GetDescription)

BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations



- **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.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

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))
ConditionalDescription

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

Description

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

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

ExaminationCallback

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

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

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

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

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

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

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

Syntax

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

Item
public class Description
([BP.AdventureFramework.Assets.Identifier](#))

Size

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

Constructors

+ **BP.AdventureFramework.**

Assets.Characters

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

+ **BP.AdventureFramework.**

Initializes a new instance of the Description class

Assets.Interaction

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

+ **BP.AdventureFramework.**

Initializes a new instance of the Description class with the specified description

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Initializes a new instance of the Description class with the specified description

Commands

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

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

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

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.ExaminationObject**)

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

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

Description

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

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

+ BP.AdventureFramework.

Assets.Characters

Methods

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

+ BP.AdventureFramework.

GetDescription()

Assets.Interaction

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

Get the description.

+ BP.AdventureFramework.

Declaration

Assets.Locations

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

+ BP.AdventureFramework.

Returns

Commands

(**BP.AdventureFramework.Commands**)

(**BP.AdventureFramework.Commands**)

Description

The description.

Conversations

(**BP.AdventureFramework.Conversations**)



- **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.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)

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

Assets

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

↳ ExaminableObject

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

Implements

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

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

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

↳ IExaminable

Inherited Members

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

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

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

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

[\(System.Object.Equals\(System.Object\)\)](#)

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

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

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

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

↳ [BP.AdventureFramework.](#)

↳ [Assets.Characters](#)

Syntax

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

+ [BP.AdventureFramework.](#)

public class ExaminableObject : IExaminable, IPlayerVisible

[Assets.Interaction](#)

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

+ [BP.AdventureFramework.](#)

Properties

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

↳ [BP.AdventureFramework.](#)

Commands

Get or set this objects commands.

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

Declaration

+ [BP.AdventureFramework.](#)

Conversations

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

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

Property Value

Type		Description
CustomCommand (BP.AdventureFramework.Commands.CustomCommand.html)	Assets	

(BP.AdventureFramework.Ass

ConditionalDescription **scription** (RR AdventureFramework Assets C)

Description
Get or set a description of this object.

(BP.AdventureFramework.Assets.D
laration.ExamifiableObject

Explainable Object (BPA, Agent, Environment, and Agents E)

(BP.AdventureFramework.Assets.E
public Description Description
ExaminationCallback

Example: Description { get; set; }

(BP.AdventureFramework.Assets.E

Property Value

(BF.AdventurerFramework.Assets.E

Type	Examinable	Description
(BP_AdventureFramework_Assets_II)	Description (BP_AdventureFramework_Assets.Description.html) IPlayerVisible	

(BPAdventureFramework.Assets.II

(BT :AdventureFramework:Assets.n

Identifier

Item

Get or set the callback handling all examples.

Size Declaration

(BP.AdventureFramework.Assets.S

+ BPI Adventure Framework

Assets.Characters

Property Value

+TBR AdventureFramework.

Assets Interaction

• RR AdventureFramework

Identities

(BP.AdventureFramework.Ass

+ **BP.AdventureFramework.**
Declaration

Commands

+ BP_AdventureFramework.

Conversations

Property Value

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

Overrides

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

Implements

(BP.AdventureFramework.Assets.IAssets)

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

ConditionalDescription

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

(BP.AdventureFramework.Assets.ConditionedObject)

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.SizeType)

+ 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)

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

IExaminationResult

Return

IExaminableObject

obj

The object to examine.

Returns

(BP.AdventureFramework.Assets.II

Type

PlayerVisible

Description

ExaminationResult

Identifier

(BP.AdventureFramework.Assets.ExaminationResult.html)

(BP.AdventureFramework.Assets.II

A string representing the result of the

examination.

Item

(BP.AdventureFramework.Assets.II

Size

(BP.AdventureFramework.Assets.S

+ 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.

Core

(**BP.AdventureFramework.Core**)

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

ConditionalDescription	(https://learn.microsoft.com/dotnet/api/system.object)
↳ object (https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.CResult)	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Interaction.Result.html)
↳ Description	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.CResult)
↳ ExaminationResult	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.CResult)
Inherited Members	object
↳ (BP.AdventureFramework.Assets.ExResult)	Description
↳ ExaminationCallback	(https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Interaction_Result_D)
↳ (BP.AdventureFramework.Assets.Interaction.Result.html#BP_AdventureFramework_Assets_Interaction_Result_D)	Description
↳ (BP.AdventureFramework.Assets.ExResult)	ExaminationResult
object.Equals(object)	(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object)	(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
↳ Examinable	IPlayerVisible
object.GetHashCode()	(https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType()	(https://learn.microsoft.com/dotnet/api/system.object.gettype)
Identifier	object.MemberwiseClone()
Identifier	(https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
Identifier	object.ReferenceEquals(object, object)
Identifier	(https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
Identifier	object.ToString()
Identifier	(https://learn.microsoft.com/dotnet/api/system.object.tostring)
Identifier	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.ExResult)
Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html)	Size
Assets	(https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets)

Syntax

+ **BP.AdventureFramework.**

Assets.Characters

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

+ **BP.AdventureFramework.**

Assets.Interaction

Constructors

(BP.AdventureFramework.Assets.ExResult)

+ **BP.AdventureFramework.**

ExaminationResult(string)

Assets.Locations

Initializes a new instance of the ExaminationResult class.

+ **BP.AdventureFramework.**

Commands

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

+ **BP.AdventureFramework.**

Parameters

Conversations

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

+ **BP.AdventureFramework.**

Conversations.Instructions

▼

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.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.Commands)
- + **BP.AdventureFramework.**
Conversations
(BP.AdventureFramework.Conversations)
- + **BP.AdventureFramework.**
Conversations.Instructions

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

```
public interface IExaminable : IPlayerVisible
    IExaminable
```

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

(BP.AdventureFramework.Assets.Id

Item

(BP.AdventureFramework.Assets.It

Size

Get objects commands

(BP_AdventureFramework_Assets.S

BPAdventureFramework.

Assets.Characters

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

+ BP.AdventureFramework.

Property Value

Assets.Interaction

Type (BP.AdventureFramework.Assets.

Description

+ CustomCommand[] (BPAdventureFramework.Commands.CustomCommand.html)[]

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.

Description

+ BP.AdventureFramework.

Get description of this object.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Con

Property Value

+ BP.AdventureFramework.

Conversations.Instructions

(BP_AdventureFramework_Con

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

Identifier

Get this objects identifier.
 (BP.AdventureFramework.Assets.C

Declaration
 (BP.AdventureFramework.Assets.D

IExaminableObject Identifier { get; }
 (BP.AdventureFramework.Assets.E

ExaminationCallback
 Property Value
 (BP.AdventureFramework.Assets.E

Type	Description
ExaminationResult (BP.AdventureFramework.Assets.E Identifier (BP.AdventureFramework.Assets.Identifier.html) IExaminable	

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

Methods

(BP.AdventureFramework.Assets.I
 Item

Examine() (BP.AdventureFramework.Assets.I
 Size

Examine this object.
 (BP.AdventureFramework.Assets.S

Declaration

+ BP.AdventureFramework.

Assets.Characters

ExaminationResult Examine()

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.
 Returns

Assets.Interaction

Type	Description
(BP.AdventureFramework.Assets.	

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

Assets.Locations

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

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.Characters

Type	Description
BP.AdventureFramework.Assets.Character	

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

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversation.Instruction)

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:

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

Interfaces:
IExaminable
(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.memberwiseclone>)

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

+ **BP.AdventureFramework.**

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

Assets.Characters

Assembly: BPAdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

AssetsInteraction

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

(BP.AdventureFramework.Assets.Identifier.html)

+ **BP.AdventureFramework.**

Construction

Constructors

(BP.AdventureFramework.Assets.Identifier.html)

Identifier(string) Framework.

Commands

Creates a new instance of the Identifier class.

(BP.AdventureFramework.Commands.Identifier.html)

Declaration

+ **BP.AdventureFramework.**

Conversations

public Identifier(string name)

(BP.AdventureFramework.Conversations.Identifier.html)

+ **BP.AdventureFramework.**

Parameters

ConversationsInstructions

Type

(BP.AdventureFramework.ConversationsInstructions.html)

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

+ **BP.AdventureFramework.**

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

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.Characters

Type (BP.AdventureFramework.Assets.Characters)

Description

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

+ BP.AdventureFramework.

Assets.Interaction

```
(BP.AdventureFramework.Assets.Interaction)
```

Name

+ BP.AdventureFramework.

Get the name.

Assets.Locations

Declaration

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

Property Value

+ BP.AdventureFramework.

Type public string Name { get; }

Description

Commands

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

Property Value

+ BP.AdventureFramework.

Type Conversations

Description

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

+ BP.AdventureFramework.

Conversations.Instructions

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

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.Characters

Declaration
(BP.AdventureFramework.Assets.Characters)

+ BPAdventureFramework(bool other)

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Parameters

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

+ BPAdventureFramework.

Commands

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

+ BPAdventureFramework.

Conversations

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

+ BPAdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)
IdentifierString(string)

+ BPAdventureFramework.

Convert a string to an identifiable string.

Declaration

```
protected string ToIdentifiableString(string value)
```

Parameters

Type	Description
(BP.AdventureFramework.Assets.ExaminableObject<string>) (https://learn.microsoft.com/dotnet/api/system.string)	value The value to convert.

ExaminationCallback

Returns (BP.AdventureFramework.Assets.ExaminationResult)

Type	Description
(BP.AdventureFramework.Assets.ExaminationResult<string>) (https://learn.microsoft.com/dotnet/api/system.string)	The identifiable string.

(BP.AdventureFramework.Assets.IIdentifier)

IPlayerVisible

(BP.AdventureFramework.Assets.IIdentifier)

Identifier

Returns (BP.AdventureFramework.Assets.IIdentifier) current object.

Item

Declaration (BP.AdventureFramework.Assets.IItem)

Size

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

+ BP.AdventureFramework.

Returns Assets.Characters

Type	Description
(BP.AdventureFramework.Assets.Characters)	A string that represents the current object.

Assets.Interaction

Overrides

(BP.AdventureFramework.Assets.IInteraction)

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

+ BP.AdventureFramework.

Assets.Locations

Implements (BP.AdventureFramework.Assets.ILocations)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ 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)

ExaminableObject.Examination

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

ExaminableObject.Examination
↳ (BP_AdventureFramework_Assets_ExaminableObject_Examination.html#BP_AdventureFramework_Assets_ExaminableObject_Examination)
ExaminableObject.Examination
↳ (BP_AdventureFramework_Assets_ExaminableObject_Examination.html#BP_AdventureFramework_Assets_ExaminableObject_Examination)
ToSt
↳ (BP_AdventureFramework.Assets.S)

ExaminableObject.Identifier

+ **BP.AdventureFramework.** ([BP.AdventureFramework.Assets.ExaminableObject.Identifier.html](#))
↳ (BP.AdventureFramework.Assets.ExaminableObject.Identifier) ([BP_AdventureFramework_Assets_ExaminableObject_Identifier.html](#))

ExaminableObject.Identifier

ExaminableObject.Identifier
↳ (BP_AdventureFramework_Assets_ExaminableObject_Identifier.html#BP_AdventureFramework_Assets_ExaminableObject_Identifier)
Description

Assets.Characters

ExaminableObject.Description
↳ (BP_AdventureFramework_Assets_ExaminableObject_Description.html#BP_AdventureFramework_Assets_ExaminableObject_Description)
Description

Assets.Interaction

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

Assets.Locations

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

Assets.Locations

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

ExaminableObject.IsPlayerVisible

+ **BP.AdventureFramework.** ([BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible.html](#))
↳ (BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible.html#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)

Commands

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)))

Conversations

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)))

Conversations

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>)

Instructions

Name: BP_AdventureFramework_Conversation ([BP_AdventureFramework_Conversation.html](#))
↳ (BP_AdventureFramework_Conversation.html#BP_AdventureFramework_Conversation)

Assembly: BP.AdventureFramework.dll

Extensions

Syntax

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

Constructors

Item(Identifier, Description, bool)

ExaminableObject
(BP.AdventureFramework.Assets.E
ExaminationCallback
Initializes a new instance of the Item class.
(BP.AdventureFramework.Assets.E

Declaration

ExaminableObject
(BP.AdventureFramework.Assets.E

public Item(Identifier identifier, Description description, bool isTakeable = false)
(BP.AdventureFramework.Assets.II

IPlayerVisible
Parameters

(BP.AdventureFramework.Assets.II

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

+ BP.AdventureFramework.

Assets.Characters

Item(string, string, bool)

Initializes a new instance of the Item class.

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets)

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

+ BP.AdventureFramework.

Assets.Locations

Item(Identifier, Description, bool)

Parameters

(BP.AdventureFramework.Assets)

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

+ BP.AdventureFramework.

Properties

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Interaction

(BP.AdventureFramework)

Extensions

Morph(Item)

Handle item morphing.

Declaration

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

Parameters

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

Implements

(BP.AdventureFramework.Assets.IExaminable)
IPlayerVisible (BP.AdventureFramework.Assets.IExaminable.html)
IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)
IIdentifier (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)
(BP.AdventureFramework.Assets.IInteractWithItem)
Item
(BP.AdventureFramework.Assets.Item)
Size
(BP.AdventureFramework.Assets.SizeType)

+ 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)

+ BP.AdventureFramework.

Extensions

Struct Size

Represents a size.

Filter by title

Inherited Members

([BP.AdventureFramework.Assets.Equals](#))
Value Type Equals(object) (<https://learn.microsoft.com/dotnet/api/system.valuetype.equals>)
ExaminationCallback
([BP.AdventureFramework.Assets.GetHashCode](#))
Value Type GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode>)
Value Type ToString() (<https://learn.microsoft.com/dotnet/api/system.valuetype.tostring>)
ExaminationResult
object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
EXAMINABLE
object GetType() ([BP.AdventureFramework.Assets.GetType](#))
object ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
PLAYERVISIBLE
Name ([BP.AdventureFramework.Assets.Name](#))
BP.AdventureFramework.html Assets ([BP.AdventureFramework.html](#)).Assets ([BP.AdventureFramework.Assets.html](#))
AssemblyInfo
BP.AdventureFramework.dll
Syntax
Item
([BP.AdventureFramework.Assets.SizeType](#))
public struct Size
Size
([BP.AdventureFramework.Assets.Size](#))

+ BP.AdventureFramework.

Constructors

Assets.Characters

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

+ BP.AdventureFramework.

Assets.Interaction

Initializes a new instance of the Size struct.

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

+ BP.AdventureFramework.

Assets.Locations

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

Parameters

+ BP.AdventureFramework.

TypeCommands

Name	Description
(BP.AdventureFramework.ComplexType)	
width	The width.

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

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

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

height

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

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

+ BP.AdventureFramework.

Properties

Conversations.Instructions

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

Height

+ BP.AdventureFramework.

Extensions

Get the height.

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

Declaration

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

Property Value

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

Width

Declaration
IPlayVisible

Get the width.

```
(BP.AdventureFramework.Assets.IPlayVisible)
```

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

```
(BP.AdventureFramework.Assets.IPlayVisible)
```

Item

Declaration
IPlayVisible

Get the item.

```
(BP.AdventureFramework.Assets.IPlayVisible)
```

Property Value

(BP.AdventureFramework.Assets.IPlayVisible)

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

+ 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)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Namespace BP.AdventureFramework. Assets.Characters

▼ Filter by title

Classes

+ BP.AdventureFramework.

 Assets

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

 (BP.AdventureFramework.Assets.Character)

 Represents a generic in game character.

- BP.AdventureFramework.

 Assets.Characters

 NonPlayableCharacter

 (BP.AdventureFramework.Assets.Character)

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

 Character

 Represents a non-playable character.

 (BP.AdventureFramework.Assets.Character)

 IConverser

 (BP.AdventureFramework.Assets.Character)

 NonPlayableCharacter

 (BP.AdventureFramework.Assets.Character)

 Represents a playable character.

 PlayableCharacter

 (BP.AdventureFramework.Assets.Character)

 Interfaces

 BP.AdventureFramework.

 Assets.Interaction

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

+ BP.AdventureFramework.

 Assets.Locations

 (BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

 Commands

 (BP.AdventureFramework.Command)

+ BP.AdventureFramework.

 Conversations

 (BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

 Conversations.Instructions

 (BP.AdventureFramework.ConversationInstruction)

+ BP.AdventureFramework.

 Extensions

 (BP.AdventureFramework.Extension)

+ BP.AdventureFramework.

 Interpretation

Class Character

Represents a generic in game character.

Filter by title

Inheritance

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

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

- **BP.AdventureFramework**

Assets.Characters

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

↳ NonPlayableCharacter ([BP_AdventureFramework_Assets_Characters_NonPlayableCharacter.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Characters_NonPlayableCharacter.html))

↳ PlayableCharacter ([BP_AdventureFramework_Assets_Characters_PlayableCharacter.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Characters_PlayableCharacter.html))

Character

Implementation

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

IExaminableObject ([BP_AdventureFramework_Assets_IExaminable.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_IExaminable.html))

IPlayerVisibleObject ([BP_AdventureFramework_Assets_IPlayerVisible.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_IPlayerVisible.html))

IInteractableObject ([BP_AdventureFramework_Assets_Interaction_IInteractWithItem.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Interaction_IInteractWithItem.html))

NonPlayableCharacter

Inherited Members

PlayableObject

ExamitableObject

ToString()

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

+ **BP.AdventureFramework.**

Assets.Interaction

ExaminableObject.ToString()

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

Tostring())

+ **BP.AdventureFramework.**

ExaminableObject.Identifier

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

Identifier)

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

Description)

(**BP.AdventureFramework.Commands**)

ExaminableObject.Commands

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

Commands)

(**BP.AdventureFramework.Conversations**)

ExaminableObject.Examine()

(**BP.AdventureFramework.Conversations**)

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

Examine)

+ **BP.AdventureFramework.**

ExaminableObject.IsPlayerVisible

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

IsPlayerVisible)

(**BP.AdventureFramework.Extensions**)

object.Equals(object, object)

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

(**BP.AdventureFramework.Extensions**)

object.GetHashCode()

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

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>)

+ **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

Syntax

```
public abstract class Character : ExaminableObject, IExaminable, IPlayerVisible, IIIn  
teractWithItem
```

(BP.AdventureFramework.Assets.Characters.Character)

- **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.Character)

Character

(BP.AdventureFramework.Assets.Characters.Character)

IConverser

Get or set the interaction.

(BP.AdventureFramework.Assets.Characters.Character)

DeclaresPlayeableCharacter

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

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

(BP.AdventureFramework.Assets.Characters.Character)

+ **BP.AdventureFramework.**

Property Value

Assets.Interaction

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

Description

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Characters.Character)

IsAlive

+ **BP.AdventureFramework.**

Get if this character is alive.

Commands

DeclaresPlayeableCharacter

(BP.AdventureFramework.Characters.Character)

+ **BP.AdventureFramework.**

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

Conversations

(BP.AdventureFramework.Characters.Character)

Property Value

+ **BP.AdventureFramework.**

Type

Conversations.Instructions

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

Description

+ **BP.AdventureFramework.**

Extensions

Items (BP.AdventureFramework.Extensions.CharacterExtensions)

Get the items this Character holds.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.CharacterInterpretation)

+ **BP.AdventureFramework.**

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

Property Value

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

- BP.AdventureFramework.

Assets.Characters

Methods (BP.AdventureFramework.Assets.Characters)

Character

AcquireItem(Item) (BP.AdventureFramework.Assets.Characters)

IConverser

Acquires an item.
(BP.AdventureFramework.Assets.Characters)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

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

+ BP.AdventureFramework.

Parameters

Assets.Interaction

Type (BP.AdventureFramework.Assets.Interaction)

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

Name

Description

item

The item to acquire.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

DequireItem(Item)

+ BP.AdventureFramework.

De-acquires an item.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

```
public virtual void DequireItem(Item item)  
Conversations
```

(BP.AdventureFramework.Commands)

Parameters

+ BP.AdventureFramework.

Conversations.Instructions

Type (BP.AdventureFramework.Conversations.Instructions)

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

Name

Description

item

The item to de-acquire.

+ BP.AdventureFramework.

Extensions

FindItem(string, out Item, bool)

(BP.AdventureFramework.Extensions)

Find an item.

+ BP.AdventureFramework.

Interpretation

Declaration (BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

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

Parameters

Type	Name	Description
string (BP.AdventureFramework.Assets.Item.html)	itemName	The items name.
bool Character (BP.AdventureFramework.Assets.Character.html)	item	The item.
bool Character (BP.AdventureFramework.Assets.Character.html)	includeInvisibleItems	Specify if invisible items should be included.

Returns NonPlayableCharacter

Type	Description
NonPlayableCharacter	True if the item was found.

+ BP.AdventureFramework.

Assets.Interaction

Give(Item, Character)

Give an item to another in game Character.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

```
public virtual bool Give(Item item, Character character)
```

+ BP.AdventureFramework.

Commands

Parameters

(BP.AdventureFramework.Commands)

Type	Name	Description
Item (BP.AdventureFramework.Assets.Item.html)	item	The item to give.
Character (BP.AdventureFramework.Character.html)	character	The Character to give the item to.

Conversations.Instructions

Returns

(BP.AdventureFramework.Conversations)

Type	Description
bool (BP.AdventureFramework.Boolean.html)	True if the transaction completed OK, else false.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

HasItem(Item, bool)

Interpretation

Determines if the PlayerCharacter has an item.

+ BP.AdventureFramework.

Declaration

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

Parameters

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

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

Type	Description
Converser (BP.AdventureFramework.Assets.Converser.html)	True if the item is found, else false.

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

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

Interact(Item)

+ BP.AdventureFramework.

Interact with an item.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.Interaction.html)

+ BP.AdventureFramework Interact(Item item)

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Parameters

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

Return BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

InteractionResult

(BP.AdventureFramework.Conversations.InteractionResult.html)

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

InteractWithItem(Item)

+ BP.AdventureFramework.

Extensions

Interact with a specified item.

(BP.AdventureFramework.Extensions.html)

Declaration

+ BP.AdventureFramework.

Interpretation

virtual InteractionResult Interpretation(Item item)

(BP.AdventureFramework.Interpretation.html)

Parameters

+ BP.AdventureFramework.

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

Returns

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

- BP.AdventureFramework.

Assets.Characters

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

Character

Kill the character.

(BP.AdventureFramework.Assets.Characters.Kill)

Declaration

(BP.AdventureFramework.Assets.Characters.Kill)

NonPlayableCharacter

public final void Kill()

(BP.AdventureFramework.Assets.Characters.Kill)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Kill)

Implements

+ BP.AdventureFramework.

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

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

(BP.AdventureFramework.Assets.IInteractsWithItem) (BP.AdventureFramework.Assets.IInteractsWithItem.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.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

+ BP.AdventureFramework.

IExaminable (BP.html)

Assets.Characters

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

IExaminable (BP.html)

+ BP.AdventureFramework.Asses

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

IExaminable.Commands

(BP.AdventureFramework.Assets.C

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

IConverser

IExaminable.Examine()

(BP.AdventureFramework.Assets.C

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

IPlayerVisible.IsPlayerVisible

(BP.AdventureFramework.Assets.C

(BP.AdventureFramework.Assets.IPlayerVisible.html#BP_AdventureFramework_Assets_IPlayerVisible_IsPlayerVi

sible)

(BP.AdventureFramework.Assets.C

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

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

Assets.BP_AdventureFramework.dll

+ BP.AdventureFramework.Asses

+ BP.AdventureFramework.

public interface IConverser : IExaminable, IPlayerVisible

Assets.Locations

(BP.AdventureFramework.Assets.L

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversation

Conversations

Get or set the conversation.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

Conversation Conversation { get; set; }

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Property Value

Extensions

Type (BP.AdventureFramework.Exte

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

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

▼

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

Character
(BP.AdventureFramework.Assets.Character)
IConverser
(BP.AdventureFramework.Assets.IConverser)
NonPlayableCharacter
(BP.AdventureFramework.Assets.NonPlayableCharacter)
PlayableCharacter
(BP.AdventureFramework.Assets.PlayableCharacter)

- + **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)

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Extensions)

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Interpretation)

- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logic)

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

- **BP_AdventureFramework.**

↳ **Assets.Characters** ([microsoft.com/dotnet/api/system.object](#))

(**BP_AdventureFramework_Assets_Characters_Character**)

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

Implementation

IInteractWithItem ([BP_AdventureFramework_Assets_Interaction_IInteractWithItem.html](#))

IConverser ([BP_AdventureFramework_Assets_Characters_IConverser.html](#))

IExaminable ([BP_AdventureFramework_Assets_Examinable.html](#))

IPlayerVisible ([BP_AdventureFramework_Assets_IPlayerVisible.html](#))

([BP_AdventureFramework_Assets_Converser.html](#))

Inherited Members

+ **BP_AdventureFramework.**

Character.ISALIVE

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

+ **BP_AdventureFramework.**

Character.Interaction

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

+ **BP_AdventureFramework.**

Character.Items

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

+ **BP_AdventureFramework.**

Commands

Character.Kill()

(**BP_AdventureFramework_Commands_Kill**)

+ **BP_AdventureFramework.**

Character.AcquireItem(item)

Conversations

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

+ **BP_AdventureFramework.**

Character.DeacquireItem(item)

(**BP_AdventureFramework_Conversations_DeacquireItem**)

Character.RequireItem(item)

(**BP_AdventureFramework_Conversations_RequireItem**)

+ **BP_AdventureFramework.**

Character.HasItem(item, bool)

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

+ **BP_AdventureFramework.**

Character.FindItem(string, out Item, bool)

(**BP_AdventureFramework_Extensions_FindItem**)

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

+ **BP_AdventureFramework.**

Character.GiveItem(item, Character)

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

+ **BP_AdventureFramework.**

Character.Interact(item)

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

+ **BP_AdventureFramework.**

Character.Logic

([BP_AdventureFramework_Assets_Characters_Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Logic_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**

Assets.Characters

 ExaminableObject.Description
 (**BP.AdventureFramework.Assets.ExaminableObject**)
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_CharacterDescription)

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

 NonPlayableCharacter
 (**BP.AdventureFramework.Assets.ExaminableObject**)
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_PlayableCharacter)

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

 + **BP.AdventureFramework**

Assets.Interaction

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

Assets.Locations

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

Commands

 NonPlayableCharacter
 (**BP.AdventureFramework.Assets.ExaminableObject**)
 Assembly: BP.AdventureFramework.dll

 + **BP.AdventureFramework**

Syntax

Conversations

 (**BP.AdventureFramework.Conversations**)
 NonPlayableCharacter : Character, IInteractWithItem, IConverser,
 IExaminable, IPlayerVisible

 + **BP.AdventureFramework**

Conversations.Instructions

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

Constructors

 + **BP.AdventureFramework**

Extensions

 NonPlayableCharacter(Identifier, Description, Conversation)
 (**BP.AdventureFramework.Extensions**)

 Initializes a new instance of the NonPlayableCharacter class.

 + **BP.AdventureFramework**

Interpretation

 Declaration

 (**BP.AdventureFramework.Interpretation**)

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

Logic

 (**BP.AdventureFramework.Logic**)

Parameters

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	This NonPlayableCharacter's identifier.
Description (BP.AdventureFramework.Assets.Description.html)	<i>description</i>	The description of this NonPlayableCharacter.
- BP.AdventureFramework. Conversation Assets.Characters (BP.AdventureFramework.Conversations.Conversation. (BP.AdventureFramework.Assets.Characters.html)) Character (BP.AdventureFramework.Assets.C IConverser NonPlayableCharacter (BP.AdventureFramework.Assets.C PlayableCharacter Initializes a new instance of the NonPlayableCharacter class. PlayableCharacter Declaration Parameters	<i>conversation</i>	The conversation.

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

(BP.AdventureFramework.Assets.C
Initializes a new instance of the NonPlayableCharacter class.
PlayableCharacter

Declaration

+ BP.AdventureFramework.

```
public NonPlayableCharacter(Identifier identifier, Description description, Conversation conversation, bool isAlive, InteractionCallback interaction)
(BP.AdventureFramework.Assets.C)
```

+ BP.AdventureFramework.

Parameters

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

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

+ BP.AdventureFramework.

Initializes a new instance of the NonPlayableCharacter class.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logic)

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

Parameters

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

+ BP.AdventureFramework.

Commands

NonPlayableCharacter(string, string, Conversation)
(BP.AdventureFramework.Commands.NonPlayableCharacter)

Initializes a new instance of the NonPlayableCharacter class.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations)
public NonPlayableCharacter(string identifier, string description, Conversation conversation)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Parameters

Type	Name	Description
- BP.AdventureFramework. Extensions Identifier (BP.AdventureFramework.Extensions.Identifier.html)	<i>identifier</i>	This NonPlayableCharacter's identifier.
- BP.AdventureFramework. String (BP.AdventureFramework.String.html)	<i>description</i>	The description of this NonPlayableCharacter.
- BP.AdventureFramework. Conversation (BP.AdventureFramework.Conversations.Conversation.html)	<i>conversation</i>	The conversation.
+ BP.AdventureFramework. Logic (BP.AdventureFramework.Logic.html)		

(BP.AdventureFramework | on)

Properties

Conversation

Get or set the conversation.

Declaration
- **BP.AdventureFramework.**

Assets.Characters

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

Character
Property Value
(BP.AdventureFramework.Assets.C

Type	Description
Converser	(BP.AdventureFramework.Assets.C Conversation (BP.AdventureFramework.Conversations.Conversation.html)
NonPlayableCharacter	(BP.AdventureFramework.Assets.C PlayableCharacter (BP.AdventureFramework.Assets.C

Implements

+ **BP.AdventureFramework.** 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)

+ **BP.AdventureFramework.**

Assets.Locations

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

+ **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.Logic
```

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

Assets.Characters

↳ [\(BP_AdventureFramework_Assets.Characters\)](#)

↳ ExaminableObject ([BP_AdventureFramework_Assets.ExaminableObject.html](#))
Character
↳ Character ([BP_AdventureFramework_Assets.Characters.Character.html](#))
([BP_AdventureFramework_Assets.Characters.Character](#))
↳ PlayableCharacter
IConverser

Implements

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

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

IInteractableCharacter ([BP_AdventureFramework_Assets.Interaction.IInteractWithItem.html](#))

([BP_AdventureFramework_Assets.Character](#))

Inherited Members

+ **BP_AdventureFramework.**

Character.ISALIVE

AssetsInteraction

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_ISALIVE)

(BP_AdventureFramework.Assets.Characters.Character)

Character.Interaction

+ **BP_AdventureFramework.**

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Interaction)

AssetsLocations

(BP_AdventureFramework.Assets.Characters.Character)

Character.Items

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Items)

+ **BP_AdventureFramework.**

Character.Kill()

(BP_AdventureFramework.Character)

Character.Kill()

+ **BP_AdventureFramework.**

Character.AcquireItem(Item)

Conversations

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_AcquireItem_BP_AdventureFramework_Assets_Item_)

Character.RequireItem(Item)

(BP_AdventureFramework.Conversation)

Character.HasItem(Item, bool)

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_HasItem_BP_AdventureFramework_Assets_Item_System_Boolean_)

Extensions

Character.FindItem(string, out Item, bool)

(BP_AdventureFramework.Extensions)

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_FindItem_System_String_BP_AdventureFramework_Assets_Item__System_Boolean_)

+ **BP_AdventureFramework.**

Character.GiveItem(Item, Character)

(BP_AdventureFramework.Interactions)

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Give_BP_AdventureFramework_Assets_Item_BP_AdventureFramework_Assets_Characters_Character_)

Character.Interact(Item)

+ **BP_AdventureFramework.**

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Interact_BP_AdventureFramework_Assets_Item_)

(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
Assets.Characters
(BP.AdventureFramework.Assets.Characters)
ExaminableObject.Description
Character
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Character)
Converser
ExaminableObject.Commands
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Commands)
NonPlayableCharacter
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_NonPlayableCharacter)

ExaminableObject.Examiner
PlayableCharacter
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_PlayableCharacter)
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examiner)

ExaminableObject.IsPlayerVisible
+ BP.AdventureFramework.
Assets.Interaction
sPlayerVisible
(BP.AdventureFramework.Assets.Interaction)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals(system-object-system-object)))

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

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

+ BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Conversations)
public sealed class PlayableCharacter : Character, IExaminable, IPlayerVisible, IInteractWithItem

+ BP.AdventureFramework.
Conversations.Instructions
(BP.AdventureFramework.Conversations.Instructions)

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

+ BP.AdventureFramework.
Logic
public PlayableCharacter(Identifier identifier, Description description, params Item[] items)
(BP.AdventureFramework.Logic)

Parameters

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	This PlayableCharacter's identifier.
Description (BP.AdventureFramework.Assets.Description.html)	description	The description of the player.
Item (BP.AdventureFramework.Assets.Item.html)[]	items	The players items.

Assets.Characters
(BP.AdventureFramework.Assets.Character)
PlayableCharacter(string, string, params Item[])

(BP.AdventureFramework.Assets.Character)
Initializes a new instance of the PlayableCharacter class.
IConverser
Declaration
(BP.AdventureFramework.Assets.Character)
NonPlayableCharacter
(BP.AdventureFramework.Assets.Character) (string identifier, string description, params Item[] items)
PlayableCharacter
(BP.AdventureFramework.Assets.Character)
Parameters

+ BP.AdventureFramework.

Type	Name	Description
Assets.Interaction		
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	This PlayableCharacter's identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description of the player.

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.

Commands

Methods

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

UseItem(Item, IInteractWithItem)

Conversations

(BP.AdventureFramework.Commands)

Use an item.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Commands)

Use an item on another object.

+ BP.AdventureFramework.

Parameters

Extensions

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

+ BP.AdventureFramework.

Logic

Returns

(BP.AdventureFramework.Logic)

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

Implements

Assets.Characters

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

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

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

(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.I

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Assets.Locations

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+ BP.AdventureFramework.

Commands

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+ BP.AdventureFramework.

Conversations

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+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conver

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exten

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interp

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

Classes

(BP.AdventureFramework.Assets.Interaction.Result)

+ BP.AdventureFramework.
InteractionResult

Assets.Characters

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result of an interaction.

- BP.AdventureFramework.

Assets.Interaction

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

(BP.AdventureFramework.Assets.Interaction.Reaction)

Represents a reaction.

Condition

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

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result.

InteractionCallback

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

Interfaces

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

InteractionResult

IIInteractWithItem

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

Result

(BP.AdventureFramework.Assets.Interaction.Result)

Represents any object that can interact with an item.

ReactionResult

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

Result

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

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

(BP.AdventureFramework.Assets.Interaction.Result)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.ComplexTypes)

+ BP.AdventureFramework.

Delegates

Conversations

(BP.AdventureFramework.Conversations)

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

(BP.AdventureFramework.ComplexTypes)

ConversationsInstructions

(BP.AdventureFramework.ComplexTypes)

+ BP.AdventureFramework.

InteractionCallback

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

Represents the callback for interacting with objects.

▼

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.ICharacterInteractionCallback)

- **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

Condition

(BP.AdventureFramework.Assets.Interaction.IInteractionCondition)

IInteractWithItem

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

InteractionCallback

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.IInteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.IInteractionResult)

Reaction

(BP.AdventureFramework.Assets.Interaction.IReaction)

ReactionResult

(BP.AdventureFramework.Assets.Interaction.IReactionResult)

Result

(BP.AdventureFramework.Assets.Interaction.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations.ILocationInteractionCallback)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.ICommand)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.IInstruction)

+ **BP.AdventureFramework.**

Events

(BP.AdventureFramework.Events.IEvent)

Delegate Condition

Represents a callback for conditions.

Filter by title

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

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

Syntax

- **BP.AdventureFramework.**

Assets.Interaction

public delegate bool Condition()

(BP.AdventureFramework.Assets)

Condition

Returns (BP.AdventureFramework.Assets.Ir

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

(BP.AdventureFramework.Assets.Ir

InteractionEffect

(BP.AdventureFramework.Assets.Ir

InteractionResult

(BP.AdventureFramework.Assets.Ir

Reaction

(BP.AdventureFramework.Assets.Ir

ReactionResult

(BP.AdventureFramework.Assets.Ir

Result

(BP.AdventureFramework.Assets.Ir

+ **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)

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)

Assembly: BP.AdventureFramework.dll

- **BP.AdventureFramework.**

Syntax

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

Interact(Item)

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

InteractionResult

Interact with an item.

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

Declaration

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

InteractionResult

InteractionResult Interact(Item item)

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

Result

Parameters

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

Type	Name	Description
+ BP.AdventureFramework.		

Assets.Locations

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

item

The item to interact with.

(BP.AdventureFramework.Assets.Locations.IInteractWithItem)

Returns

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.IInteractionResult)

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

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.IInteractionResult)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.IInteractionResult)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions.IInteractionResult)

+ **BP.AdventureFramework.**

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Page	50 / 306

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**

Assembly: BP.AdventureFramework.dll

Assets.Interaction

Syntax

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

`public delegate InteractionResult InteractionCallback(Item item)`

`(BP.AdventureFramework.Assets.Items.IInteractWithItem)`

`IInteractWithItem`

Parameters

`(BP.AdventureFramework.Assets.Items.Item)`

Type `InteractionCallback`

Name

Description

`(BP.AdventureFramework.Assets.Items.Item)`

`item`

The item to interact with.

Returns `InteractionResult`

Type `(BP.AdventureFramework.Assets.Items.IInteractionResult)`

Description

`Reaction`

`InteractionResult`

`(BP.AdventureFramework.Assets.Items.IInteractionResult)`

The result of the interaction.

`(BP.AdventureFramework.Assets.Items.IInteractionResult)`

`Result`

`(BP.AdventureFramework.Assets.Items.IInteractionResult)`

+ **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

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

(BP.AdventureFramework.Assets.InteractionEffect)

Condition

(BP.AdventureFramework.Assets.InteractionEffect)

IInteractWithItem

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionCallback

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionEffect

(BP.AdventureFramework.Assets.InteractionEffect)

Name	Description
InteractionResult	
FatalEffect	A fatal effect to the interaction.
Reaction	
ItemMorphed	Item morphed into another object.
ReactionResult	
ItemUsedUp	Item was used up.
NoEffect	No effect to the interaction on either the item or the target.
SelfContained	Any other self contained effect.

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

Assets.Interaction

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Result ([BP.AdventureFramework.Assets.Interaction.Result.html](#))
↳ Condition
↳ InteractionResult
↳ BP.AdventureFramework.Assets.Interaction

Inherited Members

InteractWithItem

Result (BP.AdventureFramework.Assets.Interaction)

InteractionCallback
([BP.AdventureFramework.Assets.Interaction.Result.html#BP_AdventureFramework_Assets_Interaction_Result_Description](#))
InteractionEffect
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)))

InteractionResult

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

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

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

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

Result

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

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

Assembly: BP.AdventureFramework.dll

Syntax

Assets.Locations

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

public sealed class InteractionResult : Result

+ BP.AdventureFramework.

Commands

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

Constructors

+ BP.AdventureFramework.

Conversations

InteractionResult(InteractionEffect, Item)

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

Initializes a new instance of the InteractionResult class.

+ BP.AdventureFramework.

Conversations.Instructions

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

public InteractionResult(InteractionEffect effect, Item item)

+ BP.AdventureFramework.

Extensions

Parameters

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

Type

+ BP.AdventureFramework.

InteractionEffect

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

Type	Name	Description
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)

Assets.Interaction

Initializes a new instance of the InteractionResult class.

(BP.AdventureFramework.Assets.InteractionResult)

Declaration

```
Condition
(BP.AdventureFramework.Assets.InteractionResult)
public InteractionResult(InteractionEffect effect, Item item, string descriptionOfEffect)
(BP.AdventureFramework.Assets.InteractionResult)
```

InteractionCallback

(BP.AdventureFramework.Assets.InteractionResult)

Parameters

InteractionEffect

Type (BP.AdventureFramework.Assets.InteractionEffect)

InteractionResult

InteractionEffect (BP.AdventureFramework.Assets.InteractionEffect)

Reaction

(BP.AdventureFramework.Assets.InteractionResult)

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

(BP.AdventureFramework.Assets.InteractionResult)

Result

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

(BP.AdventureFramework.Assets.InteractionResult)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Get the effect.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Conversations.Instructions

Property Value

(BP.AdventureFramework.Conversations.Instruction)

Type

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

Extensions

(BP.AdventureFramework.Extensions)

Item

Interpretation

Get the item used in the interaction.

(BP.AdventureFramework.Interpretation)

Declaration

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

Property Value

Type	Description
AssetsInteraction (Item.cs) (BP.AdventureFramework.Assets.Item.html)	
(BP.AdventureFramework.Assets.InteractionCondition)	
Condition	
(BP.AdventureFramework.Assets.InteractionEffect)	
IInteractWithItem	
(BP.AdventureFramework.Assets.IInteractWithItem)	
InteractionCallback	
(BP.AdventureFramework.Assets.InteractionCallback)	
InteractionEffect	
(BP.AdventureFramework.Assets.InteractionEffect)	
InteractionResult	
(BP.AdventureFramework.Assets.InteractionResult)	
Reaction	
(BP.AdventureFramework.Assets.Reaction)	
ReactionResult	
(BP.AdventureFramework.Assets.ReactionResult)	
Result	
(BP.AdventureFramework.Assets.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 (BP.AdventureFramework.Interpretation)	

Class Reaction

Represents a reaction.

 Filter by title

Inheritance

(BP.AdventureFramework.Ass

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

(BP.AdventureFrame)
Inherited Members

([\(BP_AdventureFramework_Assets!\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-object)))
object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-object)))
InteractionCallback
([\(BP_AdventureFramework_Assets!\)](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\(system-object-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-object)))
InteractionEffect
([\)\(BP_AdventureFramework_Assets!\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode))
object.GetHashCode() ([\)\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode))
InteractionResult
([\)\(BP_AdventureFramework_Assets!\)](https://learn.microsoft.com/dotnet/api/system.object.gettype))
object.GetType() ([\)\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](https://learn.microsoft.com/dotnet/api/system.object.gettype))
InteractionResult
([\)\(BP_AdventureFramework_Assets!\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals))
object.ReferenceEquals(object, object) ([\)\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals))
InteractionResult
([\)\(BP_AdventureFramework_Assets!\)](https://learn.microsoft.com/dotnet/api/system.object.tostring))
object.ToString() ([\)\(https://learn.microsoft.com/dotnet/api/system.object.tostring\)](https://learn.microsoft.com/dotnet/api/system.object.tostring))
InteractionResult

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

Assembly: BP.AdventureFramework.dll
Result:

Result Syntax

(BP.AdventureFramework.Assets.Ir

+ BP_AdventureFramework

Assets | Locations

Assets.Locations

(BP.AdventureFramework.Ass

CBPA Ventures Framework.

Commands

`(BPAdventureFramework.Com
Reaction(ReactionResult, string))`

+ BP.AdventureFramework.

Initializes a new instance of the Reaction class.

Conversations

Declaration (EP.AdventureFramework.Com)

+ BP.AdventureFramework.

public Reaction(ReactionResult result, string description)

Conversations.Instructions

(BP.AdventureFramework.Com)

Parameters

+ BP. Adventure
Type

Type Extensions

ReactionResult

(BP.AdventureFramework.Exe (BP.AdventureFramework.Assets.Interaction.ReactionResult.html)		
+ BP.AdventureFramework. string (https://learn.microsoft.com/dotnet/api/system.string) Interpretation	description	A description of the result.
(BP.AdventureFramework.Inte		

+ RR Adventure Framework

Properties

Description

Get a description of the result.

Declaration

(BP.AdventureFramework.Assets.InteractionResult)

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

Condition

(BP.AdventureFramework.Assets.InteractionResult)

Property Value

(BP.AdventureFramework.Assets.InteractionResult)

Type InteractionCallback

Description

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

InteractionEffect

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.InteractionResult)

Reaction

Get the result.

(BP.AdventureFramework.Assets.InteractionResult)

Declaration

ReactionResult

(BP.AdventureFramework.Assets.InteractionResult)

Result ReactionResult Result { get; }

(BP.AdventureFramework.Assets.InteractionResult)

+ BP.AdventureFramework.

Assets.Locations

Type

Description

(BP.AdventureFramework.Assets.Locations)

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

+ 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.

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)
Condition

Assembly: BPAdventureFramework.dll
(BP.AdventureFramework.Assets.Ir)

Syntax

```
InteractWithItem  
(BP.AdventureFramework.Assets.Ir)  
interactionCallReactionResult  
(BP.AdventureFramework.Assets.Ir)  
InteractionEffect  
(BP.AdventureFramework.Assets.Ir)  
InteractionResult  
(BP.AdventureFramework.Assets.Ir)
```

Fields

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

+ BP.AdventureFramework.

OK

OK.

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

Class Result

Represents a result.

Filter by title

Inheritance

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

Inherited Members

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

Namespaces

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

Assets.Locations

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.IResult)

Syntax

+ BP.AdventureFramework.

Commands
protected abstract class Result
(BP.AdventureFramework.Commands.Result)

+ BP.AdventureFramework.

Constructors
Conversations
(BP.AdventureFramework.Conversations.Result)

Result(BP.AdventureFramework.

Conversations.Instructions

Initializes a new instance of the Result class.

(BP.AdventureFramework.Conversations.Result)

Declaration

+ BP.AdventureFramework.

Extensions
protected Result()
(BP.AdventureFramework.Extensions.Result)

+ BP.AdventureFramework.

Interpretation

Properties
(BP.AdventureFramework.Interpretation.Result)

+ BP.AdventureFramework.

Description

(BP.AdventureFramework.Description.Result)

Get the description.

Declaration

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

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Assets.Interfaces.IInteractionResult)	

+ **BP.AdventureFramework.**
Assets.Locations
(BP.AdventureFramework.Assets.Interfaces.ILocations)

+ **BP.AdventureFramework.**
Commands
(BP.AdventureFramework.Commands.ICommand)

+ **BP.AdventureFramework.**
Conversations
(BP.AdventureFramework.Conversations.IConversation)

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

+ **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Extensions.IExtension)

+ **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Interpretation.IInterpretation)

+ **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logic.ILogic)

Enum Direction

Enumeration of directions.

Filter by title

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

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

Assets Interaction

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

- **BP.AdventureFramework.**

public enum Direction

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Direction)

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

Fields

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

ViewPoint

(BP.AdventureFramework.Assets.Locations.Direction)

Extension Methods

+ **BP.AdventureFramework.**

Commands

Directions.Inverse(Direction)

(BP.AdventureFramework.Extensions.DirectionExtensions.html#BP_AdventureFramework_Extensions_DirectionExtensions_Inverse_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.**

Interpretation

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

Assets.Interaction

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

- BP.AdventureFramework.

Implements

(BP.AdventureFramework.Ass

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

Extends

↳ Members

↳ (BP.AdventureFramework.Assets.L
ExaminableObject.Examination
Matrix
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examination)
Overworld
ExaminableObject.ToString()
(BP.AdventureFramework.Assets.L
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Region
ToString)
(BP.AdventureFramework.Assets.L
ExaminableObject.Identifier
Room
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_I
dentifier)
RoomPosition
ExaminableObject.Description
(BP.AdventureFramework.Assets.L
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_V
iewPoint
Description)
(BP.AdventureFramework.Assets.L
ExaminableObject.Commands

+ BP.AdventureFramework.

Commands

ExaminableObject.Examine()

(BP.AdventureFramework.Com

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

+ BP.AdventureFramework.

Conversations

sPlayerVisible

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

+ 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)))

Conversations.Instructions

(BP.AdventureFramework.html#BP_AdventureFramework_Assets_ExaminableObject_Equals#system-object-equals(system-object-object))

(BP.AdventureFramework.Com

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

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

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

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

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

Interpretation

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Inte

Syntax

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

▼ Constructors

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.Exit(Direction, bool, Identifier, Description))

- **BP.AdventureFramework.**

Initializes a new instance of the Exit class.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Exit(

Direction

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

```
1, Description description = null)
```

)

Matrix

Parameters

(BP.AdventureFramework.Assets.Locations.Exit.

Type Overworld

Name

Description

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

(BP.AdventureFramework.Assets.Locations.Exit.

ViewPoint

)

Properties

BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.Exit)

+ **BP.AdventureFramework.**

Get the direction of the exit.

Conversations

Declaration

(BP.AdventureFramework.Conversations.Exit)

+ **BP.AdventureFramework.**

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

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.Exit)

Property Value

+ **BP.AdventureFramework.**

Type

Description

Extensions

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

(BP.AdventureFramework.Extensions.Exit)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.Exit)

Lock()

Lock this exit.

Declaration

```
public void Lock()
```

Assets.Interaction
(BP.AdventureFramework.Assets.Interaction)
Unlock()
- **BP.AdventureFramework.**
Unlock this exit.
Assets.Locations
(BP.AdventureFramework.Assets.Locations)

Direction
public void Unlock()
(BP.AdventureFramework.Assets.Locations)

Exit

(BP.AdventureFramework.Assets.Locations)

MATRIX

(BP.AdventureFramework.Assets.Locations)

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

IIInteractWithItem (BP.AdventureFramework.Assets.Interaction.IIInteractWithItem.html)
(BP.AdventureFramework.Assets.Items)
Room
(BP.AdventureFramework.Assets.Room)
RoomPosition
(BP.AdventureFramework.Assets.RoomPosition)
ViewPoint
(BP.AdventureFramework.Assets.ViewPoint)

+ **BP.AdventureFramework.**
Commands
(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**
Conversations
(BP.AdventureFramework.Conversations)

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

+ **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Interpretation)

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

- **BP.AdventureFramework.**

Assets.Locations

(**BP.AdventureFramework.Ass**

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(**BP.AdventureFramework.Ass**) ([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.Ass**) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.Get¹Object() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

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

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

(**BP.AdventureFramework.Ass**)

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

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

(**BP.AdventureFramework.Ass**)

Room

Syntax

(**BP.AdventureFramework.Ass**)

RoomPosition

public sealed class Matrix

(**BP.AdventureFramework.Ass**)

ViewPoint

(**BP.AdventureFramework.Ass**)

Constructors

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Initializes a new instance of the Matrix class.

Conversations

Declaration

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Rooms

Conversations.Instructions

(**BP.AdventureFramework.Com**

Parameters

+ **BP.AdventureFramework.**

Type

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

Extensions

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

rooms	The rooms to be represented.
-------	------------------------------

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

Interpretation

Properties

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Depth

Get the depth of the matrix.

Declaration

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

Property Value

Type	Description
(BP.AdventureFramework.Assets.Locations)	

Direction

Height
Exit

Get the height of the matrix.

Matrix

Declaration
(BP.AdventureFramework.Assets.Locations)

Overworld

(BP.AdventureFramework.Assets.Locations)

Region

(BP.AdventureFramework.Assets.Locations)

Property Value

Room

Type	Description
(BP.AdventureFramework.Assets.Locations)	

ViewPoint

(BP.AdventureFramework.Assets.Locations)

this[int, int, int]

+ BP.AdventureFramework.

Get Commands

Declaration
(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

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

Conversations
(BP.AdventureFramework.Conversations)

Parameters
+ BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Conversations)	x	The x position.
(BP.AdventureFramework.Conversations)	y	The y position.
(BP.AdventureFramework.Conversations)	z	The z position.

+ BP.AdventureFramework.

Interpretation Type	Description
(BP.AdventureFramework.Interpretations)	The room.

+ BP.AdventureFramework.

Width

Get the width of the matrix.

Declaration

```
public int width { get; }
```

Property Value

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

Direction

(BP.AdventureFramework.Assets.L

Methods

(BP.AdventureFramework.Assets.L

Matrix

ToRooms()

Overworld

Returns this matrix as a one dimensional array of rooms.

Region
Declaration

(BP.AdventureFramework.Assets.L

Room

public Room[] ToRooms()
(BP.AdventureFramework.Assets.L

RoomPosition

Returns this matrix as a one dimensional array of rooms.

ViewPoint

Type
(BP.AdventureFramework.Assets.L

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

+ **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 Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

↳ **BP.AdventureFramework.**

Assets.Locations

↳ Overworld

(BP.AdventureFramework.Assets.Locations.Overworld)

Implements

Direction

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

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

Ext

Inherited Members

Matrix

ExaminableObject_Examination

([BP.AdventureFramework.Assets.L](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.l))

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Overworld_Examination](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableObject.html#bp_adventureframework_assets_examinableObject_overworld_examination))

([BP.AdventureFramework.Assets.L](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.l))

ExaminableObject_ToString()

Region

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_ToString](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableObject.html#bp_adventureframework_assets_examinableObject_tostring))

Room

ExaminableObject_Identifier

([BP.AdventureFramework.Assets.L](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.l))

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_RoomPosition](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableObject.html#bp_adventureframework_assets_examinableObject_roomposition))

([BP.AdventureFramework.Assets.L](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.l))

ExaminableObject_Description

ViewPoint

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_ViewPoint](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableObject.html#bp_adventureframework_assets_examinableObject_viewpoint))

([BP.AdventureFramework.Assets.L](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.l))

Description

ExaminableObject.

Commands

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Commands](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableObject.html#bp_adventureframework_assets_examinableObject_commands))

ExaminableObject_IsPlayerVisible

+ **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.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.Conversations.Instructions)

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

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

(BP.AdventureFramework.Conversations.Instructions)

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

Extensions

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

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

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Interpretation

(BP.AdventureFramework.Interpretation)

public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible

+ **BP.AdventureFramework.**

Constructors

Overworld(Identifier, Description)

Initializes a new instance of the overworld class.

Declaration

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

- **BPAdventureFramework.Overworld(Identifier identifier, Description description)**

Assets.Locations

(BPAdventureFramework.Assets.Locations)

Parameters

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

(BP.AdventureFramework.Assets.Locations)

Overworld

Overworld(string, string)

Region

Initializes a new instance of the overworld class.

(BP.AdventureFramework.Assets.Locations)

Room

(BP.AdventureFramework.Assets.Locations)

RoomPosition

public Overworld(string identifier, string description)

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

+ **BPAdventureFramework.Overworld(Identifier, Description)**

Commands

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

(BPAdventureFramework.Commands)

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

+ **BPAdventureFramework.Overworld(Identifier, Description)**

Conversations

(BPAdventureFramework.Conversations)

Properties

+ **BPAdventureFramework.Overworld(Identifier, Description)**

Conversations.Instructions

(BPAdventureFramework.Conversations.Instructions)

CurrentRegion

+ **BPAdventureFramework.Overworld(Identifier, Description)**

Get the current region.

Extensions

Declaration

(BPAdventureFramework.Extensions)

+ **BPAdventureFramework.Overworld(Identifier, Description)**

Region CurrentRegion { get; }

Interpretation

(BPAdventureFramework.Interpretation)

Property Value

+ **BPAdventureFramework.Overworld(Identifier, Description)**

- .

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

Regions

Get the regions in this overworld:

BPAdventureFramework.

Declaration

Assets.Locations

(BPAdventureFramework.Assets.Locations;)

Direction

Property Value

Exit

Type

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

Overworld

(BP.AdventureFramework.Assets.Locations.Overworld;)

Region

Region

AddRegion(Region)

Add a region to this overworld.

ViewPoint

Declaration

(BP.AdventureFramework.Assets.Locations;)

+ **BPAdventureFramework.**

public void AddRegion(Region region)

Commands

(BPAdventureFramework.Commands;)

Parameters

+ **BPAdventureFramework.**

Type

Conversations

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

Name

Description

region

The region to add.

+ **BPAdventureFramework.**

Conversations.Instructions

Examine()

(BPAdventureFramework.Conversations;)

Examine this object.

+ **BPAdventureFramework.**

Extensions

(BPAdventureFramework.Extensions;)

public override ExaminationResult Examine()

+ **BPAdventureFramework.**

Interpretation

Returns

(BPAdventureFramework.Interpretations;)

+ **BPAdventureFramework.**

..

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.Asset

Direction

Find a region.

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

Matrix

public bool FindRegion(string regionName, out Region region)

(BP.AdventureFramework.Assets.L

Overworld

Parameters

(BP.AdventureFramework.Assets.L

Type Region

(BP.AdventureFramework.Assets.L

string regionName

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

Name

Description

The regions name.

Type Region

(BP.AdventureFramework.Assets.L

region

The region.

RoomPosition

(BP.AdventureFramework.Assets.L

Returns

ViewPoint

Type (BP.AdventureFramework.Assets.L

Description

+ BP.AdventureFramework/

dotnet/api/system.boolean)

Commands

(BP.AdventureFramework.Command)

+ BP.AdventureFramework.

Conversations

Move to a region.

(BP.AdventureFramework.Conversation)

Declaration

+ BP.AdventureFramework.

ConversationsInstructions

(BP.AdventureFramework.ConversationInstructions)

Parameters

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Name

Description

The region to move to.

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

region

The region to move to.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Description

+ BP.AdventureFramework/

dotnet/api/system.boolean)

True if the region could be moved to, else false.

RemoveRegion(Region)

Remove a region from this overworld.

Declaration

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

Parameters

- **BP.AdventureFramework.**

Type **Assets.Locations**

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

Name

Description

region

The region to remove.

Direction

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

Implements

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

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

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

Overworld

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

Region

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

Room

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

RoomPosition

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

ViewPoint

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

Nodes

(**BP.AdventureFramework.Nodes**)

Class Region

Represents a region.

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

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

↳ ExaminableObject ([BP_AdventureFramework.Assets.ExaminableObject.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html))

↳ Region

↳ Direction

Implements

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

IExaminable ([BP_AdventureFramework.Assets.IExaminable.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.iexaminable.html))

IPlayerVisible ([BP_AdventureFramework.Assets.IPlayerVisible.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.iplayervisible.html))

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

Implements

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

IExaminable ([BP_AdventureFramework.Assets.IExaminable.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.iexaminable.html))

↳ Overworld

([BP_AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examination](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_examination))

↳ Region

ExaminableObject.ToString()

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

([BP_AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Room](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_room))

ToRoom

ToString()

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

ExaminableObject.Identifier

RoomPosition

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

([BP_AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Identifier](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_identifier))

ViewPoint

ExaminableObject.Description

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

([BP_AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Description](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_description))

+ **BP.AdventureFramework.**

Commands

↳ **(BP.AdventureFramework.Commands)**

Commands

↳ **(BP.AdventureFramework.Commands)**

ExaminableObject

↳ **(BP.AdventureFramework.ExaminableObject)**

Conversations

↳ **(BP.AdventureFramework.Conversations)**

Conversations

↳ **(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

↳ **(BP.AdventureFramework.Conversations)**

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

+ **BP.AdventureFramework.**

Extensions

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

+ **BP.AdventureFramework.**

Extensions

↳ **(BP.AdventureFramework.Extensions)**

Namespace: BP ([BP.html](https://learn.microsoft.com/dotnet/api/bp_bp.html)).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.html)).Assets

([BP.AdventureFramework.Assets.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.html)).Locations ([BP.AdventureFramework.Assets.Locations.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.locations.html))

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Interpretation

Syntax

↳ **(BP.AdventureFramework.Interpretation)**

+ **BP.AdventureFramework.**

Logic

Constructors

Region(Identifier, Description)

Initializes a new instance of the Region class.

Declaration

- BP.AdventureFramework.

```
Assets.Region(Identifier identifier, Description description)
```

(BP.AdventureFramework.Assets.

Parameters

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

Overworld

(BP.AdventureFramework.Assets.L

Region(string, string)

(BP.AdventureFramework.Assets.L

Initializes a new instance of the Region class.

Room

Declaration

RoomPosition

```
(BP.AdventureFramework.Assets.L  
public Region(string identifier, string description)  
ViewPoint
```

(BP.AdventureFramework.Assets.L

Parameters

+ BP.AdventureFramework.

Type	Description	Name	Description
Commands			
string (https://learn.microsoft.com/dotnet/api/system.string)		identifier	This Regions identifier.

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Con

Properties

Conversations.Instructions

(BP.AdventureFramework.Con

CurrentRoom

+ BP.AdventureFramework.

Extensions

Get the current room.

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

InterpretationCurrentRoom { get; }

(BP.AdventureFramework.Inter

Property Value

+ BP.AdventureFramework.

Logic

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

this[int, int, int]

Get a room at a specified location.

- **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

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

Direction
(BP.AdventureFramework.Assets.Locations)

Exit
(BP.AdventureFramework.Assets.Locations)

Parameters
(BP.AdventureFramework.Assets.Locations)

Type
Matrix

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

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

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

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

Type
RoomPosition

(BP.AdventureFramework.Assets.Locations)

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

ViewPoint
(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Rooms

Commands

(BP.AdventureFramework.Commands)

Declarative
BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Property Value

Conversations.Instructions

Type
(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

VisibleWithoutDiscovery
Region is visible without discovery.

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

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

Property Value

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

- **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Methods

AddRoom(Room, int, int, int)

Add a Room to this region.
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Matrix

Add a Room to this region.
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Declaration

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

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

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

Room

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

Type	Name	Description
RoomPosition (https://learn.microsoft.com/dotnet/api/system.boolean)	room	The room to add.
ViewPoint (https://learn.microsoft.com/dotnet/api/system.boolean)	x	The x position within the region.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position within the region.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position within the region.

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

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

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Examine()

+ **BP.AdventureFramework.**

Examine this object.

Extensions

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

+ **BP.AdventureFramework.Extre**

+ **BP.AdventureFramework.**

public override ExaminationResult Examine()

Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ **BP.AdventureFramework.**

Logic

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.GetAdjoiningRoom)

Get an adjoining room to the Region.CurrentRoom property.

Exit

Declaration

Matrix

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

Overworld

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Parameters

Region

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

Return

viewPoint
(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Type	Description
Room	The adjoining Room.

(BP.AdventureFramework.Com-

GetAdjoiningRoom(Direction, Room)

Conversations

Get an adjoining room to a room

(BP.AdventureFramework.Com-

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

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

(BP.AdventureFramework.Com-

+ BP.AdventureFramework.

Parameters

Extensions

(BP.AdventureFramework.Extensions.GetAdjoiningRoom)

Direction

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

Interpretation

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

(BP.AdventureFramework.Inter-

+ BP.AdventureFramework.

Logic

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

GetPositionOfRoom(Room)

Get the position of a room.

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

```
public RoomPosition GetPositionOfRoom(Room room)
{
    Direction direction = room.Exit;
}
```

Parameters

(BP.AdventureFramework.Assets.Locations)

Type Matrix

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

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

(BP.AdventureFramework.Assets.Locations)

Region

Type BP.AdventureFramework.Assets.Locations

Room

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

RoomPosition

(BP.AdventureFramework.Assets.Locations)

JumpToRoom(int, int, int)

(BP.AdventureFramework.Assets.Locations)

Jump to a room.

+ **BP.AdventureFramework.**

Declaration

Commands

(BP.AdventureFramework.Commands)

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

+ **BP.AdventureFramework.**

Conversations

Parameters

(BP.AdventureFramework.Conversations)

Type

+ **BP.AdventureFramework.**

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

Conversations.Instructions

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

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

+ **BP.AdventureFramework.**

Extensions

Returns

(BP.AdventureFramework.Extensions)

Type

+ **BP.AdventureFramework.**

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

Interpretation

(BP.AdventureFramework.Interpretations)

+ **BP.AdventureFramework.**

Move(Direction)

Logic

Move in a direction.

Declaration

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

Parameters

Type	Name	Description
BPAdventureFramework. Assets.Locations Direction (BPAdventureFramework.Assets.Locations.Direction.html) (BPAdventureFramework.Assets.Locations.Direction)	direction	The direction to move in.

Returns

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

Overload

SetStartRoom(Room)

Region

Set the room to start in.

(BPAdventureFramework.Assets.Locations.Room.html)

Room

Declaration

```
(BPAdventureFramework.Assets.Locations.Room)
```

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

```
(BPAdventureFramework.Assets.Locations.Room)
```

ViewPoint

Parameters

(BPAdventureFramework.Assets.Locations.Room)

Type	Name	Description
BPAdventureFramework. Commands Room (BPAdventureFramework.Assets.Locations.Room.html) (BPAdventureFramework.Commands.Room)	room	The Room to start in.

+ BPAdventureFramework.

SetStartRoom(int, int, int)

Conversations

(BPAdventureFramework.Conversations)

Set the room to start in.

Declaration

Conversations.Instructions

(BPAdventureFramework.Conversations.Instructions)

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

+ BPAdventureFramework.

Extensions

(BPAdventureFramework.Extensions)

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.

+ BPAdventureFramework.

Logic

ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

- BP.AdventureFramework.

Returns

Assets.Locations

Type

(BP.AdventureFramework.Assets.Locat

Matrix

(BP.AdventureFramework.Assets.Locat

Direction

(BP.AdventureFramework.Assets.Locat

Exit

(BP.AdventureFramework.Assets.Locat

Matrix

UnlockDoorPair(Direction)

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

Overworld

Declaration

(BP.AdventureFramework.Assets.Locat

Region

(BP.AdventureFramework.Assets.Locat

Room

(BP.AdventureFramework.Assets.Locat

Parameters

RoomPosition

Type

(BP.AdventureFramework.Assets.Locat

Description

ViewPoint

Direction

(BP.AdventureFramework.Assets.Locat

This region, as a 3D matrix.

Name

Description

direction

The direction to unlock in.

BP.AdventureFramework.

Commands

Type

(BP.AdventureFramework.Com

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

Description

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

+ BP.AdventureFramework.

Conversations

Implements

IAdventureFramework

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

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

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Class Room

Represents a room

Filter by title

Inheritance

Assets.Locations

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

(BP.AdventureFramework.Ass

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

↳ Room

↳ (BP.AdventureFramework.Assets.L

Implements

↳ Exit

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

↳ (BP.AdventureFramework.Assets.L

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

↳ Matrix

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

↳ (BP.AdventureFramework.Assets.L

Over members

↳ (BP.AdventureFramework.Assets.L

ExaminableObject.Examination

↳ Region

(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_

Examination)

↳ Room

ExaminableObject.ToString()

↳ (BP.AdventureFramework.Assets.L

(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_

RoomPosition

ToCString()

↳ (BP.AdventureFramework.Assets.L

ExaminableObject.Identifier

↳ ViewPoint

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

dentifier)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_

Description)

(BP.AdventureFramework.Com

ExaminableObject.Commands

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_

Conversations)

ExaminableObject.Conversation

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

PlayerVisible)

Conversations.Instructions

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

+ BP.AdventureFramework.

Extensions

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

(BP.AdventureFramework.Exte

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.Inte

Assembly: BP.AdventureFramework.dll

Syntax **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

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

Constructors

Assets.Locations

Room(Identifier, Description, params Exit[])

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.Locations.Room)

Declaration

Exit

(BP.AdventureFramework.Assets.Locations.Room)

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

(BP.AdventureFramework.Assets.Locations.Room)

Overworld

Parameters

(BP.AdventureFramework.Assets.Locations.Room)

Type

Region

Name

Description

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

identifier

This rooms identifier.

Room

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

description

This rooms description.

RoomPosition

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

exits

The exits from this room.

(BP.AdventureFramework.Assets.Locations.Room)

ViewPoint

(BP.AdventureFramework.Assets.Locations.Room)

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

+ BP.AdventureFramework.

Commands

Initializes a new instance of the Room class.

(BP.AdventureFramework.Commands.Room)

Declaration

Room

(BP.AdventureFramework.Commands.Room)

+ BP.AdventureFramework.

Conversations

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

(BP.AdventureFramework.Conversations.Room)

+ BP.AdventureFramework.

Parameters

Conversations.Instructions

Type

(BP.AdventureFramework.Conversations.Instructions)

Name

Description

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

identifier

This rooms identifier.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Assets.Description.html)

description

This rooms description.

(BP.AdventureFramework.Extensions.Room)

Exit

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

exits

The exits from this room.

+ BP.AdventureFramework.

Items

(BP.AdventureFramework.Assets.Item.html)

items

The items in this room.

Interpretation

(BP.AdventureFramework.Interpretation)

Room(string, string, params Exit[])

Logic

Initializes a new instance of the Room class.

(BP.AdventureFramework.Logic.Room)

Declaration

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

Parameters

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

Exit

(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

Initializes a new instance of the Room class.

Declaration

Region

```
(BP.AdventureFramework.Assets.L
public Room(string identifier, string description, Exit[] exits = null, params Item
Room
[ ] items)
(BP.AdventureFramework.Assets.L
```

RoomPosition

(BP.AdventureFramework.Assets.L

Parameters

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

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.Properties

Conversations.Instructions

(BP.AdventureFramework.Con

Characters

(BP.AdventureFramework.

Extensions

Get the characters in this Room.

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

Interpretation (PlayableCharacter[] characters { get; }
(BP.AdventureFramework.Inter

Property Value

(BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

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

EnteredFrom

Assets.Locations

Get which direction this Room was entered from.
(BP.AdventureFramework.Assets.Locations)

Declaration
Direction

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

Property Value
Matrix

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

Type
Overworld

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

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

Exits

(BP.AdventureFramework.Assets.Locations)
RoomPosition

Get the exits.
(BP.AdventureFramework.Assets.Locations)

Declaration
ViewPoint

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

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

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

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

HasBeenVisited

(BP.AdventureFramework.Conversations)
Instructions

Get if this location has been visited.

+ **BP.AdventureFramework.**

Declaration

Extensions

(BP.AdventureFramework.Extensions)

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

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

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

Logic

(BP.AdventureFramework.Logic)

Interaction

Get or set the interaction.

Declaration

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

Assets Locations

Property Value

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

Exit

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

this[Direction]

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

Get an Exit

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

Declaration

Region

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

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

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

Parameters

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

Type	Name	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	direction	The direction of an exit.

+ BP.AdventureFramework.

Commands

Type	Description
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)	The exit.

Conversations

(BP.AdventureFramework.Conversations.html)

Items

(BP.AdventureFramework.Items.html)

Conversations Instructions

Get the items in this Room.

(BP.AdventureFramework.Conversations.Instructions.html)

Declaration

+ BP.AdventureFramework.

Extensions

```
Items[] Items { get; }
```

(BP.AdventureFramework.Extensions.html)

Properties

(BP.AdventureFramework.Properties.html)

Interpretation

(BP.AdventureFramework.Interpretation.html)

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

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.html)

UnlockedExits

Get all unlocked exits.

Declaration

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

AssetsLocations

Property Value

(BP.AdventureFramework.Assets.L

Type

Direction

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

Description

Exit

(BP.AdventureFramework.Assets.L

Matrix

(BP.AdventureFramework.Assets.L

Overworld

(BP.AdventureFramework.Assets.L

Methods

AddCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Assets.L

Add **Character** to this room.

Room

Declaration

RoomPosition

(BP.AdventureFramework.Assets.L

```
public void AddCharacter(NonPlayableCharacter character)
```

ViewPoint

(BP.AdventureFramework.Assets.L

Parameters

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

NonPlayableCharacter

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

Name

Description

character

The character to add.

Conversations

(BP.AdventureFramework.Con

AddExit(Exit)

+ BP.AdventureFramework.

Add an exit to this room.

Conversations.Instructions

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

```
public void AddExit(Exit exit)
```

Extensions

(BP.AdventureFramework.Exte

Parameters

+ BP.AdventureFramework.

Type

(BP.AdventureFramework.Inter

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

Name

Description

exit

The exit to add.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Add an item to this room.

Declaration

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

Parameters

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

Direction

(BP.AdventureFramework.Items.Location)

Exit

CanMove(Direction)

(BP.AdventureFramework.Items.Location)

Matrix

Test if a move is possible.

(BP.AdventureFramework.Items.Location)

Declaration

(BP.AdventureFramework.Items.Location)

Region

```
public bool CanMove(Direction direction)
```

(BP.AdventureFramework.Items.Location)

Room

Parameters

(BP.AdventureFramework.Items.Location)

Type

RoomPosition

(BP.AdventureFramework.Items.Location)

Direction

(BP.AdventureFramework.Items.Direction.html)

Name

Description

direction

The direction to test.

(BP.AdventureFramework.Items.Location)

Returns

+ BP.AdventureFramework.

Type

Commands

b (BP.AdventureFramework.Commands)

Description

If a move in the specified direction is possible.

+ BP.AdventureFramework.

Conversations

ContainsCharacter(NonPlayableCharacter, bool)

(BP.AdventureFramework.Conversations)

Can this Room contains a character.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

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

Extensions

(BP.AdventureFramework.Extensions)

Parameters

+ BP.AdventureFramework.

Type

Interpretation

(BP.AdventureFramework.Interpretations)

(BP.AdventureFramework.Items.Character)

Name

character

Description

The character.

+ BP.AdventureFramework.

Logic

(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
Assets.Locations (BP.AdventureFramework.Assets.Locations) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item is in this room, else false.

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

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

ContainsCharacter(string, bool)

Get if this Room contains a character.

(BP.AdventureFramework.Assets.Locations.ContainsCharacter)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Locations.ContainsCharacter)

public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)

= (BP.AdventureFramework.Assets.Locations.ContainsCharacter)

Room

(BP.AdventureFramework.Assets.Locations.ContainsCharacter)

Parameters

RoomPosition

Type	Name	Description
string (BP.AdventureFramework.Assets.Locations.ViewPoint)	<i>characterName</i>	The character name to check for.

+ BP.AdventureFramework.

Commands

bool
(BP.AdventureFramework.Commands.ContainsCharacter)

System boolean)

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

+ BP.AdventureFramework.

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

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

ContainSExit(Direction, bool)

Extensions

Get if this Room contains an exit.

(BP.AdventureFramework.Extensions.ContainsExit)

Declaration

+ BP.AdventureFramework.

Interpretation

public bool ContainsExit(Direction direction, bool includeInvisibleExits = false)

(BP.AdventureFramework.Interpretation.ContainsExit)

+ BP.AdventureFramework.

Parameters

Logic

(BP.AdventureFramework.Logic.ContainsExit)

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

(BP.AdventureFramework.Assets.Locations)

Returns
Direction

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

Matrix

(BP.AdventureFramework.Assets.Locations)

ContainsExit(bool)

(BP.AdventureFramework.Assets.Locations)

Get if this Room contains an exit.

Region

(BP.AdventureFramework.Assets.Locations)

Room

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

(BP.AdventureFramework.Assets.Locations)

ParaviewPoint

Type	Name	Description
+ BP.AdventureFramework. Commands (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 (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Commands)	True if the exit exists, else false.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

ContainsInteractionTarget(string)

+ BP.AdventureFramework.

Extensions contains an interaction target.

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Parameters

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

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

(BP.AdventureFramework.Ass

Direction

ContainsItem(Item)

(BP.AdventureFramework.Assets.L

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.

Matrix

Matrix Declaration

ФДБК
(ВР.Ад)

Overworld
p(B active pool) \leq $\frac{1}{\text{contains item}} \cdot \frac{1}{\text{Item item}}$

Region

(PR Advantage Framework: Assets)

(BP_Adv) Parameters

Parameters Room

TypeB Adventure Framework Assets

Type(BP.Adv)

Type	Name	Description
BP.AdventureFramework.Assets.L RoomPosition Item (BP.AdventureFramework.Assets.Item.html) (BP.AdventureFramework.Assets.L)	<i>item</i>	The item to check for.

ViewPoint

View Unit Returns

Type	Description
+ BP.AdventureFramework.	
bool (System.Boolean) (Learn.microsoft.com/dotnet/api/system.boolean)	True if the item is in this room, else false.

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.
ContainsItem(string, bool)

(BP_AdventureFramework.Con
GetThisRoom contains an item:

• PR Adventures Frameworks

Declarative Data Framework

Conversations: Instructions

(BRAUENWIESENWERK)

+ BPAdventureFramework.

Parameters

Extensions

T/TP Adventure

Type	Name	Description
+ BPAdventureFramework.ExternalItemName (https://learn.microsoft.com/dotnet/api/system.string)	<i>itemName</i>	The item name to check for.
+ BPAdventureFramework.IncludeInvisibleItems (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>includeInvisibleItems</i>	Specify if invisible items should be included.

Returns

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

▼ Examine()

Assets.Locations

Handle examination this Room.

(BP.AdventureFramework.Assets.Locations)

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Matrix

Returns

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Description

Exit

(BP.AdventureFramework.Assets.Locations.ExaminationResult ([BP_AdventureFramework_Assets_ExaminationResult.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminationResult.html)))

The result of this examination.

Region

(BP.AdventureFramework.Assets.Locations)

Overrides

Room

ExaminableObject.Examine()

(BP.AdventureFramework.Assets.Locations)

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

Examine()

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

FindCharacter(string, out NonPlayableCharacter)

+ BP.AdventureFramework.

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

Commands

Declaration

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

```
public bool FindCharacter(string characterName, out NonPlayableCharacter character)
```

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Conversations.Instructions

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

Name

Description

characterName

The character.

(BP.AdventureFramework.Conversations)

NonPlayableCharacter

character

The character name.

(BP.AdventureFramework.Characters)

Extensions

(BP.AdventureFramework.Extensions)

Returns

+ BP.AdventureFramework.

Type

Interpretation

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

Description

True if the character was found.

+ BP.AdventureFramework.

Logic

FindCharacter(string, out NonPlayableCharacter, bool)

(BP.AdventureFramework.Logic)

Find a character.

Declaration

```
public bool FindCharacter(string characterName, out NonPlayableCharacter character,
    bool includeInvisibleCharacters)
```



Parameters

Assets.Locations

Type	Name	Description
string Direction (https://learn.microsoft.com/dotnet/api/system.string) Exit (BP.AdventureFramework.Assets.Locations.Direction.html)	characterName	The character name.
NonPlayableCharacter Matrix (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html) Overworld	character	The character.
bool Region (https://learn.microsoft.com/dotnet/api/system.boolean) Room (BP.AdventureFramework.Assets.Location.Room.html)	includeInvisibleCharacters	Specify if invisible characters should be included.

Returns
RoomPosition

Type	Description
ViewPoint bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.Location.ViewPoint.html)	True if the character was found.

+ BP.AdventureFramework.

Commands

FindExit(Direction, bool, out Exit)

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

Find an exit.

+ BP.AdventureFramework.

Declaration

Conversations

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

```
public bool FindExit(Direction direction, bool includeInvisibleExits, out Exit exit)
```

+ BP.AdventureFramework.

Conversations.Instructions

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

Type	Name	Description
Direction Extensions (BP.AdventureFramework.Assets.Locations.Direction.Extensions.html)	direction	The exits direction.
bool Interpretation (https://learn.microsoft.com/dotnet/api/system.boolean) a (BP.AdventureFramework.Interpretation.html)	includeInvisibleExits	Specify if invisible exists should be included.
Exit Logic (BP.AdventureFramework.Assets.Locations.Exit.Logic.html) m)	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)

Assets.Locations

Find an interaction target.

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

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

```
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)
```

(BP.AdventureFramework.Assets.Locations)

Matrix

Parameters

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Name

Description

String

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

targetName

The targets name.

Region

IInteractWithItem

([Room](#))

target

The target.

Return

(BP.AdventureFramework.Assets.Locations)

RoomPosition

Return (BP.AdventureFramework.Assets.Locations)

Type

(BP.AdventureFramework.Assets.Locations)

Description

Bool

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

True if the target was found.

Commands

+ **(BP.AdventureFramework.Commands)**

FindItem(string, out Item)

+ **BP.AdventureFramework.**

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false

Conversations

+ **(BP.AdventureFramework.Conversations)**

Declaration

+ **BP.AdventureFramework.**

```
public bool FindItem(string itemName, out Item item)
```

Conversations.Instructions

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

Declaration

Parameters

+ **BP.AdventureFramework.**

Type

Extensions

String

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

+ **BP.AdventureFramework.**

Item

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

Name

Description

itemName

The items name. This is case insensitive

item

The item

+ **(BP.AdventureFramework.Interpretation)**

Returns

+ **BP.AdventureFramework.**

Logic

+ **(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.

Assets.Locations

Declaration:

```
public bool FindItem(string itemName, out Item item, bool includeInvisibleItems)
(BP.AdventureFramework.Assets.L
```

Direction

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

Exit

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

Parameters

Matrix

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) Region	itemName	The items name.
Item (https://learn.microsoft.com/dotnet/api/system.item.html) Room	item	The item.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) ViewPoint	includeInvisibleItems	Specify is invisible items should be included.

Returns

+ BP.AdventureFramework.

Type

Commands

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

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

+ BP.AdventureFramework.

Conversations

HasLockedExitInDirection(Direction, bool)

(BP.AdventureFramework.Con

Get if this room has a visible locked exit in a specified direction.

+ BP.AdventureFramework.

Declaration:

Conversations.Instructions

(BP.AdventureFramework.Con

```
public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits
```

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Parameters

Type	Name	Description
Direction (https://learn.microsoft.com/dotnet/api/system.direction) Interpretation	direction	The direction to check.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

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
Assets.Locations (BP.AdventureFramework.Assets.Locations) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	If there is a locked exit in the specified direction.

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

HasUnlockedExitInDirection(Direction, bool)

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

Get if this room has a visible unlocked exit in a specified direction.

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Locations.OverWorld)

Region bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)

(BP.AdventureFramework.Assets.Locations.OverWorld)

Room

(BP.AdventureFramework.Assets.Locations.Room)

Parameters

RoomPosition

Type	Name	Description
ViewPoint Direction (BP.AdventureFramework.Assets.Locations.Direction)	<i>direction</i>	The direction to check.
Commands (BP.AdventureFramework.Commands) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type	Description
Conversations.Instructions (https://learn.microsoft.com/dotnet/api/system.boolean)	If there is a unlocked exit in the specified direction.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Interact with an item.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretations)

public InteractionResult Interpret(Item item)

+ BP.AdventureFramework.

Logic

Parameters

(BP.AdventureFramework.Logic)

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

Returns

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

Direction

Movedinto(Direction?)

Exit

Handle movement into this GameLocation.

Matrix

Declaration
(BP.AdventureFramework.Assets.Locations)

Overworld

parameters
(BP.AdventureFramework.Movement(Assertion? fromDirection))

Region

Parameters
(BP.AdventureFramework.Assets.LocationViewPoint)

Room

Type	Name	Description
BP.AdventureFramework.Assets.LocationViewPoint Direction (BP.AdventureFramework.Assets.LocationViewPoint) (BP.AdventureFramework.Assets.LocationViewPoint.s.Direction.html) ?	fromDirection	The direction movement into this Room is from. Use null if there is no direction.

+ BP.AdventureFramework.

Commands

RemoveCharacter(NonPlayableCharacter)

+ BP.AdventureFramework.

Remove a character from the room.

Conversations

Declaration
(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Remove a character (NonPlayableCharacter character)

Conversations.Instructions

Parameters
(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Extensions
(BP.AdventureFramework.Extensions)

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

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

+ BP.AdventureFramework.

Interpretation

RemoveExit(EXIT)

+ BP.AdventureFramework.

Remove a exit from the room.

Logic

Declaration
(BP.AdventureFramework.Logic)

```
public void RemoveExit(Exit exit)
```

Parameters

Type	Name	Description
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)	exit	The exit to remove.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

RemoveInteractionTarget(IInteractWithItem)

(BP.AdventureFramework.Assets.Locations)

Remove an interaction target from the room.

Exit

Declaration
Matrix

Overworld

(BP.AdventureFramework.Assets.Locations)

Parameters

Type	Name	Description
Room		
IInteractWithItem (BP.AdventureFramework.Assets.Locations)	target	The target to remove.

(BP.AdventureFramework.Assets.Locations)

Returns

Type	Description
+ BP.AdventureFramework.IInteractWithItem	The target removed from this room.

+ BP.AdventureFramework.

RemoveItem(Item)

(BP.AdventureFramework.Commands)

Remove an item from the room.

+ BP.AdventureFramework.

Declaration
Conversations.Instructions

(BP.AdventureFramework.Commands)

public void RemoveItem(Item item)

+ BP.AdventureFramework.

Extensions

Parameters

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

(BP.AdventureFramework.Interactions)

SpecifyConditionalDescription(ConditionalDescription)

Logic

Specify a conditional description of this room.

(BP.AdventureFramework.Logics)

Declaration

```
public void SpecifyConditionalDescription(ConditionalDescription description)
```

Parameters

Type	Name	Description
Assets Locations (BP.AdventureFramework.Assets.ConditionalDescription.html) TBP.AdventureFramework.Assets	<i>description</i>	The description of this room.

Direction
(BP.AdventureFramework.Assets.Location)
Implements

Exit
(BP.AdventureFramework.Assets.IExaminable)
Matrix
IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)
IInteractWithItem (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)
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

(BP.AdventureFramework.Logic)

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ Direction

↳ RoomPosition

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

Inherited Members

Exit

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

Matrix

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

System.Object

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

Object

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

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

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

RoomPosition

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

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

View Point

Assembly: BP.AdventureFramework.dll

(BP.html.AdventureFramework.Assets.Locations)

Syntax

+ **BP.AdventureFramework.**

Class RoomPosition

Class (**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Constructors

Conversations

Class (**BP.AdventureFramework.Con**

RoomPosition(Room, int, int)

Conversations Instructions

 Initializes a new instance of the RoomPosition class.

Class (**BP.AdventureFramework.Con**

 Declaration

+ **BP.AdventureFramework.**

Extensions RoomPosition(Room room, int x, int y, int z)

Class (**BP.AdventureFramework.Exte**

Parameters

BP.AdventureFramework.

Type

BP.AdventureFramework.Inte

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

Name

 room

 The room/

+ **BP.AdventureFramework.**

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

 x

 The x position of the room.

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

 y

 The y position of the room.

+ **BP.AdventureFramework**

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

Properties

(BP.AdventureFramework.Assets.Room)

Room

(BP.AdventureFramework.Assets.Location)

Get the room.

Exit

(BP.AdventureFramework.Assets.Location)

Declaration

Matrix

```
(BP.AdventureFramework.Assets.Location)
public Room Room { get; }
```

Overworld

(BP.AdventureFramework.Assets.Location)

Property Value

Type	Description
Room	

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

RoomPosition

(BP.AdventureFramework.Assets.Location)

ViewPoint

(BP.AdventureFramework.Assets.Location)

Get the Y position of the room.

BP.AdventureFramework.

Commands

Declaration

(BP.AdventureFramework.Commands.X)

```
public int X { get; }
```

+ BP.AdventureFramework.

Conversations

Property Value

(BP.AdventureFramework.Conversations.Y)

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

Type	Description
Instructions	

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

(BP.AdventureFramework.Conversations.Y)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.Y)

Get the Y position of the room.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Interpretation.Y)

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

+ BP.AdventureFramework.

Property Value

(BP.AdventureFramework.Logic.Y)

+ BP.AdventureFramework.

▼

(BP.AdventureFramework.Assets)

Direction
(BP.AdventureFramework.Assets.Location)
Exit
(BP.AdventureFramework.Assets.Location)
Matrix
(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

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

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

Inherited Members
([BP.AdventureFramework.Assets.Location](#))

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.Assets.Location](#))

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

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

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

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

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

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

ViewPoint
Assembly: BP.AdventureFramework.dll

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

Syntax

+ **BP.AdventureFramework.**

Commands
Public sealed class ViewPoint

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

+ **BP.AdventureFramework.**

Conversations

Properties

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

+ **BP.AdventureFramework.**

Any

Conversations.Instructions

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

Get if there is a view in any direction.

+ **BP.AdventureFramework.**

Declaration

Extensions

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

+ **BP.AdventureFramework.**

PropertyValue

Interpretation

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

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

Logic

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

AnyNotVisited

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

Read-only

Description

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

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

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

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

Overworld
Get if there is a view in any direction.
(BP.AdventureFramework.Assets.Location.Overworld.html)

Declaration

```
public bool AnyVisited { get; }
```

(BP.AdventureFramework.Assets.Location.Visited.html)

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

Property Value
(BP.AdventureFramework.Assets.Location.Visited.html)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands
this[Direction])

+ BP.AdventureFramework.

Get the room that lies in a specified direction.

Conversations

Declaration
(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

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

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions
Parameters)

+ BP.AdventureFramework.

Extensions

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

BP.AdventureFramework.

Property Value
Interpretation
Type
(BP.AdventureFramework.Interpretations)

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

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic
NoView)

+ BP.AdventureFramework.

Declaration

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

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

Exit
(BP.AdventureFramework.Assets.L

Matrix

(BP.AdventureFramework.Assets.L

Overworld

(BP.AdventureFramework.Assets.L

Region

(BP.AdventureFramework.Assets.L

Create & New ViewPoint.

(BP.AdventureFramework.Assets.L

Declaration

RoomPosition

(BP.AdventureFramework.Assets.L

```
public static ViewPoint Create(Region region)
```

(BP.AdventureFramework.Assets.L

Parameters

+ BP.AdventureFramework.

Commands

Type
(BP.AdventureFramework.Com

Region

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

Name

Description

region

The region to create the view point from.

Conversations

Type
(BP.AdventureFramework.Con

+ (BP.AdventureFramework.

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

Description

The view point.

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Random

Namespace BP.AdventureFramework.Commands

▼ Filter by title

Classes

+ [BP.AdventureFramework.](#)

 Assets.Interaction

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

+ [BP.AdventureFramework.](#)

 Assets.Locations

Interfaces ([BP.AdventureFramework.Associations.html](#))

- [BP.AdventureFramework.](#)

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

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

 CustomCommand

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

 CustomCommandCallback

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

+ [BP.AdventureFramework.](#)

 Rendering

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

+ [BP.AdventureFramework.](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

+ **BP.AdventureFramework.**

CustomCommand

Assets.Locations

Implements

(**BP.AdventureFramework.Ass**

ICommand (BP.AdventureFramework.Commands.ICommand.html)

+ **BP.AdventureFramework.**

Commands

Inherited Members

(**BP.AdventureFramework.Com**

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

(**BP.AdventureFramework.Comma**

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.Comma**

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

(**BP.AdventureFramework.Comma**

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

(**ICommand**

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

(**BP.AdventureFramework.Comma**

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

+ **BP.AdventureFramework.**

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

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

(**BP.AdventureFramework.Com**

Name: BP_AdventureFramework.Com (BP.AdventureFramework.html).Commands

(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework.**

Assembly: AdventureFramework.dll

Conversations.Instructions

Syntax

(**BP.AdventureFramework.Com**

```
public class CustomCommand : ICommand, IPlayerVisible
```

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

Constructors

+ **BP.AdventureFramework.**

Interpretation

CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)

+ **BP.AdventureFramework.**

Initiates a new instance of the CustomCommand class.

Logic

Declaration

(**BP.AdventureFramework.Logi**

```
public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)
```

Renders

(**BP.AdventureFramework.Ren**

Parameters

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.h tml)	help	The help for this command.
b7o (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Ass	isPlayerVisible	If this is visible to the player.
CustomCommandCallback + BPAdventureFramework. AssetsLocations (BP.AdventureFramework.Ass	callback	The callback to invoke when this command is invoked.

- BP.AdventureFramework.

Commands **(BP.AdventureFramework.Com**

CustomCommand

Arguments

BP.AdventureFramework.Command

CustomCommandCallback

Get or set the arguments

(BP.AdventureFramework.Comma

ICommand

Declaration

(BP.AdventureFramework.Comma

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

Property Value

+ **BP.AdventureFramework.**

Description

Conversations.Instructions

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

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Get the help for this command.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inter

public CommandHelp Help { get; }

+ BP.AdventureFramework.

Logic

Property Value

(BP.AdventureFramework.Logi

Type

Description

+ BP.AdventureFramework.

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

Rendering

(BP.AdventureFramework.Ren

IsPlayerVisible

Rendering.FrameBuilders

Get or set if this is visible to the player.

(BP.AdventureFramework.Ren

Declaration

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

Property Value

Type	Description
IDP_AdventureFramework.Ass bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Methods

- BP.AdventureFramework.

Commands

Invoke(Game) Framework.Com

CustomCommand

Invoke the command.
(BP.AdventureFramework.Commands.ICommand)

Declaration

CustomCommandCallback

(BP.AdventureFramework.Commands.ICommand)

CustomCommandReaction Invoke(Game game)

(BP.AdventureFramework.Commands.ICommand)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

Game (BP.AdventureFramework.Logic.Game.html)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Type

(BP.AdventureFramework.Conversations.Instructions.Type)

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Extensions)

Implements

(BP.AdventureFramework.

Interpretation

ICommand (BP.AdventureFramework.Commands.ICommand.html)

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

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(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)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Assets: Locations

Syntax: (BP.AdventureFramework.Ass

- **BP.AdventureFramework.**

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

Commands

(BP.AdventureFramework.Com

Parameters

Type	Name	Description
CustomCommand	game	The game to invoke the command on.
CustomCommandCallback	arguments	The arguments to invoke the command with.

+ **BP.AdventureFramework.**

Conversations

Returns

(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

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

Conversations.Instructions

Description

The reaction to the command.

(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.**

Namespace BP.AdventureFramework.Conversations

▼ Filter by title

Classes

+ BP.AdventureFramework.

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

Represents a conversation.

+ BP.AdventureFramework.

LogItem (BP.AdventureFramework.Conversations.LogItem.html)
(BP.AdventureFramework.LogItem)

Provides a container for log items.

- BP.AdventureFramework.

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)
(BP.AdventureFramework.Paragraph)

Represents a paragraph in a Conversation.

Conversation

(BP.AdventureFramework.Conversation)

Response (BP.AdventureFramework.Conversations.Response.html)

(BP.AdventureFramework.Response)

Provides a response to a conversation.

LogItem

(BP.AdventureFramework.Conversation)

Paragraph

(BP.AdventureFramework.Conversation)

Participant

(BP.AdventureFramework.Conversation)

Enumeration of participants in a conversation.

Response

(BP.AdventureFramework.Conversation)

Delegates

BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

ConversationActionCallback

(BP.AdventureFramework.Conversations.ConversationActionCallback.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

Class Conversation

Represents a conversation.

 Filter by title

Inheritance

  **BP.AdventureFramework.Ass**

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

↳ Conversation

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

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

- BP.AdventureFramework.

Conversations

(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>)

Conversations.OnAuthorCallback

NameSpace BP.AdventureFramework.Conversations

(BP.AdventureFramework.Conversations.html)

LogItem

Assembly BP.AdventureFramework.Convers

Syntax

(BP.AdventureFramework.Convers

Participant

public sealed class Conversation

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Constructors

+ BP.AdventureFramework.

Conversations.Instructions

C(**BP.Conversation**(**params** Paragraph[]))

+ BP.AdventureFramework.

Conversation

This class represents a conversation.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

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

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

Properties

(BP.AdventureFramework.Ren

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

ASSETS.LOCATIONS
Property Value
[\(BP.AdventureFramework.Ass](#)

Type	Description
+ BP.AdventureFramework.	

Commands [AdventureFramework.Conversations.Paragraph.html](#)

([BP.AdventureFramework.Com](#)

- [BP.AdventureFramework.](#)

Log
Conversations

([BP.AdventureFramework.Con](#)

Get the log.

Conversation
Declaration
([BP.AdventureFramework.Convers](#)

ConversationActionCallback
public LogItem[] Log { get; }
([BP.AdventureFramework.Convers](#)

LogItem

Property Value
Paragraph

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

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

Response

([BP.AdventureFramework.Convers](#)

Paragraphs

+ [BP.AdventureFramework.](#)

Get the current paragraph in the conversation.

Conversations.Instructions

([BP.AdventureFramework.Con](#)

Declaration

+ [BP.AdventureFramework.](#)

public Paragraph[] Paragraphs { get; }

Extensions

([BP.AdventureFramework.Exte](#)

Property Value

+ [BP.AdventureFramework.](#)

Type
Interpretation

([BP.AdventureFramework.Inter](#)

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

+ [BP.AdventureFramework.](#)

Logic

([BP.AdventureFramework.Logi](#)

Methods

+ [BP.AdventureFramework.](#)

Rendering

Next(Game)

([BP.AdventureFramework.Ren](#)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```



Parameters

Type	Name	Description
(BP.AdventureFramework.Assets.Location<Game>)(BP.AdventureFramework.Logic.Game.html)	game	The game.

Commands

Returns

(BP.AdventureFramework.Command<Reaction>)(BP.AdventureFramework.Commands.Reaction)

Type

- BP.AdventureFramework.

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

Conversations

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

Conversation

Respond(Response, Game)

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

ConversationActionCallback

Respond to the conversation.

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

Declaration

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

```
public Reaction Respond(Response response, Game game)
```

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

Participant

Parameters

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

Type

Response (BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

Response (BP.AdventureFramework.Conversations.Response.html)

+ BP.AdventureFramework.

Game (BP.AdventureFramework.Logic.Game.html)

Conversations.Instructions

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

Returns

+ BP.AdventureFramework.

Type

Extensions (BP.AdventureFramework.Extensions)

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

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

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)

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Com

```
public delegate void ConversationActionCallback(Game game)
```

- BP.AdventureFramework.

Commands

Conversations

Parameters

(BP.AdventureFramework.Con

Type		Name	Description
Conversation	(BP.AdventureFramework.Conversation.html)	game	The game to invoke the callback on.

ConversationActionCallback
(BP.AdventureFramework.Conversation.html)
LogItem
(BP.AdventureFramework.Conversation.html)
Paragraph
(BP.AdventureFramework.Conversation.html)
Participant
(BP.AdventureFramework.Conversation.html)
Response
(BP.AdventureFramework.Conversation.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.

Parsing

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Commands

↳ LogItem

(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)))

Conversations

(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)))

Conversation

(BP.AdventureFramework.Conver

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

Conversation

(BP.AdventureFramework.Conver

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

LogItem

(BP.AdventureFramework.Conver

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

Paragraph

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

Participant

(BP.AdventureFramework.Conver

Response

public sealed class LogItem
(BP.AdventureFramework.Conver

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

LogItem(Participant, String)

Extensions

Initializes a new instance of the LogItem class.

(BP.AdventureFramework.Exte

Declaration

+ **BP.AdventureFramework.**

Interpretation

public LogItem(Participant participant, string line)

(BP.AdventureFramework.Inte

+ **BP.AdventureFramework.**

Parameters

Logic

Type (**(BP.AdventureFramework.Logi**

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

participant

The participant.

+ **BP.AdventureFramework.**

Rendering

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

line

The line.

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Properties

Line

Get the line.



Declaration

+ BP.AdventureFramework.

```
    public string Line { get; }
```

Commands

(BP.AdventureFramework.Com

Property Value

- BP.AdventureFramework.

Type

Conversations

(BP.AdventureFramework.Con

```
string (BP.AdventureFramework.Conversation.html)
```

Description

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

Participant

(BP.AdventureFramework.Convers

Declaration

Paragraph

(BP.AdventureFramework.Convers

```
    public Participant Participant { get; }
```

(BP.AdventureFramework.Convers

Property Value

(BP.AdventureFramework.Convers

Type

+ BP.AdventureFramework.

Participant (BP.AdventureFramework.Conversations.Participant.html)

Conversations.Instructions

(BP.AdventureFramework.Con

Description

+ 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

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ **(BP.AdventureFramework.Com**
↳ Paragraph

+ 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)))
(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.Convers**

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

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

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

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

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

([BP.AdventureFramework.Convers](#)

Assembly BP.AdventureFramework.dll

Syntax [BP.AdventureFramework.Convers](#)

Response

([BP.AdventureFramework.Convers](#)

public sealed class Paragraph

+ BP.AdventureFramework.

Conversations.Instructions

CONSTRUCTORS

+ BP.AdventureFramework.

Paragraph(string, ConversationActionCallback, IEndOfParagraphInstruction, string)
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Initializes a new instance of the Paragraph class.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.line, ConversationActionCallback action, IEndOfParagraphInstr

uction instruction, string name = "")

Logic
(BP.AdventureFramework.Logi

Parameters

+ BP.AdventureFramework.

Rendering

(**(BP.AdventureFramework.Ren**

ding

m.string)
+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

ding

ing

Type	Name	Description
ConversationActionCallback (BP.AdventureFramework.Conversations.Co nversationActionCallback.html)	action	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.In structions.IEndOfParagraphInstruction.html)	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
String (BP.AdventureFramework.Com (https://learn.microsoft.com/dotnet/api/syste m.string)	name	Specify the name of the paragraph.

Commands

Conversations

(BP.AdventureFramework.Conversations)

Paragraph(string, ConversationActionCallback, string)

Type	Name	Description
ConversationActionCallback (BP.AdventureFramework.Conversations.Co nversationActionCallback.html)	line	Specify the line.
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.In structions.IEndOfParagraphInstruction.html)	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
String (BP.AdventureFramework.Com (https://learn.microsoft.com/dotnet/api/syste m.string)	action	Specify any action to be carried out with this line.
String (BP.AdventureFramework.Com (https://learn.microsoft.com/dotnet/api/syste m.string)	name	Specify the name of the paragraph.

Extensions

(BP.AdventureFramework.Extensions)

Paragraph(string, IEndOfParagraphInstruction, string)

Initializes a new instance of the Paragraph class.

(BP.AdventureFramework.Extensions)

Logic

```
public Paragraph(string line, IEndOfParagraphInstruction instruction, string name = "")
```

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(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.
Commands string (BP.AdventureFramework.Com (https://learn.microsoft.com/dotnet/api/system.string) Conversation	<i>name</i>	Specify the name of the paragraph.

ParseConversion(string string)

agrapni(string, string)

(BF.AdventureFramework.Convers)
Initializes a new instance of the Paragraph class

(BP_AdventureFramework.ConversationCallback) Declaration LogItem

```
(BP.AdventureFramework.Convers  
public Paragraph(string line, string name = "")
```

(BPAdventureFramework Conversations)

Participant Parameters

Type	(BP.AdventureFramework.ConverserResponse)	Name	Description
string	(https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>	Specify the line.
+ BP_AdventureFramework	String (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

Conversations.Instructions

(BP.AdventureFramework.Com)

BP.Adventure Properties Extensions

(BP_AdventureFramework_Ext)

Action.

• BI: Adventurer framework:

(BB Adventure Framework)

Declaration

+ BP.AdventureFramework.

Logic `public ConversationActionCallback Action { get; set; }`

(BP.AdventureFramework.Logi

Property Value

Rendering

Type	Description
(BPAdventureFramework.RenderConversationActionCallback)	ConversationActionCallback
(BPAdventureFramework.ConversationActionCallback)	(BPAdventureFramework.Conversations.ConversationActionCallback.html)

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

CanRespond

Get if a response is possible.

Declaration

```
public bool CanRespond { get; }
```

Properties

+ **Commands**
Type (BP.AdventureFramework.Commands)

Description

- **BP.AdventureFramework.Commands**
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Conversations

(BP.AdventureFramework.Conversations)

Instruction

(BP.AdventureFramework.Conversations)

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(BP.AdventureFramework.Conversations)

LogItem

Declaration

(BP.AdventureFramework.Conversations)

Paragraph

```
public IEndOfParagraphInstruction Instruction { get; }
```

(BP.AdventureFramework.Conversations)

Participant

(BP.AdventureFramework.Conversations)

Property Value

Response

Type

(BP.AdventureFramework.Conversations)

IEndOfParagraphInstruction

+ **BP.AdventureFramework.**

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

Get or set the line.

(BP.AdventureFramework.Extensions)

Declaration

+ **BP.AdventureFramework.**

Interpretation

```
public string Line { get; set; }
```

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Property Value

Logic

Type

(BP.AdventureFramework.Logic)

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

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

Name

+ **BP.AdventureFramework.**

Get the name.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

Description

Declaration

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

Property Value

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

(BP.AdventureFramework.Com

Responses

Conversations

Get or set the responses available to the last line.

(BP.AdventureFramework.Con

Conversation

```
(BP.AdventureFramework.Convers  
ConversationActionCallback  
public Response[] Responses { get; set; }  
(BP.AdventureFramework.Convers
```

LogItem

Property Value

(BP.AdventureFramework.Convers

Type	Description
Paragraph (BP.AdventureFramework.Convers Response (BP.AdventureFramework.Conversations.Response.html)[] 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

(BP.AdventureFramework.Rend

Enum Participant

Enumeration of participants in a conversation.

Filter by title

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

(BP.AdventureFramework.Com
Assembly: BP.AdventureFramework.dll

Syntax

Conversations

(BP.AdventureFramework.Con

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

Fields

LogItem

Name	Description
Paragraph	
Other	Other participant.
Participant	
Player	The player. (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.**

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>	The line to trigger this response.
BP.AdventureFramework.Conversations.IEndOfParagraphInstruction (https://learn.microsoft.com/dotnet/api/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.

Properties

Instruction

Response
Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.instructions.iendofparagraphinstruction.html>)

+ BP.AdventureFramework.

Conversations.Instructions

```
public IEndOfParagraphInstruction Instruction { get; }
```

+ BP.AdventureFramework.

Extensions

Type	Description
IEndOfParagraphInstruction (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.instructions.iendofparagraphinstruction.html)	

+ BP.AdventureFramework.

Line

Logic

Get the line.
(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.logics.line.html>)

+ BP.AdventureFramework.

Rendering

```
public string Line { get; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

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

+ BP.AdventureFramework.

▼

(BP.AdventureFramework.Conversations)

- **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

Conversation

(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.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)

+ **BP.AdventureFramework.**

Namespace BP.AdventureFramework.Conversations.Instructions

▼ Filter by title

Classes

(BP.AdventureFramework.Ass

Absolute (BP.AdventureFramework.Conversations.Instructions.Absolute.html)

Commands

An end of paragraph instruction that shifts paragraphs based on an absolute index.

(BP.AdventureFramework.Com

Delta (BP.AdventureFramework.Conversations.Instructions.Delta.html)

Conversations

An end of paragraph instruction that shifts paragraphs based on a delta.

(BP.AdventureFramework.Con

First (BP.AdventureFramework.Conversations.Instructions.First.html)

Conversations.Instructions

An end of paragraph instruction that shifts paragraphs to the start.

(BP.AdventureFramework.Con

Absolute

GoTo (BP.AdventureFramework.Conversations.Instructions.GoTo.html)

(BP.AdventureFramework.Convers

A Delta of paragraph instruction that shifts paragraphs based on an absolute index.

(BP.AdventureFramework.Convers

First

Jump (BP.AdventureFramework.Conversations.Instructions.Jump.html)

(BP.AdventureFramework.Convers

A GoTo of paragraph instruction that shifts paragraphs based on a delta.

(BP.AdventureFramework.Convers

IEndOfParagraphInstruction

Last (BP.AdventureFramework.Conversations.Instructions.Last.html)

(BP.AdventureFramework.Convers

An Jump of paragraph instruction that shifts paragraphs to the end.

(BP.AdventureFramework.Convers

Last

Next (BP.AdventureFramework.Conversations.Instructions.Next.html)

(BP.AdventureFramework.Convers

An Next of paragraph instruction that shifts paragraphs to the next paragraph.

(BP.AdventureFramework.Convers

Previous

Previous (BP.AdventureFramework.Conversations.Instructions.Previous.html)

(BP.AdventureFramework.Convers

An Previous of paragraph instruction that shifts paragraphs to the previous paragraph.

(BP.AdventureFramework.Convers

ToName

Repeat (BP.AdventureFramework.Conversations.Instructions.Repeat.html)

+ An end of paragraph instruction that repeats.

+ BP.AdventureFramework.

Extensions

ToName (BP.AdventureFramework.Extensions.Conversations.Instructions.ToName.html)

+ An end of paragraph instruction that shifts paragraphs based on a delta.

+ BP.AdventureFramework.

Interpretation

Interfaces

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

(BP.AdventureFramework.Ass

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

Absolute

(BP.AdventureFramework.Convers

Delta

(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

Properties

Index

Get the index.



Declaration

+ BP.AdventureFramework.

Commands

```
public int Index { get; }
```

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

Type

(BP.AdventureFramework.Con

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

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Com

Methods

GetIndexOfNext(Paragraph, Paragraph[])

(BP.AdventureFramework.Convers

Delta

GetIndexOfNext(Paragraph, Paragraph[])

First

Get the index of the next paragraph.

(BP.AdventureFramework.Convers

GetTo

(BP.AdventureFramework.Convers

IEndOfParagraphInstruction

```
public int GetIndexOfNext(Paragraph current, Paragraph[] collection)
```

(BP.AdventureFramework.Convers

Jump

Parameters

(BP.AdventureFramework.Convers

Type

Last

(BP.AdventureFramework.Convers

Next

(BP.AdventureFramework.Convers

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

Previous

(BP.AdventureFramework.Convers

Repeat

Returns

(BP.AdventureFramework.Convers

Type

Name

Name

Description

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

The index of the next paragraph.

+ BP.AdventureFramework.

Extensions

Implements

ISystemExtensions

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

▼

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

- **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

Absolute

(BP.AdventureFramework.Conver

Delta

(BP.AdventureFramework.Conver

First

(BP.AdventureFramework.Conver

GoTo

(BP.AdventureFramework.Conver

IEndOfParagraphInstruction

(BP.AdventureFramework.Conver

Jump

(BP.AdventureFramework.Conver

Last

(BP.AdventureFramework.Conver

Next

(BP.AdventureFramework.Conver

Previous

(BP.AdventureFramework.Conver

Repeat

(BP.AdventureFramework.Conver

ToName

(BP.AdventureFramework.Conver

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Class Delta

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

Commands

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

↳ Delta

+ BP.AdventureFramework.

Implements

Conversations

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

Inherited Members

- BP.AdventureFramework.

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

(BP.AdventureFramework.Conversations)

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

Absolute

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

Delta

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

(BP.AdventureFramework.Conversations)

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

First

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

(BP.AdventureFramework.Conversations)

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

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

(BP.AdventureFramework.Conversations)

Assembly: BP.AdventureFramework.dll

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations)

Jump

public sealed class Delta : IEndOfParagraphInstruction

Last

(BP.AdventureFramework.Conversations)

Next

(BP.AdventureFramework.Conversations)

Constructors

(BP.AdventureFramework.Conversations)

Previous

(BP.AdventureFramework.Conversations)

Repeat

Create a new instance of the Delta instruction class.

(BP.AdventureFramework.Conversations)

ToName

Declaration

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Parameters

Type	Name	Description
Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Interpretations)	index	The index to shift paragraphs by.

+ BP.AdventureFramework.

Logic

Properties

Index

Get the index.



Declaration

Commands

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

+ BP.AdventureFramework.

Properties

Conversations

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

Type

- [BP.AdventureFramework.](#)

Conversations.Instructions

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

Absolute

Methods

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

Delta

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

GetIndexOfNext(Paragraph, Paragraph[])

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

Get the index of the next paragraph.

GoTo

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

IEndOfParagraphInstruction

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

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

Jump

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

Parameters

Last

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

Next

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

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

Previous

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

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

Repeat

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

Returns

ToName

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

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

int ([BP.AdventureFramework.Convers](#))

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

Implementation

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

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

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

+ BP.AdventureFramework.

Logic

▼

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

Absolute

(BP.AdventureFramework.Convers)

Delta

(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.Com](#))

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

+ **BP.AdventureFramework.**

↳ First

Conversations

Implements

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

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

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.Com](#))

Absolute

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](#))

Detail

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

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

First

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

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

ToString()

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

GoTo

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

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

IEndOfParagraphInstruction

Assembly: BP.AdventureFramework.dll

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

Syntax

Jump

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

public sealed class First : IEndOfParagraphInstruction

Last

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

Next

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

Previous

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

Repeat

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

ToName

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

Get the index of the next empty Convers

BP.AdventureFramework.

Extensions

([BP.AdventureFramework.Exte](#)

+ **BP.AdventureFramework.**

Parameters

Interpretation

Type	Name	Description
(BP.AdventureFramework.Inter)	current	The current paragraph.

+ **BP.AdventureFramework.**

Logic

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

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	collection	The collection of paragraphs.

Returns

Type

(BP.AdventureFramework.Com

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

Description

The index of the next paragraph.

+ BP.AdventureFramework.

Conversations

implements Conversation

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

Absolute

(BP.AdventureFramework.Convers

Delta

(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.Logic

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

+ **BPAdventureFramework.**

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

(**BPAdventureFramework.Conversations**)
Implements

+ **BPAdventureFramework.IEndOfParagraphInstruction**

Conversations.Instructions

Inherited Members

(**BPAdventureFramework.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)))
Absolute

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

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

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

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

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

(**BPAdventureFramework.Conversations**)

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

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

(**BPAdventureFramework.Conversations**)

Assembly: BP.AdventureFramework.dll

Jump

Syntax
(**BPAdventureFramework.Conversations**)

Last

public sealed class GoTo : IEndOfParagraphInstruction

(**BPAdventureFramework.Conversations**)

Next

(**BPAdventureFramework.Conversations**)

Previous

(**BPAdventureFramework.Conversations**)

Repeat

(**BPAdventureFramework.Conversations**)

ToName

Create a new instance of the GoTo class.

(**BPAdventureFramework.Conversations**)

Description

(**BPAdventureFramework.**

Extensions

(**BPAdventureFramework.Exte**

+ **BPAdventureFramework.**

Parameters

Interpretation

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	index	The index of the next paragraph.

+ **BPAdventureFramework.**

Logic

(**BPAdventureFramework.Logi**

Properties

Index

Get the index.



Declaration

+ **BP.AdventureFramework.**
public int Index { get; }

Conversations

(**BP.AdventureFramework.Conversations**)

Property Value

- **BP.AdventureFramework.**

Type
Conversations.Instructions

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

Description

Absolute

(**BP.AdventureFramework.Conversations**)

Delta

(**BP.AdventureFramework.Conversations**)

First

(**BP.AdventureFramework.Conversations**)

GetIndexOfNext(Paragraph, Paragraph[])

(**BP.AdventureFramework.Conversations**)

Get the index of the next paragraph.

IEndOfParagraphInstruction

Declaration

Jump

(**BP.AdventureFramework.Conversations**)

Last

(**BP.AdventureFramework.Conversations**)

Parameters

Next

(**BP.AdventureFramework.Conversations**)

Previous

Paragraph (**BP.AdventureFramework.Conversations.Paragraph.html**)

(**BP.AdventureFramework.Conversations.Paragraph.html**)

Repeat

Paragraph (**BP.AdventureFramework.Conversations.Paragraph.html**)

(**BP.AdventureFramework.Conversations.Paragraph.html**)

ToName

(**BP.AdventureFramework.Conversations**)

Returns

+ **BP.AdventureFramework.**

Type

Extensions

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

(**BP.AdventureFramework.Extensions**)

Name

Description

The current paragraph.

collection

The collection of paragraphs.

+ **BP.AdventureFramework.**

Interpretations

(**BP.AdventureFramework.Interpretations**)

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

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logic**)

▼

+ **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Conversations**)

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

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

+ **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logic**)

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations (BP.AdventureFramework.Conversations.html).Instructions (BP.AdventureFramework.Conversations.Instructions.html)

Conversations

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Conversations)

Syntax

- **BP.AdventureFramework.**

ConversationsInstructions IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations)

Absolute

(BP.AdventureFramework.Conversations)

Delta

(BP.AdventureFramework.Conversations)

First

(BP.AdventureFramework.Conversations)

GoTo

Get the index of the next paragraph

(BP.AdventureFramework.Conversations)

IEndOfParagraphInstruction

Declaration

(BP.AdventureFramework.Conversations)

Jump

int GetIndexOfNext(Paragraph current, Paragraph[] collection)

(BP.AdventureFramework.Conversations)

Last

Paragraphs

Paraeters

Next

Type

(BP.AdventureFramework.Conversations)

Name

Description

Previous

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

current

The current paragraph.

Repeat

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

collection

The collection of paragraphs.

□

(BP.AdventureFramework.Conversations)

ToName

Return

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Description

Extensions

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

The index of the next paragraph.

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

Conversations

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

↳ [Jump](#)

- BP.AdventureFramework.

Implements

Conversations.Instructions

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

Inherited Members

Absolute

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

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

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

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

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

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

(BP.AdventureFramework.Convers

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

↳ [Jump](#) ([BP.AdventureFramework.Conversations.html](#)).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

Assembly: BP.AdventureFramework.dll

Last

Syntax

(BP.AdventureFramework.Convers

Next

public sealed class Jump : IEndOfParagraphInstruction

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

Root

Constructors

(BP.AdventureFramework.Convers

ToName

(BP.AdventureFramework.Convers

Jump(int)

+ BP.AdventureFramework.

Create a new instance of the Jump class.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

Parameters

+ BP.AdventureFramework.

Type

Name

Description

Logic

delta

The delta to shift paragraphs by.

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

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

▼

Conversations

(BP.AdventureFramework.Conversations)

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

Absolute

(BP.AdventureFramework.Conversations.Instructions.Absolute)

Delta

(BP.AdventureFramework.Conversations.Instructions.Delta)

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](#))

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

- **BPAdventureFramework.**

↳ Last

Conversations.Instructions

Implements

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

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

Absolute

Inherited Members

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

↳ Data

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](#))

↳ First

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.Conversations](#))

↳ GetHashCode

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

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

↳ GetType

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

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

↳ EndOfParagraphInstruction

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

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

↳ ToString

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

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

↳ Jump

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

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

↳ Last

Assembly: BP.AdventureFramework.dll

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

Syntax

Next

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

↳ Previous

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

Repeat

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

ToName

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

Methods

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

+ **BP.AdventureFramework.**

GetIndexOfNext(Paragraph, Paragraph[])

Extensions

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

Get the index of the next paragraph.

+ **BP.AdventureFramework.**

Declaration

Interpretation

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

Parameters current, Paragraph[] collection

+ **BP.AdventureFramework.**

Parameters

Logic

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

+ **BP.AdventureFramework.**

Parameters current, Paragraph.html

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

Rendering

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

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Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	collection	The collection of paragraphs.

Returns

Type

(BP.AdventureFramework.Conversations.Impl)

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

- **BP.AdventureFramework.**

Conversations.Instructions

Impl (BP.AdventureFramework.Conversations.Impl)

Absolute

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

(BP.AdventureFramework.Conversations.Impl)

Delta

(BP.AdventureFramework.Conversations.Impl)

First

(BP.AdventureFramework.Conversations.Impl)

GoTo

(BP.AdventureFramework.Conversations.Impl)

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Impl)

Jump

(BP.AdventureFramework.Conversations.Impl)

Last

(BP.AdventureFramework.Conversations.Impl)

Next

(BP.AdventureFramework.Conversations.Impl)

Previous

(BP.AdventureFramework.Conversations.Impl)

Repeat

(BP.AdventureFramework.Conversations.Impl)

ToName

(BP.AdventureFramework.Conversations.Impl)

+ **BP.AdventureFramework.**

Extensions

 (b) (BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

 (b) (BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

 (b) (BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

 (b) (BP.AdventureFramework.Rendering)

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

- **BP.AdventureFramework.**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Conversations.Instructions
↳ (BP.AdventureFramework.Conversations.Instructions)

Implements

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html](https://learn.microsoft.com/BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html))
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Inherited Members

Delta

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)))
First
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
GetHashCode () (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
GetType () (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
ToString () (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(BP.AdventureFramework.Conversations)

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

Assembly: BP.AdventureFramework.Conversations ([BP.AdventureFramework.Conversations.html](https://learn.microsoft.com/BP.AdventureFramework.Conversations.html)).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](https://learn.microsoft.com/BP.AdventureFramework.Conversations.Instructions.html))

(BP.AdventureFramework.Conversations)

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.**

Interpretation

(BP.AdventureFramework.Interpretation)

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

+ **BP.AdventureFramework.**

Logic

Parameters

(BP.AdventureFramework.Logic)

Type

+ **BP.AdventureFramework.**

Rendering (BP.html).AdventureFramework.Conversations.Paragraph.html)

(BP.AdventureFramework.Rendering)

(BP.AdventureFramework.Renderer)

Type	Name	Description
Paragraph (BP.html).AdventureFramework.Conversations.Paragraph.html)	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	collection	The collection of paragraphs.

Returns

Type	Description
- int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

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

Absolute

(BP.AdventureFramework.Conversations.Implements.IEndOfParagraphInstruction) (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
Delta
(BP.AdventureFramework.Conversations.Implements.IFirstInstruction) (BP.AdventureFramework.Conversations.Instructions.IFirstInstruction.html)
First
(BP.AdventureFramework.Conversations.Implements.IGoToInstruction) (BP.AdventureFramework.Conversations.Instructions.IGoToInstruction.html)
GoTo
(BP.AdventureFramework.Conversations.Implements.IEndOfParagraphInstruction) (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
Jump
(BP.AdventureFramework.Conversations.Implements.ILastInstruction) (BP.AdventureFramework.Conversations.Instructions.ILastInstruction.html)
Last
(BP.AdventureFramework.Conversations.Implements.INextInstruction) (BP.AdventureFramework.Conversations.Instructions.INextInstruction.html)
Next
(BP.AdventureFramework.Conversations.Implements.IPreviousInstruction) (BP.AdventureFramework.Conversations.Instructions.IPreviousInstruction.html)
Previous
(BP.AdventureFramework.Conversations.Implements.IRepeatInstruction) (BP.AdventureFramework.Conversations.Instructions.IRepeatInstruction.html)
Repeat
(BP.AdventureFramework.Conversations.Implements.IToNameInstruction) (BP.AdventureFramework.Conversations.Instructions.ToNameInstruction.html)
ToName
(BP.AdventureFramework.Conversations.Implements.IEndOfParagraphInstruction) (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ **BP.AdventureFramework.Extensions**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.Interpretation**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.Logic**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.Rendering**

Rendering

(BP.AdventureFramework.Rendering)

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

Conversations Instructions

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

(BP.AdventureFramework.Convers

Implements

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.instructions.iendofparagraphinstruction.html))

Delta

Inherited Members

(BP.AdventureFramework.Convers

First

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

(BP.AdventureFramework.Convers

Get

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

(BP.AdventureFramework.Convers

IEndOfParagraphInstruction

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

(BP.AdventureFramework.Convers

GetType

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

(BP.AdventureFramework.Convers

Last

Namespace: BP ([BP.html](https://learn.microsoft.com/dotnet/api/bp.html)).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.html)).Conversations

(BP.AdventureFramework.Convers

Instructions ([BP.AdventureFramework.Conversations.Instructions.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.instructions.html))

Next

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Convers

Syntax

Previous

(BP.AdventureFramework.Convers

public sealed class Previous : IEndOfParagraphInstruction

Repeat

(BP.AdventureFramework.Convers

ToName

(BP.AdventureFramework.Convers

Methods

BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

GetIndexOfNext(Paragraph, Paragraph[])

+ BP.AdventureFramework.

Get the index of the next paragraph.

Interpretation

Description

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

Logic

(BP.AdventureFramework.Logi

Parameters

+ BP.AdventureFramework.

Type

Rendering

Paragraph ([BP.AdventureFramework.Conversations.Paragraph.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.paragraph.html))

(BP.AdventureFramework.Ren

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)	current	The current paragraph.

+ BP.AdventureFramework.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	collection	The collection of paragraphs.

Returns

Type	Description
int (System.Int32) (System.net/api/system.int32)	The index of the next paragraph.

(BP.AdventureFramework.Conversations.ICollection<T>.Index)

Absolute
(BP.AdventureFramework.Conversations.ICollection<T>.Absolute)
Delta
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Conversations.ICollection<T>.Delta)
First
(BP.AdventureFramework.Conversations.ICollection<T>.First)
GoTo
(BP.AdventureFramework.Conversations.ICollection<T>.GoTo)
IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations.ICollection<T>.IEndOfParagraphInstruction)
Jump
(BP.AdventureFramework.Conversations.ICollection<T>.Jump)
Last
(BP.AdventureFramework.Conversations.ICollection<T>.Last)
Next
(BP.AdventureFramework.Conversations.ICollection<T>.Next)
Previous
(BP.AdventureFramework.Conversations.ICollection<T>.Previous)
Repeat
(BP.AdventureFramework.Conversations.ICollection<T>.Repeat)
ToName
(BP.AdventureFramework.Conversations.ICollection<T>.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.

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

[CONVERSATIONS.INSTRUCTIONS](#)

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

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

↳ [Repeat](#)

Absolute

Implementation

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

Delta

[IEndOfParagraphInstruction \(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

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

Inherited Members

First

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

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

[object\)\)](#)

To

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

[equals\(system object system object\)\)](#)

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

HashCode

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

GetType

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

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

ToString

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

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

Namespace

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

Next

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

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

Assembly

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

Previous

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

Repeat

[public sealed class Repeat : IEndOfParagraphInstruction](#)

ToName

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

+ BP.AdventureFramework.

Methods

Extensions

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

[GetIndexOfNext\(Paragraph, Paragraph\[\]\)](#)

[Interpretation](#)

Get the index of the next paragraph.

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

Declaration

+ BP.AdventureFramework.

Logic

[public int GetIndexOfNext\(Paragraph current, Paragraph\[\] collection\)](#)

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

Parameters

[BP.AdventureFramework.](#)

Rendering

[Type](#)

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

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

Name

Description

[current](#)

The current paragraph.

+ BP.AdventureFramework.

Renderina.FrameBuilders

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	collection	The collection of paragraphs.

Returns

Type	Description
Conversations.Instructions int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Conversations.Instructions)	The index of the next paragraph.

Absolute

(BP.AdventureFramework.Conversations.Delta)

Implements

- IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
 - First
 - (BP.AdventureFramework.Conversations.GoTo)
 - (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)
 - (BP.AdventureFramework.Conversations.Jump)
 - (BP.AdventureFramework.Conversations.Last)
 - (BP.AdventureFramework.Conversations.Next)
 - (BP.AdventureFramework.Conversations.Previous)
 - (BP.AdventureFramework.Conversations.Repeat)
 - (BP.AdventureFramework.Conversations.ToName)
 - (BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

RenderingFrameBuilders

Class ToName

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

CONVERSATIONS.INSTRUCTIONS

↳ **(BP.AdventureFramework.Convers**

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

↳ **ToName**

Implements

Delta

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

([BP.AdventureFramework.Convers](#)

Inherited Members

First

([BP.AdventureFramework.Convers](#)

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

object))

To

object.Equals (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)

GetType()

([BP.AdventureFramework.Convers](#)

Jump

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

ToString()

([BP.AdventureFramework.Convers](#)

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

Next: [AdventureFramework.Conversations.html](#).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

Assembly: BP.AdventureFramework.dll

Previous

([BP.AdventureFramework.Convers](#)

Repeat

public sealed class ToName : IEndOfParagraphInstruction

([BP.AdventureFramework.Convers](#)

ToName

([BP.AdventureFramework.Convers](#)

Constructors

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

ToName(string)

+ **BP.AdventureFramework.**

Create a new instance of the ToName class.

Interpretation

Declaration

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

public ToName (string name)

Logic

(**BP.AdventureFramework.Logi**

Parameters

+ **BP.AdventureFramework.**

Type

Rendering

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

(**BP.AdventureFramework.Render**

Parameters

+ **BP.AdventureFramework.**

Renderina.FrameBuilders

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

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Absolute

Property Value
Delta

Type **BP.AdventureFramework.Conversations.Instructions**

Description

First
string (<https://learn.microsoft.com/dotnet/api/system.string>)
(BP.AdventureFramework.Conversations.Instructions)

GoTo

(BP.AdventureFramework.Conversations.Instructions)

IEndOfParagraphInstruction

Jump

(BP.AdventureFramework.Conversations.Instructions)

GetIndexOfNext(Paragraph, Paragraph[])

Last
Get the index of the next paragraph.
Next

Declaration

BP.AdventureFramework.Conversations.Instructions

Previous

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

Repeat

(BP.AdventureFramework.Conversations.Instructions)

Parameters

ToString

Type **BP.AdventureFramework.Conversations.Instructions**

Name

Description

+ **BP.AdventureFramework.**

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

current

The current paragraph.

Extensions

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

collection

The collection of paragraphs.

+ **BP.AdventureFramework.**

Interpretation

Type **BP.AdventureFramework.Interpretation**

Description

+ **BP.AdventureFramework.**

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

The index of the next paragraph.

Logic

(BP.AdventureFramework.Logic)

Implements

+ **BP.AdventureFramework.**

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

(BP.AdventureFramework.Renderer)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

▼

Conversations.Instructions (BP.AdventureFramework.Conversations)

Absolute
(BP.AdventureFramework.Conversations)
Delta
(BP.AdventureFramework.Conversations)
First
(BP.AdventureFramework.Conversations)
GoTo
(BP.AdventureFramework.Conversations)
IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations)
Jump
(BP.AdventureFramework.Conversations)
Last
(BP.AdventureFramework.Conversations)
Next
(BP.AdventureFramework.Conversations)
Previous
(BP.AdventureFramework.Conversations)
Repeat
(BP.AdventureFramework.Conversations)
ToName
(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

RenderingFrameBuilders

Namespace BP.AdventureFramework.Extensions

▼ Filter by title

Classes

Commands

(BP.AdventureFramework.Com
DirectionExtensions

(BP.AdventureFramework.Extensions.DirectionExtensions.html)

Conversations

on versions for Directions.

(BP.AdventureFramework.Con

String Extensions (BP.AdventureFramework.Extensions.StringExtensions.html)

Conversations Instructions

Provides extension methods for strings.

(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

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

+ BP.AdventureFramework.

↳ **Commands** (<https://learn.microsoft.com/dotnet/api/system.object>)
(BP.AdventureFramework.Com

+ BP.AdventureFramework.

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)))
(BP.AdventureFramework.Com

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

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

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

object.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.Exte

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Extensions
([BP.AdventureFramework.Extensions.html](#))
DirectionExtensions

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

Syntax: StringExtensions

 (BP.AdventureFramework.Exten

 public static class DirectionExtensions

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Inverse(Direction)

+ BP.AdventureFramework.

Get the inverse direction.

(BP.AdventureFramework.Rend

Declaration

+ BP.AdventureFramework.

 public static Direction Inverse(this Direction value)

(BP.AdventureFramework.Rend

Parameters

+ BP.AdventureFramework.

Type: **Rendering.FrameBuilders.**

Color

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

(BP.AdventureFramework.Rend

Returns

+ BP.AdventureFramework.

Rendering.Frames

Type	Name	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	value	The direction.

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	The inverse direction.

▼

- + **BP.AdventureFramework.**
 - Commands**
(BP.AdventureFramework.Com)
- + **BP.AdventureFramework.**
 - Conversations**
(BP.AdventureFramework.Con)
- + **BP.AdventureFramework.**
 - Conversations.Instructions**
(BP.AdventureFramework.Con)
- **BP.AdventureFramework.**
 - Extensions**
(BP.AdventureFramework.Exte)
 - DirectionExtensions
(BP.AdventureFramework.Exten)
 - StringExtensions
(BP.AdventureFramework.Exten)
- + **BP.AdventureFramework.**
 - Interpretation**
(BP.AdventureFramework.Inter)
- + **BP.AdventureFramework.**
 - Logic**
(BP.AdventureFramework.Logi)
- + **BP.AdventureFramework.**
 - Rendering**
(BP.AdventureFramework.Rend)
- + **BP.AdventureFramework.**
 - Rendering.FrameBuilders**
(BP.AdventureFramework.Rend)
- + **BP.AdventureFramework.**
 - Rendering.FrameBuilders.**
Color
(BP.AdventureFramework.Rend)
- + **BP.AdventureFramework.**
 - Renderina.Frames**

Class StringExtensions

Provides extension methods for strings.

Filter by title

+ BP.AdventureFramework.

↳ **Commands** (<https://learn.microsoft.com/dotnet/api/system.object>)
(BP.AdventureFramework.Com

+ BP.AdventureFramework.

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)))
(BP.AdventureFramework.Com

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

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

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

object.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.Exte

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

DirectionExtensions

Assembly: BP.AdventureFramework.dll

Syntax

StringExtensions

(BP.AdventureFramework.Exten

public static class StringExtensions

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

BP.AdventureFramework.

Methods

Logic

(BP.AdventureFramework.Logi

CaseInsensitiveContains(string, string)

+ BP.AdventureFramework.

Rendering indicating whether a specified substring occurs within this string. This is not case sensitive.

(BP.AdventureFramework.Render

Declaration

+ BP.AdventureFramework.

public static bool CaseInsensitiveContains(this string value, string subString)

(BP.AdventureFramework.Render

Parameters

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders.

Color

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

(BP.AdventureFramework.Render

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

+ BP.AdventureFramework.

Rendering.Frames

Type	Name	Description
Color	value	The value.
string	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)

(BP.AdventureFramework.Com)

Ensure this string is a finished sentence, ending in either ?, ! or .

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Con)

public static string EnsureFinishedSentence(this string value)

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

(BP.AdventureFramework.Con)

Type

- BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Exte

Returns

Type	Name	Description
DirectionExtensions (BP.AdventureFramework.Extensions)		

+ BP.AdventureFramework.

EqualsExaminable(string, IExaminable)

(BP.AdventureFramework.Inte

Determine if this string equals an IExaminable.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logi

public static bool EqualsExaminable(this string value, IExaminable examinable)

+ BP.AdventureFramework.

Rendering

Parameters

(BP.AdventureFramework.Render

Type

+ BP.AdventureFramework.

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

Rendering.FrameBuilders

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

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Type

Color

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

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Renderina.Frames

EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

+ **BP.AdventureFramework.**

Parameters

Commands

Type	Name	Description
(BP.AdventureFramework.Commands.Identifier)	<i>value</i>	The value.
(BP.AdventureFramework.Commands.Identifier)	<i>identifier</i>	The identifier.

Returns

BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Commands.Identifier)	True if this string equals the identifier, else false.

- **BP.AdventureFramework.**

Extensions

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

DirectionExtensions

Get an objectifier for a word.
[\(BP.AdventureFramework.Extensions.DirectionExtensions\)](#)

StringExtensions

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

public static string GetObjectifier(this string word)

+ **BP.AdventureFramework.**

Interpretation

Parameters

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

Type	Name	Description
(BP.AdventureFramework.Interpretation.Identifier)	<i>word</i>	The word.

(BP.AdventureFramework.Logic)

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

>Returns

BP.AdventureFramework.

Rendering

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

[\(BP.AdventureFramework.Rendering.FrameBuilders\)](#)

IsPlural(string)

[\(BP.AdventureFramework.Rendering.FrameBuilders.IsPlural\)](#)

[\(BP.AdventureFramework.Rendering.FrameBuilders\)](#)

[\(BP.AdventureFramework.Rendering.FrameBuilders.Render\)](#)

Declaration

Color

[\(BP.AdventureFramework.Rendering.FrameBuilders.Render\)](#)

public static bool IsPlural(this string word)

+ **BP.AdventureFramework.**

Rendering.Frames

Parameters

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

Returns

Type	Description
+ BP.AdventureFramework. Commands	True if the word is plural.

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.
IsVowel(string)

Conversations

(BP.AdventureFramework.Con)

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

- BP.AdventureFramework.

Parameters

Extensions

Type	Name	Description
StringExtensions	value	The value to check.

StringExtensions

(BP.AdventureFramework.Extensions)

Returns

(BP.AdventureFramework.Extensions)

Type

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the character is a vowel.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

LineCount(string)

Logic

Determines the number of lines in this string.

(BP.AdventureFramework.Log)

Declaration

+ BP.AdventureFramework.

Rendering

public static int LineCount(this string value)

(BP.AdventureFramework.Render)

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

+ BP.AdventureFramework.

Rendering.FrameBuilders

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines in the string.

Type	Description
Color	The number of lines in the string.

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines in the string.

Rendering.Frames

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

+ BP.AdventureFramework.

Parameters

Commands

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string to ensure isn't finished finish.

Conversations

Returns

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Con

- BP.AdventureFramework.

ToDescription(string)

Extensions

(BP.AdventureFramework.Exte

Returns this string as a Description.

DirectionExtensions

Declaration

(BP.AdventureFramework.Exten

StringExtensions

```
public static Description ToDescription(this string value)
```

(BP.AdventureFramework.Exten

+ BP.AdventureFramework.

Parameters

Interpretation

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

Logic

Returns

(BP.AdventureFramework.Logi

Type

+ BP.AdventureFramework.

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

Description

This string as a description.

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

ToIdentifier(string)

Rendering.FrameBuilders

(BP.AdventureFramework.Render

DeBP.AdventureFramework.

Rendering.FrameBuilders.

```
public static Identifier ToIdentifier(this string value)
```

(BP.AdventureFramework.Render

Parameters

+ BP.AdventureFramework.

Renderina.Frames

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.

Commands

(BP.AdventureFramework.Commands)

ToSentenceCase(string)

+ BP.AdventureFramework.ConversationExtensions

Converses a string to sentence case.

(BP.AdventureFramework.ConversationExtensions)

Declaration

+ BP.AdventureFramework.

Conversations.Instructions.ToSentenceCase(this string value)

(BP.AdventureFramework.ConversationExtensions)

- BP.AdventureFramework.

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

DirectionExtensions

+ BP.AdventureFramework.Extensions

StringExtensions

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The word in sentence case.

Interpretation

(BP.AdventureFramework.Interpretation)

ToSpeech(string)

+ BP.AdventureFramework.

Converts a string to speech.

(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

public static string ToSpeech(this string value)

(BP.AdventureFramework.Rendering)

Parameters

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.

Returns [Rendering.FrameBuilders](#).

(BP.AdventureFramework.Rendering)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The value in sentence case.

+ BP.AdventureFramework.

Rendering.Frames

▼

- + **BP.AdventureFramework.**
 - Commands**
(BP.AdventureFramework.Com)
 - + **BP.AdventureFramework.**
 - Conversations**
(BP.AdventureFramework.Con)
 - + **BP.AdventureFramework.**
 - Conversations.Instructions**
(BP.AdventureFramework.Con)
 - **BP.AdventureFramework.**
 - Extensions**
(BP.AdventureFramework.Exte)
 - DirectionExtensions
(BP.AdventureFramework.Exten)
 - StringExtensions
(BP.AdventureFramework.Exten)
 - + **BP.AdventureFramework.**
 - Interpretation**
(BP.AdventureFramework.Inter)
 - + **BP.AdventureFramework.**
 - Logic**
(BP.AdventureFramework.Logi)
 - + **BP.AdventureFramework.**
 - Rendering**
(BP.AdventureFramework.Rend)
 - + **BP.AdventureFramework.**
 - Rendering.FrameBuilders**
(BP.AdventureFramework.Rend)
 - + **BP.AdventureFramework.**
 - Rendering.FrameBuilders.**
 - Color**
(BP.AdventureFramework.Rend)
 - + **BP.AdventureFramework.**
 - Renderina.Frames**

Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

Classes

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)
Conversations

Provides help for a command

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

CustomCommandInterpreter

Conversations.Instructions

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html)

(BP.AdventureFramework.Com

Provides an object that can be used for interpreting custom commands.

+ BP.AdventureFramework.

Extensions

InterpretationResult

(BP.AdventureFramework.Exte

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

- BP.AdventureFramework.

Represents the result of an interpretation.

Interpretation

(BP.AdventureFramework.Inter

Interfaces

CommandHelp

(BP.AdventureFramework.Interpret

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

(BP.AdventureFramework.Interpr

Represents any object that can act as an interpreter for input.

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ 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

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

(**BP.AdventureFramework.Com**)

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

+ **BP.AdventureFramework.**

↳ CommandHelp

↳ Conversations

Implements

(**BP.AdventureFramework.Con**)

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

(**BP.AdventureFramework.**)

Inherited Members

(**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.Exte**)

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

(**BP.AdventureFramework.**)

↳ Interpretation

(**BP.AdventureFramework.Inter**)

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

↳ CommandHelp

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation
(BP.AdventureFramework.Interpreter.BPM)

CustomCommandInterpreter

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Interpret

Syntax

Interpreter

(BP.AdventureFramework.Interpret

public class CommandHelp : IEquatable<CommandHelp>

(BP.AdventureFramework.Interpret

+ **BP.AdventureFramework.**

Constructors

Logic

(**BP.AdventureFramework.Logi**)

CommandHelp(string, string)

Rendering

Initializes a new instance of the CommandHelp class.

(**BP.AdventureFramework.Ren**)

Declaration

+ **BP.AdventureFramework.**

RenderingFrameBuilders

public static CommandHelp Create(string command, string description)

(**BP.AdventureFramework.Ren**)

Particulars

(**BP.AdventureFramework.**)

Rendering.FrameBuilders.

Type

Color

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.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The help.

Properties

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

Command

Conversations

Get the command.

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

Declaration

+ [BP.AdventureFramework.](#)

Conversations.Instructions

```
public string Command { get; }
```

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

BP.AdventureFramework.

Property Value

Extensions

Type

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

Description

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

- [BP.AdventureFramework.](#)

Interpretation

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

Description

CommandHelp

Get the description of the command.

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

Declaration

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

IInterpreter

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

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

Property Value

+ [BP.AdventureFramework.](#)

Description

Logic

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

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

BP.AdventureFramework.

Rendering

Methods

BP.AdventureFramework.Render

BP.AdventureFramework.

Equals(CommandHelpers)

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

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

BP.AdventureFramework.

Declaration

[Rendering.FrameBuilders.](#)

Color

```
public bool Equals(CommandHelpers other)
```

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

Parameters

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	other	An object to compare with this object.

>Returns

Type [BP.AdventureFramework.Com](#)

+ **BP.AdventureFramework.** learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool if the [current object](https://learn.microsoft.com/dotnet/api/system.bool) is equal to the other parameter; otherwise, [true](https://learn.microsoft.com/dotnet/api/system.bool) (<https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool>).
+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

Implements

+ **BP.AdventureFramework.**

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

(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

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

(**BP.AdventureFramework.Com**)

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

+ **BP.AdventureFramework**

↳ CustomCommandInterpreter

Conversations

Implements

(**BP.AdventureFramework.Con**)

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

+ **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\(system-object-system-object\)](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>)

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.Inter**)

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

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

(**BP.AdventureFramework.Interpret**)

Assembly: BP.AdventureFramework.dll

CustomCommandInterpreter

Syntax

([BP.AdventureFramework.Interpret](#)

 IInterpreter

 public class CustomCommandInterpreter : IInterpreter

 InterpretationResult

 ([BP.AdventureFramework.Interpret](#)

+ **BP.AdventureFramework.**

Properties

(**BP.AdventureFramework.Logi**)

SupportedCommands.

Rendering

Get an array of all supported commands.

(**BP.AdventureFramework.Render**)

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

 public CommandHelp[] SupportedCommands { get; }

(**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Type

Color

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

(**BP.AdventureFramework.Render**)

Description

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

(**BP.AdventureFramework.Com**

```
+ public CommandHelp[] GetContextualCommandHelp(Game game)
```

Conversations

Parameters
(**BP.AdventureFramework.Com**

Type
+ **BP.AdventureFramework.**

Game ([BP.AdventureFramework.Logic.Game.html](#))

Name

Description

game

The game.

(**BP.AdventureFramework.Com**

Returns

+ **BP.AdventureFramework.**

Type
Extensions

(**BP.AdventureFramework.Exte**

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

Description

The contextual help.

- **BP.AdventureFramework.**

Interpretation

Interpret(string, Game)

(**BP.AdventureFramework.Inter**

InterpretCommandHelp

(**BP.AdventureFramework.Interpret**

Declaration
CustomCommandInterpreter

(**BP.AdventureFramework.Interpret**

```
+ public InterpretationResult Interpret(string input, Game game)
```

(**BP.AdventureFramework.Interpret**

InterpretationResult

Parameters
(**BP.AdventureFramework.Interpret**

Type
+ **BP.AdventureFramework.**

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

Name

Description

input

The string to interpret.

Logic

(**BP.AdventureFramework.Logi**

Game ([BP.AdventureFramework.Logic.Game.html](#))

game

The game.

+ **BP.AdventureFramework.**

Returns

Rendering

(**BP.AdventureFramework.Render**

InterpretationResult

+ **BP.AdventureFramework.**

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

Description

The result of the interpretation.

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

Implementation

Rendering.FrameBuilders

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

Color

(**BP.AdventureFramework.Render**

▼

- (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.Rende
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rende
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rende

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.html)

Assembly: BPAdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Conversations

(BP.AdventureFramework.Con
public interface IInterpreter

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

Properties Framework.

Extensions

(BP.AdventureFramework.Exte
SupportedCommands

- **BP.AdventureFramework.**

Get an array of all supported commands.

Interpretation

Declaration

(BP.AdventureFramework.Inter

CommandHelp
CommandHelp[] SupportedCommands { get; }

(BP.AdventureFramework.Interpre

CustomCommandInterpreter

Property Value

IInterpreter

Type

(BP.AdventureFramework.Interpre

InterpretationResult

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

(BP.AdventureFramework.Inter

Table

Type	Description
(BP.AdventureFramework.Interpre	

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

Returns

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[] (BP.AdventureFramework.CommandHelp)	The contextual help.

+ BP.AdventureFramework.

Conversations
Interpret(String, Game)
(BP.AdventureFramework.Conversations)

Interpret a string.

+ BP.AdventureFramework.

Declaration
Conversations.Instructions

(BP.AdventureFramework.Conversations)

InterpretationResult Interpret(string input, Game game)

+ BP.AdventureFramework.

Extensions

Parameters
(BP.AdventureFramework.Extensions)

Type	Name	Description
- BP.AdventureFramework.		
string (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.

Interpretation

Game (BP.AdventureFramework.Logic.Game.html)

game

The game.

CommandHelp

Return
(BP.AdventureFramework.Interpretation)

Type	Description
CustomCommandInterpreter (BP.AdventureFramework.Interpretation)	

InterpretationResult

(BP.AdventureFramework.Interpretation)

The result of the

interpretation.

InterpretationResult

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering)

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

(**BP.AdventureFramework.Com**)

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

+ **BP.AdventureFramework.**

↳ InterpretationResult

Conversations

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, Instructions

(**BP.AdventureFramework.Com**)

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

+ **BP.AdventureFramework.**

↳ Extensions

(**BP.AdventureFramework.Exten**)

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

- **BP.AdventureFramework.**

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

(BP.AdventureFramework.Interpretation.html)

(**BP.AdventureFramework.Inter**)

Assembly: BP.AdventureFramework.dll

Syntax

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

public class InterpretationResult

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

Constructors

(**BP.AdventureFramework.Com**)

Logic

Initializes a new instance of the InterpretationResult class.

(**BP.AdventureFramework.Logi**)

Declaration

+ **BP.AdventureFramework.**

Rendering

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

(**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders

Type

(**BP.AdventureFramework.Render**)

bool

+ **BP.AdventureFramework.**

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

Rendering.FrameBuilders.

n)

Color

(**BP.AdventureFramework.Render**)

Type	Name	Description
bool	wasInterpretedSuccessfully	If interpretation was successful.

Type	Name	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	command	The command.

▼

(BP.AdventureFramework.Com Properties

+ BP.AdventureFramework.

Conversations

Command
(BP.AdventureFramework.Com

Conversations

Instructions
Declaration

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Extensions

Properties
(BP.AdventureFramework.Exte

- Type
BP.AdventureFramework.

Description

Interpretation

ICOMMAND (BP.AdventureFramework.Commands.ICommand.html)

(BP.AdventureFramework.Inter

CommandHelp

Fail
(BP.AdventureFramework.Interpret

CustomCommandInterpreter

Get a failure
(BP.AdventureFramework.Interpret

IInterpreter

Declaration
(BP.AdventureFramework.Interpret

InterpretationResult

public static InterpretationResult Fail { get; }

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Property Value

Logic

Type
(BP.AdventureFramework.Logi

Description

InterpretationResult (BP.AdventureFramework.Interpretation.InterpretationResult.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

WasInterpretedSuccessfully
+ BP.AdventureFramework.

RenderingFrameBuilders

(BP.AdventureFramework.Ren

Declaration

+ BP.AdventureFramework.

RenderingFrameBuilders

Color

Properties
(BP.AdventureFramework.Ren

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

▼

(BP.AdventureFramework.Com

- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con
- + BP.AdventureFramework.
Conversations.Instructions
(BP.AdventureFramework.Con
- + BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte
- BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter
 - CommandHelp
(BP.AdventureFramework.Interpret
 - CustomCommandInterpreter
(BP.AdventureFramework.Interpret
 - IInterpreter
(BP.AdventureFramework.Interpret
 - InterpretationResult
(BP.AdventureFramework.Interpret
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rend

Namespace BP.AdventureFramework.Logic

Classes

Filter by title ▾

(BP.AdventureFramework.Con
EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

+ **BP.AdventureFramework.** End check.

Conversations.Instructions

(BP.AdventureFramework.Con
Game (BP.AdventureFramework.Logic.Game.html)

+ **BP.AdventureFramework.** Represents a game.

Extensions

(BP.AdventureFramework.Exte
Enums

+ **BP.AdventureFramework.**

Interpretation

ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

(BP.AdventureFramework.Inter

Enumeration of exit modes.

- **BP.AdventureFramework.**

Logic

GameState (BP.AdventureFramework.Logic.GameState.html)

(BP.AdventureFramework.Logi

Enumeration of game states.

EndCheck

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

ExitMode

EndCheck (BP.AdventureFramework.Logic.EndCheck.html)

(BP.AdventureFramework.Logic.Ex

Represents the callback used for end checks.

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback.html)

(BP.AdventureFramework.Logic.Ga

Represents the callback used for Game creation.

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)

(BP.AdventureFramework.Logic.Pla

Represents a callback for Overworld creation.

+ **BP.AdventureFramework.**

Rendering

PlayerCreationCallback.Rendering (BP.AdventureFramework.Rendering.PlayerCreationCallback.html)

+ **BP.AdventureFramework.**

Represents a callback for Player creation.

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

▼

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instruc-

+ 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)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

public delegate EndCheckResult EndCheck(Game game)

(BP.AdventureFramework.Exte

Parameters

+ BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Interpretation	game	The game to check for end.

- BP.AdventureFramework.

Returns

Logic

Type	Description
EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult.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.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

Properties

Description

Get a description of the end.

Declaration

(**BP.AdventureFramework.Con**

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

+ **BP.AdventureFramework.**

Conversations.Instructions

Property Value

(**BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

Extensions

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

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

HasEnded

Interpretation

(**BP.AdventureFramework.Inter**

Get if the game has come to an end.

- **BP.AdventureFramework.**

Declaration

Logic

(**BP.AdventureFramework.Logic**

EndCheck

Property Value

EndCheckResult

Type

(**BP.AdventureFramework.Logic.En**

ExitMode

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

(**BP.AdventureFramework.Logic.Ex**

Game

(**BP.AdventureFramework.Logic.Ga**

NotEnded

CancelCreationCallback

(**BP.AdventureFramework.Logic.Ga**

Get a default result for not ended.

GameState

Declaration

OverworldCreationCallback

(**BP.AdventureFramework.Logic.Ov**

```
public static EndCheckResult NotEnded { get; }
```

PlayerCreationCallback

(**BP.AdventureFramework.Logic.Pla**

Property Value

+ **BP.AdventureFramework.**

Rendering

E

(**BP.AdventureFramework.Render**

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

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Title

(**BP.AdventureFramework.Ren**

Get a title to describe the end.

+ **BP.AdventureFramework.**

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
(BP.AdventureFramework.Conversations.Instructions) string (https://learn.microsoft.com/dotnet/api/system.string)	
+ 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)	
+ BP.AdventureFramework.	

Enum ExitMode

Enumeration of exit modes.

Filter by title

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

(BP.AdventureFramework.Con

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

public enum ExitMode

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

Fields

- BP.AdventureFramework.

Name	Description
Logic	Exit the application.
ReturnToTitleScreen	Return to the title screen.

EndCheckResult

(BP.AdventureFramework.Logic.

EndCheck

(BP.AdventureFramework.Logic.

ExitMode

(BP.AdventureFramework.Logic.

Game

(BP.AdventureFramework.Logic.

GameCreationCallback

(BP.AdventureFramework.Logic.

GameState

(BP.AdventureFramework.Logic.

OverworldCreationCallback

(BP.AdventureFramework.Logic.

PlayerCreationCallback

(BP.AdventureFramework.Logic.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Class Game

Represents the structure of the game

Filter by title

Inheritance

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

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

+ **BPAdventureFramework.**

↳ Game

Conversations.Instructions

Inherited Members

([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)))

+ **BPAdventureFramework.**

↳ Extensions

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

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

+ **BPAdventureFramework.**

↳ Interpretation

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

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.**

Assembly: BP.AdventureFramework.dll

Log

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

EndCheck

public sealed class Game

([BP.AdventureFramework.Logic.En](#))

EndCheckResult

([BP.AdventureFramework.Logic.En](#))

ExitMode

([BP.AdventureFramework.Logic.Ex](#))

Game

([BP.AdventureFramework.Logic.Ga](#))

GameCreationCallback

([BP.AdventureFramework.Logic.Ga](#))

GetGameState error prefix.

([BP.AdventureFramework.Logic.Ga](#))

Declaration

OverworldCreationCallback

([BP.AdventureFramework.Logic.Ov](#))

public const string DefaultErrorPrefix = "Oops"

PlayerCreationCallback

([BP.AdventureFramework.Logic.Pla](#))

Field Value

([BP.AdventureFramework.](#))

Rendering

Description

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

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

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

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

Properties

+ **BP.AdventureFramework.**

ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

(BP.AdventureFramework.Conversation)

Property Value

+ **BP.AdventureFramework.**

Type

Conversations.Instructions

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

(BP.AdventureFramework.Conversation)

+ **BP.AdventureFramework.**

Extensions

Author

(BP.AdventureFramework.Extensions)

Get or set the name of the author.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

```
public string Author { get; set; }
```

- **BP.AdventureFramework.**

Logic

Property Value

(BP.AdventureFramework.Logic)

Type

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

string (BP.AdventureFramework.Logic.EndCheck.html) (System.String)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

EndCheckResult

(BP.AdventureFramework.Logic.ExitMode)

ExitMode

DefaultInterpreter

(BP.AdventureFramework.Logic.DefaultInterpreter)

Game

Get the default interpreter.

(BP.AdventureFramework.Logic.Game)

Declaration

GameStateCreationCallback

(BP.AdventureFramework.Logic.GameStateCreationCallback)

GameState

```
public static IInterpreter DefaultInterpreter { get; }
```

(BP.AdventureFramework.Logic.GameStateCreationCallback)

OverworldCreationCallback

Property Value

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Type

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

DefaultSize

+ **BP.AdventureFramework.**

Get the default size.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.**

```
public static Size DefaultSize { get; }
```

Property Value

Type	Description
Size (BP.AdventureFramework.Assets.Size.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

Descriptions.Instructions

(BP.AdventureFramework.Con
Get the description.

+ BP.AdventureFramework.

Declaration
Extensions

(BP.AdventureFramework.Exte
public string Description { get; }

+ BP.AdventureFramework.

Interpretation

Property Value
(BP.AdventureFramework.Inter

Type	Description
- BP.AdventureFramework.	string (https://learn.microsoft.com/dotnet/api/system.string)

Logic

(BP.AdventureFramework.Logi

DisplayCommandListInSceneFrames

(BP.AdventureFramework.Logic.En
Get EndCheckResult

EndCheckResult - hand list is displayed in scene frames.

(BP.AdventureFramework.Logic.En
Declaration
ExitMode

(BP.AdventureFramework.Logic.Ex
Game
public bool DisplayCommandListInSceneFrames { get; set; }

(BP.AdventureFramework.Logic.Ga

GameCreationCallback
Property Value
(BP.AdventureFramework.Logic.Ga

Type GameState
(BP.AdventureFramework.Logic.Ga

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

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback
DisplaySize

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Declaration
Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.
DisplaySize { get; }

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

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

ErrorPrefix

Get or set the error prefix.

(BP.AdventureFramework.Con

Declaration:

Conversations.Instructions

```
public string ErrorPrefix { get; set; }
```

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Property Value

Extensions

Type (BP.AdventureFramework.Exte

Description

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

FrameBuilders

- BP.AdventureFramework.

Get or set the collection of frame builders used to render this game.

Logic

(BP.AdventureFramework.Logi

Declaration:

EndCheck

(BP.AdventureFramework.Logic.Fram FrameBuilders { get; set; }

EndCheckResult

(BP.AdventureFramework.Logic.En

Property Value

ExitMode

Type (BP.AdventureFramework.Logic.Ex

Description

Game

FrameBuilderCollection

(BP.AdventureFramework.Logic.Ga

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

Introduction

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

Declaration:

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

```
public Logic.FrameBuilders { get; }
```

Rendering

(BP.AdventureFramework.Render

Property Value

Type (BP.AdventureFramework.

Description

Rendering_FrameBuilders

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

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

(BP.AdventureFramework.Conversations.Instructions)

Property Value

+ BP.AdventureFramework.

Type

Conversations.Instructions

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

(BP.AdventureFramework.Conversations.Instructions)

Description

+ BP.AdventureFramework.

Extensions

Name

(BP.AdventureFramework.Extensions)

Get the name.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

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

- BP.AdventureFramework.

Logic

Property Value

(BP.AdventureFramework.Logic)

Type

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

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

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

Overworld

(BP.AdventureFramework.Logic.ExitMode)

Game

Get the overworld.

(BP.AdventureFramework.Logic.Game)

Declaration

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

```
public Overworld Overworld { get; }
```

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

Property Value

(BP.AdventureFramework.Logic.Overworld)

Type

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Player

+ BP.AdventureFramework.

Get the player.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

```
public PlayableCharacter Player { get; }
```

Property Value

Type	Description
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

SceneMapKeyTypeStructures

(BP.AdventureFramework.Con

Get or set the type of key to use on the scene map.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Exte

```
public KeyType SceneMapKeyType { get; set; }
```

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

Type

- BP.AdventureFramework.

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

Logic

(BP.AdventureFramework.Logi

EndCheck

Methods

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback,

EndCheck, EndCheck)

Game

Create a new callback for generating instances of a game.

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

```
public static GameCreationCallback Create(string name, string introduction, string d  
(BP.AdventureFramework.Logic.Ga  
escription, OverworldCreationCallback overworldGenerator, PlayerCreationCallback pla  
yerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)  
(BP.AdventureFramework.Logic.Ov
```

PlayerCreationCallback

Parameters

(BP.AdventureFramework.Logic.Pla

Type	Name	Description
+ BP.AdventureFramework.		
Rendering		
(https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	The name of the game.
+ BP.AdventureFramework.		
RenderingFrameBundles		
(https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
+ BP.AdventureFramework.		
Rendering		
(https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.
+ BP.AdventureFramework.		

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.
+ BPAdventureFramework. Conversations.Instructions (BPAdventureFramework.Conversations.Instructions.html)	<i>completionCondition</i>	The callback used to check game completion.
- BPAdventureFramework. EndCheck (BPAdventureFramework.Logic.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.

Extensions

Returns

(BP.AdventureFramework.Extensions.html)

Type	Description
+ BPAdventureFramework. GameCreationHelper (BPAdventureFramework.Logic.GameCreationHelper.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

- BPAdventureFramework.

Logic

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, EndCheck, Size, FrameBuilderCollection, ExitMode, string, IInterpreter)
(BPAdventureFramework.Logic.Create.html)

Create a new callback for generating instances of a game.
(BPAdventureFramework.Logic.Create.html)

Declaration

(BP.AdventureFramework.Logic.Ex)

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, FrameBuilderCollection frameBuilders, ExitMode exitMode, string errorPrefix, IGameState interpreter)
```

(BP.AdventureFramework.Logic.GameCreationCallback.html)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback.html)

Type	Name	Description
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>name</i>	The name of the game.
+ BPAdventureFramework. Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
+ BPAdventureFramework. Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.

+ BPAdventureFramework.

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
+ BP.AdventureFramework. Conversations.Instructions (BP.AdventureFramework.Logic.EndCheck.html)	<i>completionCondition</i>	The callback used to check game completion.
+ BP.AdventureFramework.Con EndCheck (BP.AdventureFramework.Logic.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.
Extensions (BP.AdventureFramework.Assets.Size.html)	<i>displaySize</i>	The display size.
+ BP.AdventureFramework. FrameBuilderCollection (BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
+ BP.AdventureFramework. Interpretation (BP.AdventureFramework.Logic.ExitMode.html)	<i>exitMode</i>	The exit mode.
- BP.AdventureFramework. Logic (https://learn.microsoft.com/dotnet/api/system.string)	<i>errorPrefix</i>	A prefix to use when displaying errors.
IIInterpreter (BP.AdventureFramework.Interpreter.IIInterpreter.html)	<i>interpreter</i>	The interpreter.
EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)		
ExitMode (BP.AdventureFramework.Logic.ExitMode.html)		
GameCreatorHelper (BP.AdventureFramework.Logic.GameCreatorHelper.html)		
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback.html)		A new GameCreationHelper that will create a GameCreator with the parameters specified.
GameState (BP.AdventureFramework.Logic.GameState.html)		
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)		
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)		
Declaration + BP.AdventureFramework.		

Type	Description
Game	
GameCreatorHelper (BP.AdventureFramework.Logic.GameCreatorHelper.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.
GameState (BP.AdventureFramework.Logic.GameState.html)	

DisplayAbout()
(BP.AdventureFramework.Logic.DisplayAbout.html)

Display the about frame.
(BP.AdventureFramework.Logic.DisplayAbout.html)

Declaration
+ BP.AdventureFramework.

Rendering
public void DisplayAbout()
(BP.AdventureFramework.Rendering.DisplayAbout.html)

+ BP.AdventureFramework.
Rendering.FrameBuilders
DisplayHelp()
(BP.AdventureFramework.Rendering.DisplayHelp.html)

Display the help frame.
+ BP.AdventureFramework.

Declaration

```
public void DisplayHelp()
```

DisplayMap()

(BP.AdventureFramework.Core) Display the map frame.

+ BP Adventure Framework.

Conversations.Instructions

(BPAdventureFramework.Com)

+ BP.AdventureFramework.

Extensions

DisplayTransition(string, string)

+ BPAdventureFramework

Display-a-transition-frame:
Interpretation

Interpre Declaration

(BP.AdventureFramework.Inter

- **AdventureFramework**.Position(string title, string message)

Logic

(BP.AdventureFramework.Log)

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

Executive Game Creation Dashboard

ExecuteGameCreation

Execute a gameFramework Logic Game

GameState

GameState Declaration (PBA) and Game State Logic

BPAdventureFramework.Logic.Game

```
    OverWorldCreationCallback  
public static void Execute(GameCreationCallback creator)  
(BP_AdventureFramework.Logic.Ov
```

PlayerCreationCallback

Para(B.P.A)AdventureFramework.Logic.Pl

+TPR AdventureFramework.		Name	Description
Rendering GameCreationCallback (BP_AdventureFramework.Re... (BP_AdventureFramework.Logic.GameCreationCallback.html)		creator	The creator to use to create the game.

+ BP.AdventureFramework.

Rendering.FrameBuilders

FindInteractionTarget(string)

± BP AdventureFramework

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```



Parameters

Type	Name	Description
+ BP.AdventureFramework.Conversations.Instructions string (https://learn.microsoft.com/dotnet/api/system.string)	name	The targets name.

Returns

Type	Description
+ BP.AdventureFramework.Extensions IInteractWithItem	The first IInteractWithItem object which has a name that matches the name parameter.
+ BP.AdventureFramework.	

Interpretation

(BP.AdventureFramework.Interpretations)
GetAllPlayerVisibleExaminables()

- [BP.AdventureFramework.](#)

Get all Examinables that are currently visible to the player.

Logic

(BP.AdventureFramework.Logic)

Declaration

```
EndCheck  
+ BP.AdventureFramework.Logic.GetAllPlayerVisibleExaminables()
```

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

Returns

ExitMode

Type	Description
Type	
IExaminable	An array of all examinables that are currently visible to the player.

(BP.AdventureFramework.Logic.GameCreationCallback)
[] (BP.AdventureFramework.Logic.GameState)
(BP.AdventureFramework.Logic.Game)
OverworldCreationCallback
(BP.AdventureFramework.Logic.OverworldCreationCallback)
PlayerCreationCallback
(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ [BP.AdventureFramework.](#)

Rendering

(BP.AdventureFramework.Rendering)

+ [BP.AdventureFramework.](#)

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ [BP.AdventureFramework.](#)

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

Syntax

Extensions

public delegate Game GameCreationCallback()

+ BP.AdventureFramework.

Returns

Interpretation

Type	Description
Game (BP.AdventureFramework.Logic.Game.html)	A game created by the callback.

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)

+ BP.AdventureFramework.

Enum GameState

Enumeration of game states.

Filter by title

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

(**BP.AdventureFramework**.Con

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Conversations.Instructions

(**BP.AdventureFramework**.Con

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework**.Exte

Fields

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework**.Inter

Active

Description

Active.

- **BP.AdventureFramework.**

Finished

Finished.

Logic

NotStarted

Not started.

(**BP.AdventureFramework**.Logi

EndCheck

(**BP.AdventureFramework**.Logic.Em

EndCheckResult

(**BP.AdventureFramework**.Logic.Em

ExitMode

(**BP.AdventureFramework**.Logic.Ex

Game

(**BP.AdventureFramework**.Logic.Ga

GameCreationCallback

(**BP.AdventureFramework**.Logic.Ga

GameState

(**BP.AdventureFramework**.Logic.Ga

OverworldCreationCallback

(**BP.AdventureFramework**.Logic.Ov

PlayerCreationCallback

(**BP.AdventureFramework**.Logic.Pla

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework**.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework**.Ren

+ **BP.AdventureFramework.**

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

public delegate Overworld OverworldCreationCallback(PlayableCharacter pC)

+ BP.AdventureFramework.

Parameters

Interpretation

Type	Name	Description
BP.AdventureFramework.Interpretation	pC	The playable character that will appear in the Overworld.

Returns

Type	Description
EndCheck (BP.AdventureFramework.Logic.EndCheck)	A generated Overworld.

EndCheck
(BP.AdventureFramework.Logic.EndCheck)
Type EndCheckResult

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

+ BP.AdventureFramework.

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

Syntax

Extensions

public delegate PlayableCharacter PlayerCreationCallback()

+ BP.AdventureFramework.

Returns

Interpretation

Type	Description
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)

+ BP.AdventureFramework.

Namespace BP.AdventureFramework. Rendering

▼ Filter by title

Enums

+ **BP.AdventureFramework.**

 Conversations

 KeyType (BP.AdventureFramework.Rendering.KeyType.html)

 Enumeration of key types.

+ **BP.AdventureFramework.**

 Conversations.Instructions

 RegionMapMode (BP.AdventureFramework.Rendering.RegionMapMode.html)

 Enumeration of region map modes.

+ **BP.AdventureFramework.**

 Extensions

 (BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

 Interpretation

 (BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

 Logic

 (BP.AdventureFramework.Logi

- **BP.AdventureFramework.**

 Rendering

 (BP.AdventureFramework.Render

 KeyType

 (BP.AdventureFramework.Renderin

 RegionMapMode

 (BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders

 (BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders.

 Color

 (BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

 Renderina.Frames

Enum KeyType

Enumeration of key types.

Filter by title

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

Commands

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Commands)

Syntax

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Fields

+ **BP.AdventureFramework.**

Extensions

 Dynamic Dynamic key, only show relevant key items.

(BP.AdventureFramework.Extensions)

 Full Full key.

+ **BP.AdventureFramework.**

None No key.

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.**

Rendering.Frames

Enum RegionMapMode

Enumeration of region map modes.

Filter by title

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

Commands

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Com

Syntax

+ **BP.AdventureFramework.**

Conversations
 RegionMapMode

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations.Instructions
 (BP.AdventureFramework.Com

Fields

+ **BP.AdventureFramework.**

Extensions

Detailed Shows rooms at a detailed level.

(BP.AdventureFramework.Exte

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

+ **BP.AdventureFramework.**

Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.
Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

- **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

 KeyType

 (BP.AdventureFramework.Renderin

 RegionMapMode

 (BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

 Color

 (BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Renderina.Frames

Namespace BP.AdventureFramework.Rendering.FrameBuilders

▼ Filter by title

Classes

+ [BP.AdventureFramework.](#)

 Extensions

[FrameBuilderCollection.Exte](#)

([BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html](#))
+ [BP.AdventureFramework.](#)

 Provides a collection of all of the frame builders required to run a game.
 [Interpretation](#)

 ([BP.AdventureFramework.Inter](#)

[FrameBuilderCollections](#)

+ [BP.AdventureFramework.](#)

([BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

) [Logic](#)

 ([BP.AdventureFramework.Logi](#)

 Provides a container from frame builder collections.

+ [BP.AdventureFramework.](#)

[Rendering](#)

[GridStringBuilder](#)

([BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html](#))

- [BP.AdventureFramework.](#) Provides a class for building strings as part of a grid.

[Rendering.FrameBuilders](#)

[Interfaces](#)

[BP.AdventureFramework.Render](#)

 FrameBuilderCollection

 ([BP.AdventureFramework.Renderir](#)

[IAboutFrameBuilder](#)

 ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

 ([BP.AdventureFramework.Renderir](#)

 Represents any object that can build about frames.

 ([BP.AdventureFramework.Renderir](#)

[ICompletionFrameBuilder](#)

 ([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

 ([BP.AdventureFramework.Renderir](#)

 Represents any object that can build completion frames.

 ([BP.AdventureFramework.Renderir](#)

[IConversationFrameBuilder](#)

 ([BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

 ([BP.AdventureFramework.Renderir](#)

 Represents any object that can build conversation frames.

 ([BP.AdventureFramework.Renderir](#)

[IRegionMapFrameBuilder](#)

[IGameOverFrameBuilder](#)

 ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

 ([BP.AdventureFramework.Renderir](#)

 Represents any object that can build game over frames.

 ([BP.AdventureFramework.Renderir](#)

IHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

Represents any object that can build help frames.

IRegionMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

+ [BP.AdventureFramework](#).

Extensions

[IRegionMapFrameBuilder](#)

([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

+ [BP.AdventureFramework](#).

I) Interpretation

Represents any object that can build region map frames.

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

+ [BP.AdventureFramework](#).

IRoomMapBuilder

Logic

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

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

Represents any object that can build room maps.

+ [BP.AdventureFramework](#).

Rendering

ISceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

- [BP.AdventureFramework](#).

Represents any object that can build scene frames.

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders](#))

ITitleFrameBuilder

FrameBuilderCollection

([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

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

Represents any object that can build title frames.

FrameBuilderCollections

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

GridStringBuilder

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

IAboutFrameBuilder

Represents any object that can build transition frames.

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

ICompletionFrameBuilder

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

IConversationFrameBuilder

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

IGameOverFrameBuilder

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

IHelpFrameBuilder

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

IRegionMapBuilder

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

IRRegionMapFrameBuilder

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

IRoomMapBuilder

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

ISceneFrameBuilder

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance structure framework

Extensions

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

(BP.AdventureFramework.Exte

Inheritance framework

Interpretation

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.Inter

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.

Logic

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

(BP.AdventureFramework.Logi

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

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

Rendering

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

(BP.AdventureFramework.Ren

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

Rendering.FrameBuilders

Syntax

(BP.AdventureFramework.Ren

```
FrameBuilderCollection  
public class FrameBuilderCollection  
(BP.AdventureFramework.Renderir
```

FrameBuilderCollections

(BP.AdventureFramework.Renderir

Constructors

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

**FrameBuilderCollection(TitleFrameBuilder, ISceneFrameBuilder,
IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,
IGameOverFrameBuilder, IAboutFrameBuilder, ITransitionFrameBuilder,
IConversationFrameBuilder)**

(BP.AdventureFramework.Renderir

Initializes a new instance of the FrameBuilderCollection class.

IGameOverFrameBuilder

Declaration

IHelpFrameBuilder

```
(BP.AdventureFramework.Renderir  
public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneBuild  
IRegionMapBuilder  
er, ISceneFrameBuilder, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuil  
(BP.AdventureFramework.Renderir  
r, ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu  
IRegionMapFrameBuilder  
il, IGameOverFrameBuilder, IAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBu  
(BP.AdventureFramework.Renderir, IConversationFrameBuilder conversationFrameBuilder)
```

IRoomMapBuilder

(BP.AdventureFramework.Renderir

Parameters

ISceneFrameBuilder

/BP.AdventureFramework.Renderir

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.
Extensions IRRegionMapFrameBuilder (BP.AdventureFramework.Extensions.RegionMapFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .IRRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ BP.AdventureFramework. Interpretation IHelpFrameBuilder (BP.AdventureFramework.Interpretation.HelpFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ BP.AdventureFramework. Logic ICompletionFrameBuilder (BP.AdventureFramework.Logic.CompletionFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ BP.AdventureFramework. Rendering IGameOverFrameBuilder (BP.AdventureFramework.Rendering.GameOverFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .IGameOverFrameBuilder.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
- BP.AdventureFramework. Rendering_FrameBuilders IAboutFrameBuilder (BP.AdventureFramework.Rendering_AboutFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilder.html)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
FrameBuilderCollection ITransitionFrameBuilder (BP.AdventureFramework.Rendering.TransitionFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .ITransitionFrameBuilder.html) (BP.AdventureFramework.Renderer)	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
IConversationFrameBuilder (BP.AdventureFramework.Rendering_ConversationFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .IConversationFrameBuilder.html) (BP.AdventureFramework.Renderer) ICompletionFrameBuilder (BP.AdventureFramework.Renderer) IGameOverFrameBuilder (BP.AdventureFramework.Renderer) IConversationFrameBuilder (BP.AdventureFramework.Renderer) IRoomMapBuilder (BP.AdventureFramework.Renderer)	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

Properties

AboutFrameBuilder

Get the [AboutFrameBuilder](#).
(BP.AdventureFramework.Renderer)
 Declaration
(BP.AdventureFramework.Renderer)
 IRegionMapBuilder
 IRRegionMapFrameBuilder
 public **IAboutFrameBuilder** AboutFrameBuilder { get; }
 IRoomMapBuilder
 (BP.AdventureFramework.Renderer)
 Property value
 ISceneFrameBuilder
/BP_AdventureFramework_Renderer

Type	Description
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

Get the builder to use for completion frames.

(BP.AdventureFramework.Extensions.ICompletionFrameBuilder CompletionFrameBuilder { get; })
Declaration

+ **BP.AdventureFramework.**

Interpretation CompletionFrameBuilder CompletionFrameBuilder { get; }

(BP.AdventureFramework.Interpretation.ICompletionFrameBuilder CompletionFrameBuilder { get; })

+ **BP.AdventureFramework.**

Type

(BP.AdventureFramework.Logic.ICompletionFrameBuilder CompletionFrameBuilder { get; })

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

Rendering

(BP.AdventureFramework.Rendering.ICompletionFrameBuilder CompletionFrameBuilder { get; })

ConversationFrameBuilder

- **BP.AdventureFramework.**

Get the builder to use for conversation frames.

(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })
Declaration

FrameBuilderCollection

(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })

FrameBuilderCollections

(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })

Property Value

ConversationBuilder

(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })

IAboutFrameBuilder

(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })

IConversationFrameBuilder

(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })

GameOverFrameBuilder

IGameOverFrameBuilder

Get the builder to use for game over frames.

(BP.AdventureFramework.Renderer.IGameOverFrameBuilder GameOverFrameBuilder { get; })
Declaration

(BP.AdventureFramework.Renderer.IGameOverFrameBuilder GameOverFrameBuilder { get; })

IRegionMapBuilder

(BP.AdventureFramework.Renderer.IGameOverFrameBuilder GameOverFrameBuilder { get; })

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer.IGameOverFrameBuilder GameOverFrameBuilder { get; })

Property Value

IRoomMapBuilder

(BP.AdventureFramework.Renderer.IGameOverFrameBuilder GameOverFrameBuilder { get; })

ISceneFrameBuilder

(BP.AdventureFramework.Renderer.IGameOverFrameBuilder GameOverFrameBuilder { get; })

Type	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	

HelpFrameBuilder

Extensions to use for help frames.

(BP.AdventureFramework.Extensions.HelpFrameBuilder)
Declaration

+ **BP.AdventureFramework.**

HelpFrameBuilder HelpFrameBuilder { get; }
(BP.AdventureFramework.Interpreter.HelpFrameBuilder)

Property Value

Type	Description
IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)	

+ **BP.AdventureFramework.**

Rendering

RegionMapFrameBuilder RegionMapFrameBuilder { get; }

Get the adventure's region map frames.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders.RegionMapFrameBuilder)

FrameBuilderCollection<RegionMapFrameBuilder> RegionMapFrameBuilder { get; }
(BP.AdventureFramework.Rendering.FrameBuilders.RegionMapFrameBuilder)

Property Value

(BP.AdventureFramework.Rendering.FrameBuilders.RegionMapFrameBuilder)

Type	Description
IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)	

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.CompletionFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ConversationFrameBuilder)

SceneFrameBuilder

Declaration

IHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.HelpFrameBuilder)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GameOverFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.RoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.SceneFrameBuilder)

IRoomMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.RoomMapFrameBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.SceneFrameBuilder)

/BP_AdventureFramework_Rendering

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	

TitleFrameBuilder

Extensions to use for title frames.
(BP.AdventureFramework.Exte
 Declaration
+ BP.AdventureFramework.

Interpretation `frameBuilder TitleFrameBuilder { get; }`
(BP.AdventureFramework.Inter

Property Value
+ BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Logi ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)	

+ BP.AdventureFramework.

Rendering
TransitionFrameBuilder.Ren

Get the adventure's transition frames.
Rendering.FrameBuild

Declaration
(BP.AdventureFramework.Ren

`public ITransitionFrameBuilder TransitionFrameBuilder { get; }`
(BP.AdventureFramework.Render

Property Value
(BP.AdventureFramework.Render

Type	Description
(BP.AdventureFramework.Render ITransitionFrameBuilder IAboutFrameBuilder (BP.AdventureFramework.Render	

ICompletionFrameBuilder
(BP.AdventureFramework.Render

IConversationFrameBuilder
(BP.AdventureFramework.Render

IGameOverFrameBuilder
(BP.AdventureFramework.Render

IHelpFrameBuilder
(BP.AdventureFramework.Render

IRegionMapBuilder
(BP.AdventureFramework.Render

IRegionMapViewBuilder
(BP.AdventureFramework.Render

IRoomMapBuilder
(BP.AdventureFramework.Render

ISceneFrameBuilder
(BP.AdventureFramework.Render

/BP_AdventureFramework_Render

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance structure framework

Extensions

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

(BP.AdventureFramework.Exte

Inheritance framework

Interpretation

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.Inter

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.

Logic

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

(BP.AdventureFramework.Logi

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

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

Rendering

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

(BP.AdventureFramework.Ren

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

Rendering.FrameBuilders

Syntax

(BP.AdventureFramework.Ren

```
FrameBuilderCollection  
public static class FrameBuilderCollections  
(BP.AdventureFramework.Renderin
```

FrameBuilderCollections

(BP.AdventureFramework.Renderin

GridStringBuilder

(BP.AdventureFramework.Renderin

Properties

IAboutFrameBuilder

(BP.AdventureFramework.Renderin

Default

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

Get the default frame builder collection.

(BP.AdventureFramework.Renderin

Declaration

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

```
public static FrameBuilderCollection Default { get; }  
IHelpFrameBuilder
```

(BP.AdventureFramework.Renderin

RegionMapBuilder

(BP.AdventureFramework.Renderin

Type IRegionFrameBuilder

Description

FrameBuilderCollection

(BP.AdventureFramework.Renderin

(BP.RoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

/BP_AdventureFramework_Bondorin

▼

- **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.FrameBuilders.FrameBuilderCollection)
 - FrameBuilderCollections
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)
 - GridStringBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)
 - IAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)
 - ICompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)
 - IConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)
 - IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)
 - IHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)
 - IRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)
 - IRegionMapViewBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapViewBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)
 - ISceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance structure framework

Extensions

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

Inheritance framework

Interpretation

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.Inter

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.**

Logic

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

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

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

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>)
(BP.AdventureFramework.Ren

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

Rendering.FrameBuilders

Syntax

(BP.AdventureFramework.Ren

FrameBuilderCollection
public class GridStringBuilder
(BP.AdventureFramework.Renderir

FrameBuilderCollections

(BP.AdventureFramework.Renderir

Constructors

Initialization

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

GridStringBuilder(char, char, char)

ICompletionFrameBuilder

Initializes a new instance of the GridStringBuilder class.
(BP.AdventureFramework.Renderir

IConversationFrameBuilder

(BP.AdventureFramework.Renderir

IGameOverFrameBuilder

public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharact
(BP.AdventureFramework.Renderir
er = '|', char horizontalDIViderCharacter = '-')
IHelpFrameBuilder

(BP.AdventureFramework.Renderir

Parameters

IRegionMapBuilder

(BP.AdventureFramework.Renderir
IRegionMapFrameBuilder

char (BP.AdventureFramework.Renderir
(<https://learn.microsoft.com/dotnet/api/system.char>)
m.ch (BP.AdventureFramework.Renderir

ISceneFrameBuilder

/BP_AdventureFramework_Builder

Type	Name	Description
char (BP.AdventureFramework.Renderir (https://learn.microsoft.com/dotnet/api/system.char) m.ch (BP.AdventureFramework.Renderir	leftBoundaryCharacter	The character to use for left boundaries.

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.Interfaces)

DisplaySize

Logic

Get the display size.

(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

Rendering

```
public Size DisplaySize { get; }
```

(BP.AdventureFramework.Rendering)

Properties

Rendering.FrameBuilders

Type

(BP.AdventureFramework.Rendering)

Size (<https://learn.microsoft.com/dotnet/api/system.size.html>)
FrameBuilderCollection

Description

HorizontalDividerCharacter

GridStringBuilder

Get or set the character used for horizontal dividers.
(<https://learn.microsoft.com/dotnet/api/system.char>)

Declaration

(BP.AdventureFramework.Renderer)

ICompletionFrameBuilder

```
public char HorizontalDividerCharacter { get; set; }
```

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

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

Description

LeftBoundaryCharacter

IRoomMapBuilder

(<https://learn.microsoft.com/dotnet/api/system.char>)
Get or set the character used for left boundary.

Declaration

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

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

Extensions

(BP.AdventureFramework.Exte

LineTerminator

+ BP.AdventureFramework.

Get the line terminator.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

```
public string LineTerminator { get; set; }
```

Logic

(BP.AdventureFramework.Logi

Property Value

+ BP.AdventureFramework.

Type

Rendering

Description

(BP.AdventureFramework.Render

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

- BP.AdventureFramework.

Rendering.FrameBuilders

RightBoundaryCharacter

(BP.AdventureFramework.Render

Get or set the character used for right boundary.

(BP.AdventureFramework.Renderir

Declaration

FrameBuilderCollections

(BP.AdventureFramework.Renderir

```
public string RightBoundaryCharacter { get; set; }
```

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

Property Value

(BP.AdventureFramework.Renderir

Type

CompletionFrameBuilder

Description

(BP.AdventureFramework.Renderir

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

IConversationFrameBuilder

(BP.AdventureFramework.Renderir

IGameOverFrameBuilder

(BP.AdventureFramework.Renderir

IHelpFrameBuilder

(BP.AdventureFramework.Renderir

IRegionMapBuilder

DrawBoundary(AnsiColor)

(BP.AdventureFramework.Renderir

IRRegionMapFrameBuilder

Draw the boundary.

(BP.AdventureFramework.Renderir

Declaration

IRegionMapBuilder

(BP.AdventureFramework.Renderir

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type	Name	Description
AnsiColor · BP.AdventureFramework · BP.AdventureFramework.Rendering · BP.AdventureFramework.Rendering.FrameBuilders · BP.AdventureFramework.Rendering.FrameBuilders.Color · BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm · BP.AdventureFramework.Extensions I) (BP.AdventureFramework.Extensions)	color	The color to draw the boundary.

+ BP.AdventureFramework.

DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int)

(BP.AdventureFramework.Inter

Draw a wrapped string.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logi

```
public void DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor
```

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

Parameters

Type	Name	Description
- BP.AdventureFramework.		
Rendering FrameBuilders		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
(BP.AdventureFramework.Render		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
AnsColor GridStringBuilder (BP.AdventureFramework.Rendering	color	The color to draw the text.
FrameBuilders.Color.AnsiColor.htm I) (BP.AdventureFramework.Render IAboutFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end x position.
ICompletionFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end y position.

IConversationFrameBuilder

(BP.AdventureFramework.Render

DrawHorizontalDivider.

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

```
public void DrawHorizontalDivider(int y, AnsColor color)
```

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

ParallelRegionsMapBuilder

(BP.AdventureFramework.Render

ISceneFrameBuilder

/BP.AdventureFramework.Render

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l) ▼	color	The color to draw the boundary.

- BP.AdventureFramework

Extensions

DrawUnderline(int, int, int, AnsiColor)

Draws an underline.

BP.AdventureFramework.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Parameters

(BP.AdventureFramework.Logi

Type	Name	Description
+ BP.AdventureFramework.		
Rendering	x	The position of the underline, in x.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Render	y	The position of the underline, in y.
- BP.AdventureFramework.	length	The length of the underline.
Rendering.FrameBuilders	color	The color of the underline.
int (https://learn.microsoft.com/dotnet/api/system.int32) AnsiColor (BP.AdventureFramework.Renderir (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm ml) FrameBuilderCollection (BP.AdventureFramework.Renderir GridStringBuilder (BP.AdventureFramework.Renderir		

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

Draws a wrapped string.

ICompletionFrameBuilder

Declaration

IConversationFrameBuilder

Declaration

IGameOverFrameBuilder

```
public void DrawWrapped(string value, int startX, int startY, int maxWidth, AnsiColo
r color, out int endX, out int endY)
(BP.AdventureFramework.Renderir
```

IHelpFrameBuilder

Parameters

(BP.AdventureFramework.Renderir

Type	Name	Description
IRegionMapBuilder (BP.AdventureFramework.Renderir		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32) IRoomMapBuilder	startX	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.

ISceneFrameBuilder

/BP.AdventureFramework.Renderir

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxWidth</i>	The max width of the string.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>color</i>	The color to draw the text.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>endX</i>	The end x position.
int (BP AdventureFramework Extensions)	<i>endY</i>	The end y position.

+ BP.AdventureFramework.

Interpretation

FlushAdventureFramework.Interface

#BPAdventureFramework

Logic

Log Declaration **(BP.AdventureFramework.Log)**

+ **B!Adventure Framework**.

Rendering

(BP.AdventureFramework.Render)

GetCellCenter(int, int)

Rendering.FrameBuilders

Get a color for a cell.

(BP.AdventureFramework.Render)

Declaration FrameBuilderCollection

```
(BP.AdventureFramework.Renderer  
public AnsiColor GetCellColor(int x, int y)  
FrameBuilderCollections
```

(BP.AdventureFramework.Renderir

GridStringBuilder Parameters

Parameters (BPAdventureFramework.Renderer)

Type	Name	Description
AboutFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the cell.
ICompletionFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the cell.

IConversationFrameBuilder

Retu(BP.AdventureFramework.Renderir

Type	<code>IGameOverFrameBuilder</code> (<code>BP_AdventureFramework.Renderer</code>)	Description
<code>AnsiColor</code>	<code>HelpF(BP_AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)</code>	The cell color.

(BP.AdventureFramework.Renderir

IRegionMapBuilder

GetCharacter(int, int)

IRegionMapFrameBuilder

Get a character from the buffer.

IRoomMapBuilder Declaration ventureFramework.Renderir

ISceneFrameBuilder

(See [IResourceNameBuilder](#))

```
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.

(BP.AdventureFramework.Extensions)

Returns

+ BP.AdventureFramework.

Type	Description
Interpretation (BP.AdventureFramework.Interpreter)	The character.

+ BP.AdventureFramework.

Logic

GetNumberOfLines(string, int, int)

Gets the number of lines the string will take up.

Rendering

Declaration

(BP.AdventureFramework.Renderer)

```
- public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

Rendering.FrameBuilders

Parameters

(BP.AdventureFramework.Renderer)

Type	Name	Description
FrameBuilderCollection		
(BP.AdventureFramework.Renderer)		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
FrameBuilderCollections		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start x position.
GridStringBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
(BP.AdventureFramework.Renderer)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
(BP.AdventureFramework.Renderer)		

ICompletionFrameBuilder

Returns

(BP.AdventureFramework.Renderer)

Type	Description
ConversationFrameBuilder	
(BP.AdventureFramework.Renderer)	
int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines the string will take up.
IGameOverFrameBuilder	

(BP.AdventureFramework.Renderer)

IRegionMapBuilder

Resizing this builder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

```
public void Resize(Size displaySize)
```

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	displaySize	The new size.

SetCell(int, int, char, AnsiColor)

Set a cell.

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

Declaration

+ **BP.AdventureFramework.**

Interpretation SetCell(int x, int y, char character, AnsiColor color)

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

Parameters

+ **BP.AdventureFramework.**

Type

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

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

Name

Description

x

The x position of the cell.

+ **BP.AdventureFramework.**

Type

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

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

y

The y position of the cell.

- **BP.AdventureFramework.**

Type

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

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

Name

character

Description

The character.

Type

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

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

Name

color

Description

The color of the character.

FrameBuilderCollection

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

FrameBuilderCollections

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

GridStringBuilder

([BP.AdventureFramework.Renderings](#))

IAboutFrameBuilder

([BP.AdventureFramework.Renderings](#))

ICompletionFrameBuilder

([BP.AdventureFramework.Renderings](#))

IConversationFrameBuilder

([BP.AdventureFramework.Renderings](#))

IGameOverFrameBuilder

([BP.AdventureFramework.Renderings](#))

IHelpFrameBuilder

([BP.AdventureFramework.Renderings](#))

IRegionMapBuilder

([BP.AdventureFramework.Renderings](#))

IRegionMapFrameBuilder

([BP.AdventureFramework.Renderings](#))

IRoomMapBuilder

([BP.AdventureFramework.Renderings](#))

ISceneFrameBuilder

([BP.AdventureFramework.Renderings](#))

/BP.AdventureFramework.Renderings

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface IAboutFrameBuilder
(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic Methods
(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(string, Game, int, int)

(BP.AdventureFramework.Render
Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Rep

IFrameBuilder(string title, Game game, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

Type	Name	Description
BP.AdventureFramework.Renderer		
GridStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer	title	The title.
Game (https://learn.microsoft.com/dotnet/api/BP_AdventureFramework.Logic.Game.html) (BP.AdventureFramework.Renderer	game	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32) [CompletionFrameBuilder	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) IConversationFrameBuilder	height	The height of the frame.

Returns

IGameOverFrameBuilder

Type	Description
IHelpFrameBuilder IFrame (https://learn.microsoft.com/dotnet/api/BP_AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Renderer	

IRegionMapBuilder

(BP.AdventureFramework.Renderer

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer

IRoomMapBuilder

(BP.AdventureFramework.Renderer

ISceneFrameBuilder

(BP.AdventureFramework.Renderer

/BP_AdventureFramework_Renderer

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)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface ICompletionFrameBuilder

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

Methods

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(string, string, int, int)

(BP.AdventureFramework.Render
Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

IFrameBuilder(string message, string reason, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

Type	Name	Description
BP.AdventureFramework.Renderer	message	The message to display to the user.
GridStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer)	reason	The reason the game ended.
StringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) (ICompletionFrameBuilder)	height	The height of the frame.

Returns

IGameOverFrameBuilder

Type	Description
BP.AdventureFramework.Renderer	IHelpFrameBuilder IFrame (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer)

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

/BP_AdventureFramework_Renderer

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)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface IConversationFrameBuilder

(BP.AdventureFramework.Interpr

+ **BP.AdventureFramework.**

Logic

Methods

+ **BP.AdventureFramework.**

Build(string, IConverser, CommandHelp[], int, int)

(BP.AdventureFramework.Renderin

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

IframeBuilder(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(BP.AdventureFramework.Renderin

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderin

Type

String

String

IAboutFrameBuilder

(https://learn.microsoft.com/dotnet/api/system.string)

(BP.AdventureFramework.Renderin

Name

title

converser

contextualCommands

width

height

Description

The title to display to the user.

The converser.

The contextual commands to display.

The width of the frame.

The height of the frame.

Returns

IRegionMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

/BP.AdventureFramework.Renderin

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
 - IRegionMapViewBuilder
(BP.AdventureFramework.Renderin
 - IRoomMapBuilder
(BP.AdventureFramework.Renderin
 - ISceneFrameBuilder
(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)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface IGameOverFrameBuilder

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

Methods

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(string, string, int, int)

(BP.AdventureFramework.Render

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

IFrameBuilder(string message, string reason, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

Type	BP.AdventureFramework.Renderin	Name	Description
GridStringBuilder	string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderin	message	The message to display to the user.
StringFrameBuilder	string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderin	reason	The reason the game ended.
CompletionFrameBuilder	int (https://learn.microsoft.com/dotnet/api/system.int32) (CompletionFrameBuilder	width	The width of the frame.
ConversationFrameBuilder	int (https://learn.microsoft.com/dotnet/api/system.int32) (ConversationFrameBuilder	height	The height of the frame.

Returns IGameOverFrameBuilder

Type	BP.AdventureFramework.Renderin	Description
IHelpFrameBuilder	IFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Renderin	

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

/BP.AdventureFramework.Renderin

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)

Adventure Land **Extensions**

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exte

Syntax

+ BP.AdventureFramework.

Interpretation interface IHelpFrameBuilder

(BP.AdventureFramework.Intel)

+ BP.AdventureFramework.

Logic

Logic Methods

MicroservicesArchitectureFramework.Log

+ BP.AdventureFramework.

Brid(string, string, CommandHelp[], int, int)

(BP.AdventureFramework.Render) Build a frame.

→ BP_Adv

- BPAdventureFramework.

Rendering FrameBuilders

```
(B) AdventureFramework.RenderFrame Build(String title, String description, CommandHelp[] commandHelp, int width, int height, IFrameHeaderCollection headerCollection)
```

Parameters	Type	Name	Description
(BP.AdventureFramework.RenderirFrameBuilderCollections)	gridStringBuilder		
string (https://learn.microsoft.com/dotnet/api/system.string)		<i>title</i>	The title.
IAboutFrameBuilder			
string (https://learn.microsoft.com/dotnet/api/system.string)		<i>description</i>	The description.
ICompletionFrameBuilder			
CommandHelp		<i>commandHelp</i>	The command help.
(BP.AdventureFramework.Renderir(BP.AdventureFramework.Interpretation.CommandHelp.html))			
IConversationFrameBuilder			
□ (BP.AdventureFramework.Renderir)			
int (https://learn.microsoft.com/dotnet/api/system.int32)		<i>width</i>	The width of the frame.
(BP.AdventureFramework.Renderir)			
IHelpFrameBuilder			
int (https://learn.microsoft.com/dotnet/api/system.int32)		<i>height</i>	The height of the frame.
(BP.AdventureFramework.Renderir)			
IRegionMapBuilder			

Type	(BP.AdventureFramework.Renderir IRoomMapBuilder IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Render ISceneFrameBuilder	Description
------	--	-------------

▼

- **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.FrameBuilders.FrameBuilderCollection)
 - FrameBuilderCollections
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)
 - GridStringBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)
 - IAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)
 - ICompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)
 - IConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)
 - IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)
 - IHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)
 - IRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)
 - IRegionMapViewBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapViewBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)
 - ISceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

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)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretationface IRegionMapBuilder
(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic
Methods
(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

(BP.AdventureFramework.Render
Build a map of a region.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int
yFrameBuilderCollection) maxHeight)

(BP.AdventureFramework.Render

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Render

Type GridStringBuilder

Name

Description

(BP.AdventureFramework.Render
GridStringBuilder gridStringBuilder
IAutoFrameBuilder

gridStringBuilder

The string builder to use.

(BP.AdventureFramework.Render
IRegionMapBuilder

region

The region.

(BP.AdventureFramework.Render

x

The x position to start building at.

(BP.AdventureFramework.Render

y

The y position to start building at.

(BP.AdventureFramework.Render

maxWidth

The maximum horizontal space

(BP.AdventureFramework.Render
IRoomMapBuilder

available in which to build the map.

(BP.AdventureFramework.Render

2) ISceneFrameBuilder

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.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapViewBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapViewBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

/BP.AdventureFramework.Rendering.FrameBuilders

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface IRegionMapFrameBuilder

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

Methods

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(Region, int, int)

(BP.AdventureFramework.Render

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

IFrameBuilder(Region region, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

Type	Name	Description
BP.AdventureFramework.Renderin		
GridStringBuilder Region (BP.AdventureFramework.Assets.Locations.Region.html) (BP.AdventureFramework.Renderin	region	The region.
int (https://api.framebuilder.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderin	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) CompletionFrameBuilder	height	The height of the frame.

(BP.AdventureFramework.Renderin

Returns

ConversationFrameBuilder

Type	Description
BP.AdventureFramework.Renderin	

IGameOverFrameBuilder

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

/BP_AdventureFramework_Renderin

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)

Adventure Land **Extensions**

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Extensions)

Syntax

+ BP.AdventureFramework.

Interpretation interface IRoomMapBuilder
(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic Methods

Methodology Framework Logic

+ BP.AdventureFramework.

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)
Inherited from [NBP.AdventureFramework.Renderer](#)

Build a man for a room
SPANISH FIRE

Rendering-FrameBuilders

(BP Adv)

(B) Adventurer Framework.Ren

```
virtual void OnDrawString( stringBuilder, Room room, ViewPoint viewPoint  
t(BPAAdventureFramework.Renderer startY, out int endX, out int endY)
```

FrameBuilderCollections (BPAdventureFramework.Renderer) Parameters

Type	Name	Description
BP.AdventureFramework.Renderir IAboutFrameBuilder GridStringBuilder (BP.AdventureFramework.Renderir (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html) CompletionFrameBuilder (BP.AdventureFramework.Renderir Root (BP.AdventureFrameworkBuilder.Assets.Locations.Room.html)	gridStringBuilder	The string builder to use.
Room (BP.AdventureFrameworkBuilder)	room	The room.
ViewPoint IGameOverFrameBuilder (BP.AdventureFramework.Assets.Locations.ViewPoint.html) (BP.AdventureFramework.Renderir	viewPoint	The viewpoint from the room.
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
int (https://learn.microsoft.com/dotnet/api/system.int32) IRoomMapBuilder	startX	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32) IRoomMapFrameBuilder	startY	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderir	endX	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderir	endY	The end position, x.

ISceneFrameBuilder

(RP_AdventureFramework.Renderer)

▼

- **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.FrameBuilders.FrameBuilderCollection)
 - FrameBuilderCollections
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)
 - GridStringBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)
 - IAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)
 - ICompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)
 - IConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)
 - IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)
 - IHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)
 - IRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)
 - IRegionMapViewBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapViewBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)
 - ISceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

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)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface ISceneFrameBuilder
(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic
Methods
(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)
(BP.AdventureFramework.Render

Builds frame

BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

IFrameBuilder<Room> Room, ViewPoint viewPoint, PlayableCharacter player, string message
(BP.AdventureFramework.Renderer.IFrameBuilder<Room>.ContextualCommands, KeyType keyType, int width, int height)

FrameBuilderCollections

(BP.AdventureFramework.Render

Parameters

GridStringBuilder

Type	Description	Name
IBuildFrameBuilder<Room>	Specify the Room.	room
ViewPoint	Specify the viewpoint from the room.	viewPoint
PlayableCharacter	Specify the player.	player
string	Any additional message.	message
IRRegionMapFrameBuilder	The contextual commands to display.	contextualCommands

/BP.AdventureFramework.Renderer

Type	Name	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	keyType	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

BP.AdventureFramework

Extensions

Type	Description
+ BP.AdventureFramework. IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

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.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

/BP.AdventureFramework.Rendering.FrameBuilders

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: BP.BPhtml.AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface ITitleFrameBuilder

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

Methods

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(string, string, int, int)

(BP.AdventureFramework.Render

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Rep

IFrameBuilder(string title, String description, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

Type	Name	Description
BP.AdventureFramework.Renderer		
GridStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer)	title	The title.
StringStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer)	description	The description.
CompletionFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (CompletionFrameBuilder)	width	The width of the frame.
ConversationFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (ConversationFrameBuilder)	height	The height of the frame.

Returns

IGameOverFrameBuilder

Type	Description
IFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Renderer)	

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

/BP_AdventureFramework_Renderer

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: BP.BP.html.AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface ITransitionFrameBuilder

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

Methods

+ **BP.AdventureFramework.**

Build(string, string, int, int)

(BP.AdventureFramework.Renderin
Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

IFrameBuilder(string title, String message, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

Type	Name	Description
BP.AdventureFramework.Renderin		
GridStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderin	title	The title to display to the user.
StringStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderin	message	The message to display to the user.
CompletionFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderin	width	The width of the frame.
ConversationFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderin	height	The height of the frame.

Returns

IGameOverFrameBuilder

Type	Description
IFrameBuilder IHelpFrameBuilder IRegionFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Renderin	

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

/BP_AdventureFramework_Renderin

Namespace BP.AdventureFramework.Rendering.FrameBuilders.Color

▼ Filter by title

Classes

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

ColorAboutFrameBuilder

Extensions
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder
(BP.AdventureFramework.Exte
er.html)

+ BP.AdventureFramework.

Provides a builder of color about frames.

Interpretation

(BP.AdventureFramework.Inte
ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrame
Builder.html)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.CompletionFrameBuilder.html)

+ BP.AdventureFramework.

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFra
meBuilder.html)

+ BP.AdventureFramework.

Provides a builder of color conversation frames.

Rendering.FrameBuilders

(BP.AdventureFramework.Render
ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameB
uiBuilder.html)

Color

Provides a builder of color game over frames.

(BP.AdventureFramework.Render

AnsiColor

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder
.html)

(BP.AdventureFramework.Renderir

Provides a builder of color help frames.

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapBuildi
r.html)

(BP.AdventureFramework.Renderir

Provides a color builder for region maps.

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

Provides a builder of color region map frames.

ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html](#))

Provides a color room map builder.

([BP.AdventureFramework.Con](#)

ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuild](#)
er.html)

([BP.AdventureFramework.Exte](#)

Provides a builder for color scene frames.

+ [BP.AdventureFramework.](#)

Interpretation

ColorTitleFrameBuilder

([BP.AdventureFramework.Inter](#)

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuild](#)

er.html)

([BP.AdventureFramework.](#)

Logic

Provides a builder of color title frames.

([BP.AdventureFramework.Logi](#)

+ [BP.AdventureFramework.](#)

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameB](#)

uilder.html)

([BP.AdventureFramework.Render](#)

Provides a builder of color transition frames.

+ [BP.AdventureFramework.](#)

Rendering.FrameBuilders

Enums

([BP.AdventureFramework.Render](#)

- [BP.AdventureFramework.](#)

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Enumeration of ANSI colors.

([BP.AdventureFramework.Render](#)

AnsiColor

([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapFrameBuilder

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)

+ **BP.AdventureFramework**
Assembly: BP.AdventureFramework.dll

Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Fields
Logic

Name	Description
Black	Black (30).
Blue	Blue (34).
BrightBlack	Bright black (90).
BrightBlue	Bright blue (94).
BrightCyan	Bright cyan (96).
BrightGreen	Bright green (92).
BrightMagenta	Bright magenta (95).
BrightRed	Bright red (91).
BrightWhite	Bright white (97).
BrightYellow	Bright yellow (93).
Cyan	Cyan (36).
Green	Green (32).
Magenta	Magenta (35).
Red	Red (31).
Reset	Reset (0).
White	White (37).
Yellow	Yellow (33).

▼

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.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

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorAboutFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

IAboutFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

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.** ([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)))

Logic

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

↳ **BP.AdventureFramework.** (<https://learn.microsoft.com/dotnet/api/system.object.referenceeequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Assembly: BP.AdventureFramework.dll

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder([GridStringBuilder](#))

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorAboutFrameBuilder class.

ColorComptonFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorAboutFrameBuilder([GridStringBuilder](#) gridStringBuilder)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

Type ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type	Name	Description
ColorRegionMapBuilder	gridStringBuilder	A builder to use for the string layout.


```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Core.Game.html)	<i>title</i>	The title.
Game (BP.AdventureFramework.Logic.Game.html)	<i>game</i>	The game.
+ BP.AdventureFramework.Extensions		
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Extensions.FrameBuilder.html)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Extensions.FrameBuilder.html)	<i>height</i>	The height of the frame.

+ BP.AdventureFramework.

Returns

Interpretation

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Implements

+ BP.AdventureFramework.

IAboutFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))
Rendering

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

AnsiColor

(BP.AdventureFramework.Rendering.Color.IAnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.Color.IColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.Color.IColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.Color.IColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.Color.IColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.Color.IColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.Color.IColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.Color.IColorRegionMapFrameBuilder)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.Color.IColorRoomMapBuilder)

Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework**

↳ ColorCompletionFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

ICompletionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

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>)

([BP.AdventureFramework.Render](#))

NameSpace: [BP.AdventureFramework](#) ([BP.AdventureFramework.html](#)).Rendering
([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color
([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder
Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder(GridStringBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorCompletionFrameBuilder class.

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder)
ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

Type		Name	Description
ColorRegionMapBuilder	(BP.AdventureFramework.Render)		
GridStringBuilder	(BP.AdventureFramework.Render) (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuild)	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration
Type
`(BP.AdventureFramework.Con`

+ `BP.AdventureFramework.`

Extensions

Property Value
`(BP.AdventureFramework.Exte`

+ `Type`
`BP.AdventureFramework.`

Description

Interpretation

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Inter`

+ `BP.AdventureFramework.`

BorderColor

Logic
Declaration

`(BP.AdventureFramework.Logi`

Get or set the border color.

+ `BP.AdventureFramework.`

Declaration
Rendering

`(BP.AdventureFramework.Render`

+ `BP.AdventureFramework.`

Property Value
`BP.AdventureFramework.Render`

+ `Type`
`BP.AdventureFramework.Render`

Description

Rendering.FrameBuilders

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`BP.AdventureFramework.Render`

Color

`(BP.AdventureFramework.Render`

AnsiColor
Get or set the description color.

`(BP.AdventureFramework.Render`

Declaration
ColorAboutFrameBuilder

`(BP.AdventureFramework.Render`

ColorCompletionFrameBuilder

`public AnsiColor DescriptionColor { get; set; }`

`(BP.AdventureFramework.Render`

ColorConversationFrameBuilder

Property Value
`(BP.AdventureFramework.Render`

ColorGameOverFrameBuilder

Description

`(BP.AdventureFramework.Render`

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Render`

ColorRegionMapBuilder

`(BP.AdventureFramework.Render`

ColorRegionMapFrameBuilder

`(BP.AdventureFramework.Render`

Get or set the title color.

`(BP.AdventureFramework.Render`

ColorRegionMapFrameBuilder

TitleColor

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
(BP.AdventureFramework.Color.AnsiColor)	AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Extensions

([BP.AdventureFramework.Extensions](#))

Methods

+ BP.AdventureFramework.

Interpretation

Build(string, string, int, int)

BuildFrameBuilder

- BP.AdventureFramework.

Logic

([BP.AdventureFramework.Logic](#))

+ BP.AdventureFramework.

Rendering

([BP.AdventureFramework.Rendering](#))

+ BP.AdventureFramework.

Rendering.FrameBuilders

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

Name

Description

([BP.AdventureFramework.Rendering.FrameBuilders](#))

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

message

The message to display to the user.

reason

The reason the game ended.

- BP.AdventureFramework.

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

Rendering.FrameBuilders

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

width

The width of the frame.

height

The height of the frame.

([BP.AdventureFramework.Rendering](#))

Returns

AnsiColor

Type	Description
(BP.AdventureFramework.Renderer)	

ColorAboutFrameBuilder

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

([BP.AdventureFramework.Renderer](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer](#))

ICompletionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

Implements

Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance

(**BP.AdventureFramework.Con**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework**

↳ ColorConversationFrameBuilder

Extensions

Implements

(**BP.AdventureFramework.Exte**)

IConversationFrameBuilder

(**BP.AdventureFramework**) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.framebuilders.iconversationframebuilder.html>)

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**)

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.**

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.Logi**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework**

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 (<https://learn.microsoft.com/bp.html>).AdventureFramework (<https://learn.microsoft.com/bp.html>).Rendering

(**BP.AdventureFramework**) (<https://learn.microsoft.com/bp.html>).FrameBuilders (<https://learn.microsoft.com/bp.html>).Color

(<https://learn.microsoft.com/bp.html>).AdventureFramework.Rendering.FrameBuilders.Color.html)

Rendering.FrameBuilders

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**)

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

Color

(**BP.AdventureFramework.Render**)

Constructors

(<https://learn.microsoft.com/bp.html>).AdventureFramework.Renderin

ColorAboutFrameBuilder

(<https://learn.microsoft.com/bp.html>).AdventureFramework.Renderin

ColorConversationFrameBuilder(GridStringBuilder)

ColorCompletionFrameBuilder

Initializes a new instance of the ColorConversationFrameBuilder class.

(<https://learn.microsoft.com/bp.html>).AdventureFramework.Renderin

ColorConversationFrameBuilder

(<https://learn.microsoft.com/bp.html>).AdventureFramework.Renderin

ColorGameOverFrameBuilder

public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)

(<https://learn.microsoft.com/bp.html>).AdventureFramework.Renderin

ColorHelpFrameBuilder

(<https://learn.microsoft.com/bp.html>).AdventureFramework.Renderin

ColorRegionMapBuilder

(<https://learn.microsoft.com/bp.html>).AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(<https://learn.microsoft.com/bp.html>).AdventureFramework.Renderin

ColorRegionMapBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

▼

(BP.AdventureFramework.Core) Properties

+ BP.AdventureFramework.

Extensions

BackgroundColor
(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Get or set the background color.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

Logic

Property Value

+ BP.AdventureFramework.

Rendering

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Rendering.html)

+ BP.AdventureFramework.

BorderColorFrameBuilders

(BP.AdventureFramework.Rendering.html)

Get or set the border color.

- BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

public AnsiColor BorderColor { get; set; }

(BP.AdventureFramework.Rendering.html)

AnsiColor

Property Value

(BP.AdventureFramework.Rendering.html)

Type

colorAboutFrameBuilder

Description

(BP.AdventureFramework.Rendering.html)

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.html)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.html)

InputColor
(BP.AdventureFramework.Rendering.html)

ColorGameOverFrameBuilder

Get or set the input color.

(BP.AdventureFramework.Rendering.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.html)

ColorRegionMapBuilder

public AnsiColor InputColor { get; set; }

(BP.AdventureFramework.Rendering.html)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.html)

Property Value

(BP.AdventureFramework.Rendering.html)

ColorRegionMapBuilder

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

NonPlayerMessageColor

Get the non player message color.

Declaration

Extensions

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Interpretation

Type (BP.AdventureFramework.Inter

Description

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

PlayerMessageColor

+ BP.AdventureFramework.

Get the player message color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor PlayerMessageColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

- BP.AdventureFramework.

Type (BP.AdventureFramework.Render

Description

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

Get (BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

```
public AnsiColor ResponseColor { get; set; }
```

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Type (BP.AdventureFramework.Render

ColorRegionMapBuilder

Description

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

TitleColor

Get or set the title color.

Declaration

```
    public AnsiColor TitleColor { get; set; }
```

(BP.AdventureFramework.Com)

Property Value

+ BP.AdventureFramework.	
Type	Description
Extensions	
AnsiColor (BP.AdventureFramework.ExternalRendering.FrameBuilders.Color.AnsiColor.html)	(BP.AdventureFramework.ExternalRendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Interpretation

Methods

+ BPAdventureFramework.

Builder(String, IConverser, CommandHelp[], int, int)
(BP.AdventureFramework.Logi

Build a frame.

+ BP.AdventureFramework.

Declaration

(RR AdventureFramework Report)

```
(BP.AdventureFramework.Ren) public IFrame Build(string title, IConverser converser, CommandHelp[] contextualComm
```

+ **BPAAdventureFramework**(right)

Rendering.FrameBuilders

(BPAdventureFramework.RenderParameters)

Parameters

Type	Name	Description
BP.AdventureFramework. Rendering.FrameBuilders. string Color (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer) IConverser AnsiColor (BP.AdventureFramework.Assets.Characters.IConverser (BP.AdventureFramework.Renderer .html)) ColorAboutFrameBuilder	<i>title</i>	The title to display to the user.
IConverser AnsiColor (BP.AdventureFramework.Assets.Characters.IConverser (BP.AdventureFramework.Renderer .html)) ColorAboutFrameBuilder	<i>converser</i>	The converser.
CommandHelp (BP.AdventureFramework.Renderer (BP.AdventureFramework.Renderer).CommandHelp. html) ColorConversationFrameBuilder	<i>contextualCommands</i>	The contextual commands to display.
int (https://learn.microsoft.com/dotnet/api/system.int32) ColorGameOverFrameBuilder	<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.

ColorHelpFrameBuilder

Returns	(BP.AdventureFramework.Renderir ColorRegionMapBuilder	
Type	(BP.AdventureFramework.Renderir	Description
IFrame	(BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Renderir	

Implements

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

▼

(BP.AdventureFramework.ConversationFrameBuilder)

+ 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)

ColorRegionMapFrameBuilder

(ColorRegionMapFrameBuilder)

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorGameOverFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

IGameOverFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

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>)

([BP.AdventureFramework.Render](#))

Name: [ColorGameOverFrameBuilder](#) ([BP.AdventureFramework.html](#)).Rendering ([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color ([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Assembly: [BP.AdventureFramework.dll](#)

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder
Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder(GridStringBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorGameOverFrameBuilder class.

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)
ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

Type		Name	Description
ColorRegionMapBuilder	(BP.AdventureFramework.Render)	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration
Type
`(BP.AdventureFramework.Con...`

+ `BP.AdventureFramework...`

Extensions

Property Value
`(BP.AdventureFramework.Exte...`

+ `Type`
`BP.AdventureFramework...`

Description

Interpretation

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Inter...`

+ `BP.AdventureFramework...`

BorderColor

Logic
Declaration

`(BP.AdventureFramework.Logi...`

Get or set the border color.

+ `BP.AdventureFramework...`

Declaration
Type
`(BP.AdventureFramework.Render...`

Rendering

`(BP.AdventureFramework.Render...`

+ `BP.AdventureFramework...`

Property Value
`BP.AdventureFramework.Render...`

+ `Type`
`BP.AdventureFramework.Render...`

Description

Rendering.FrameBuilders

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Render...`

Color

`(BP.AdventureFramework.Render...`

DescriptionColor

AnsiColor

Get or set the description color.

`(BP.AdventureFramework.Render...`

Declaration
Type
`(BP.AdventureFramework.Render...`

ColorAboutFrameBuilder

`(BP.AdventureFramework.Render...`

ColorCompletionFrameBuilder

`public AnsiColor DescriptionColor { get; set; }`

`(BP.AdventureFramework.Render...`

ColorConversationFrameBuilder

Property Value
`(BP.AdventureFramework.Render...`

`Type`
`ColorGameOverFrameBuilder`

Description

`(BP.AdventureFramework.Render...`

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Render...`

ColorRegionMapBuilder

`(BP.AdventureFramework.Render...`

ColorRegionMapFrameBuilder

`(BP.AdventureFramework.Render...`

Get or set the title color.

`(BP.AdventureFramework.Render...`

ColorRegionMapBuilder

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	(BPAdventureFrameworkColor) AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Methods

+ BP.AdventureFramework.

Interpretation

Build(string, string, int, int)

Burdaframe

Logic

(BB_AdventureFramework_Logic)

```
-public TFrame Build(string message, string reason, int width, int height)
```

• BI : Adven

Parameters, Configuration Framework, and

Type		Name	Description
+ BP.AdventureFramework.			
Rendering.FrameBuilders.	string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
(BP.AdventureFramework.Rendering.FrameBuilders.	string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
- BP.AdventureFramework.	int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
Rendering.FrameBuilders.	int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.
Color.			

(BP.AdventureFramework.Ren

Returns

AnsiColor

Type	Description
BP.AdventureFramework.Renderer.IFrameAboutFrameBuilder	(BP.AdventureFramework.Rendering.Frames.IFrame.html)
BP.AdventureFramework.Renderer.IFrame	(BP.AdventureFramework.Rendering.Frames.IFrame.html)

Implementations

ColorConversionFrameBuilder

IGameOverFrameBIM IBAV (BRAdventureFramework.Renderer)

ColorGameOverFrameBuilder

(RBAdventureFramework.Ren)

ColorHelpFrameBuilder

Colon Help FrameBuilder
(RR Adventure Frame 2007)

(BF.AventureFramework.Render)
Call: [BasicMapBuilder](#)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

(BP.AdventureFramework)

Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorHelpFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

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.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder(GridStringBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorHelpFrameBuilder class.

ColorComptonFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

Type ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type	Name	Description
ColorRegionMapBuilder	gridStringBuilder	A builder to use for the string layout.

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
(BP.AdventureFramework.Color.AnsiColor)	AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Extensions

DescriptionOfFramework.Exten

+ BP.AdventureFramework.

GetOrSetTitleColor

Interpretation

Declaration

```
(BP.AdventureFramework.Inter
```

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

```
(BP.AdventureFramework.Render
```

+ BP.AdventureFramework.

TitleColor

```
(BP.AdventureFramework.Render
```

Get or set the title color.

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

```
public AnsiColor TitleColor { get; set; }
```

```
(BP.AdventureFramework.Render
```

AnsiColor

Property Value

(BP.AdventureFramework.Renderin

Type

colorAboutFrameBuilder

Description

(BP.AdventureFramework.Renderin

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Build(string string CommandHelp[], int, int)

Build a frame.

(BP.AdventureFramework.Renderin

DeclarationRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type	Name	Description
(BP.AdventureFramework.Con string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
+ BP.AdventureFramework. string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
Extensions CommandHelp (BP.AdventureFramework.Exte (BP.AdventureFramework.Interpretation.CommandHelp.html)	<i>commandHelp</i>	The command help.
+ BP.AdventureFramework.		
Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Inte	<i>width</i>	The width of the frame.
+ BP.AdventureFramework. Logic (BP.AdventureFramework.Logi	<i>height</i>	The height of the frame.

Returns

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

+ BP.AdventureFramework.

Rendering.FrameBuilders

Implements

(BP.AdventureFramework.Render

IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorRegionMapBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

IRegionMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

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>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Assembly: BP.AdventureFramework.dll

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorRegionMapBuilder : IRegionMapBuilder

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Properties

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder

Get ([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

Declaration

([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

public char CurrentFloorIndicator { get; set; }

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

PropertyValue

ColorRegionMapBuilder

Type

([BP.AdventureFramework.Render](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Description

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

(**BP.AdventureFramework.Extensions**)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ **BP.AdventureFramework.**

Interpretation

HorizontalBoundary

(**BP.AdventureFramework.Interpretation**)

Get or set the character to use for horizontal boundaries.

+ **BP.AdventureFramework.**

Declaration

Log

(**BP.AdventureFramework.Log**)

```
public char HorizontalBoundary { get; set; }
```

+ **BP.AdventureFramework.**

Rendering

Property Value

(**BP.AdventureFramework.Rendering**)

Type

+ **BP.AdventureFramework.**

Declaration

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

- **BP.AdventureFramework.**

LockedExit

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Get Color the character used for representing a locked exit.

(**BP.AdventureFramework.Rendering**)

Declaration

AnsiColor

```
public char LockedExit { get; set; }
```

ColorAboutFrameBuilder

(**BP.AdventureFramework.Rendering**)

Property Value

ColorCompletionFrameBuilder

Type

(**BP.AdventureFramework.Rendering**)

ColorConversationFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

- **BP.AdventureFramework.**

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Rendering**)

ColorHelpFrameBuilder

(**BP.AdventureFramework.Rendering**)

Get ColorRegionMapBuilder.

(**BP.AdventureFramework.Rendering**)

Declaration

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Rendering**)

ColorRegionMapBuilder

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

LowerLevel

(BP.AdventureFramework.Exte

Get or set the character to use for lower levels.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inte

```
public char LowerLevel { get; set; }
```

+ BP.AdventureFramework.

Logic

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

Rendering

(BP.AdventureFramework.Render

LowerLevelColor

Rendering.FrameBuilders

Get or set the lower level color.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders.

```
public AnsiColor LowerLevelColor { 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

Player

or ConversationFrameBuilder

(BP.AdventureFramework.Renderin

Get or set the character to use for indicating the player.

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

```
public char Player { get; set; }
```

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

Property Value

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

([BP.AdventureFramework](#).ConsoleFrameBuilder)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

+ **BP.AdventureFramework.**

Interpretation

VerticalBoundary

([BP.AdventureFramework.Interpretation](#).VerticalBoundary)

Get or set the character to use for vertical boundaries.

+ **BP.AdventureFramework.**

Log

([BP.AdventureFramework.Log](#))

```
public char VerticalBoundary { get; set; }
```

+ **BP.AdventureFramework.**

Rendering

Property Value

([BP.AdventureFramework.Rendering](#).VerticalBoundary)

Type

Description

+ **BP.AdventureFramework.**

Rendering

FrameBuilders

([BP.AdventureFramework.Rendering](#).FrameBuilders)

- **BP.AdventureFramework.**

VisitedBoundaryColor

([BP.AdventureFramework.Rendering](#).FrameBuilders)

Get the visited room boundary color.

([BP.AdventureFramework.Renderer](#))

Declaration

AnsiColor

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderer](#).ColorAboutFrameBuilder)

Property Value

ColorCompletionFrameBuilder

Type ([BP.AdventureFramework.Renderer](#).ColorCompletionFrameBuilder)

Description

ColorConversationFrameBuilder

AnsiColor ([BP.AdventureFramework.Rendering](#).FrameBuilders.Color.AnsiColor.html)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer](#).ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#).ColorHelpFrameBuilder)

Methods

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#).ColorRegionMapBuilder)

BuildRegionMap(OneStringBuilder, Region, int, int, int, int)

([BP.AdventureFramework.Renderer](#).BuildRegionMap)

ColorRegionMapBuilder

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```

▼

Parameters

(BP.AdventureFramework.Con

+ Type	Name	Description
+ Type AdventureFramework.Extensions.GridStringBuilder (BP.AdventureFramework.Extensions.GridStringBuilder.html)	<i>gridStringBuilder</i>	The string builder to use.
+ BP.AdventureFramework. Interpretation (BP.AdventureFramework.Actors.Locations.Region.html)	<i>region</i>	The region.
+ BP.AdventureFramework. int Logic (https://learn.microsoft.com/dotnet/api/system.int32)	<i>x</i>	The x position to start building at.
+ BP.AdventureFramework. int Rendering (https://learn.microsoft.com/dotnet/api/system.int32)	<i>y</i>	The y position to start building at.
+ BP.AdventureFramework. Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)	<i>maxWidth</i>	The maximum horizontal space available in which to build the map.
- BP.AdventureFramework. int Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

Color

(BP.AdventureFramework.Renderin

Implements

(BP.AdventureFramework.Renderer.IRegionMapBuilder) ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html](#))
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

(BP.AdventureFramework.Renderer

ColorRegionMapBuilder

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework**

↳ ColorRegionMapFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

IRegionMapFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

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.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder
Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorRegionMapFrameBuilder class.

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder
ColorGameOverFrameBuilder
ColorRegionMapBuilder)

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)	<i>regionMapBuilder</i>	A builder for region maps.

+ BP.AdventureFramework.

Extensions

Properties

+ BP.AdventureFramework.

Interpretation

BackgroundColor

(BP.AdventureFramework.Interpreter.BackgroundColor.html)

Get or set the background color.

+ BP.AdventureFramework.

Rendering

Property Value

(BP.AdventureFramework.Rendering.FrameBuilders.Color.BackgroundColor.html)

+ BP.AdventureFramework.

BorderColor

Rendering.FrameBuilders.

Color

Get or set the border color.

(BP.AdventureFramework.Rendering.FrameBuilders.Color.BorderColor.html)

Declaration

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.BorderColor.html)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.BorderColor.html)

Property Value

(BP.AdventureFramework.Rendering.FrameBuilders.Color.BorderColor.html)

ColorConversationFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.BorderColor.html)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.BorderColor.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.BorderColor.html)

TitleColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.BorderColor.html)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.BorderColor.html)

Declaration

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.BorderColor.html)

ColorRegionMapBuilder

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type		Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Con		

+ BPAdventureFramework.

Extensions

Extensions Methods

+ BP.AdventureFramework.

Build(Region, int, int)

(BP.AdventureFramework.Inter
Build a frame.

± BP.AdventureFramework.

Declaration Logic

Logo
(PPA)

public IFrame Build(Region region)

1. RR Adventure Framework

• BIM adventure framework

Participating

Type	Name	Description
+ BPAdventureFramework.Region Region (B.PAdventureFramework.Assets.Locations.Region.html)	<i>region</i>	The region.
- BPAdventureFramework.Rendering.FrameBuilders int (https://learn.microsoft.com/dotnet/api/system.int32) (BPAdventureFramework.Rendering.FrameBuilders)	<i>width</i>	The width of the frame.
- BPAdventureFramework.Rendering.FrameBuilders int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Rendering.FrameBuilders.

Returns

Color

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	A Color

Color Absorbance Implementation

ColorCompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)
IRRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)
ColorConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)
ColorGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)
ColorHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)
ColorRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)
ColorRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)
ColorRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorRoomMapBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

IRoomMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.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.Render](#))

Name: BP.AdventureFramework.Render ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Assembly: BP.AdventureFramework.dll

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorRoomMapBuilder : IRoomMapBuilder

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Properties

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder

Get ([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

public AnsiColor BoundaryColor { get; set; }

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type ([BP.AdventureFramework.Render](#))

Description

AnsiCOLOR ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([BP.AdventureFramework.Render](#))

ColorRoomMapBuilder

Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

(**BP.AdventureFramework.Core**)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ **BP.AdventureFramework.**

Interpretation

HorizontalBoundary

(**BP.AdventureFramework.Interpretation**)

Get or set the character to use for horizontal boundaries.

+ **BP.AdventureFramework.**

Log

(**BP.AdventureFramework.Log**)

```
public char HorizontalBoundary { get; set; }
```

+ **BP.AdventureFramework.**

Rendering

Property Value

(**BP.AdventureFramework.Rendering**)

Type

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

- **BP.AdventureFramework.**

HorizontalExitBorder

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Get or set the character to use for horizontal exit borders.

(**BP.AdventureFramework.Rendering**)

Declaration

AnsiColor

```
public char HorizontalExitBorder { get; set; }
```

ColorAboutFrameBuilder

(**BP.AdventureFramework.Renderer**)

Property Value

ColorCompletionFrameBuilder

(**BP.AdventureFramework.Renderer**)

Type

Description

ColorConversationFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(**BP.AdventureFramework.Renderer**)

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Renderer**)

ColorHelpFrameBuilder

(**BP.AdventureFramework.Renderer**)

Get or set the character color.

(**BP.AdventureFramework.Renderer**)

Declaration

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Renderer**)

ColorRegionMapFrameBuilder

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

ItemOrCharacterInRoom

(BP.AdventureFramework.Exte

Get or set the character used for representing there is an item or a character in the room.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inte

```
public char ItemOrCharacterInRoom { get; set; }
```

+ BP.AdventureFramework.

Logic

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

Rendering

(BP.AdventureFramework.Render

KeyPadding

(BP.AdventureFramework.Render

Get or set the padding between the key and the map.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders.

```
public int KeyPadding { get; set; }
```

Color

(BP.AdventureFramework.Render

Property Value

AnsiColor

Type	Description
AnsiColor (BP.AdventureFramework.Renderin	

ColorAboutFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

LockedExit

(BP.AdventureFramework.Render

Get or set the character used for representing a locked exit.

ColorGameOverFrameBuilder

Declaration

ColorHelpFrameBuilder

```
public char LockedExit { get; set; }
```

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

Property Value

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LockedExitColor

Gets or sets the locked exit color.

Declaration

Extensions

```
public AnsiColor LockedExitColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Interpretation

Type ([BP.AdventureFramework.Interpretation](#))

Description

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Logic

([BP.AdventureFramework.Logic](#))

UnvisitedExitColor

+ BP.AdventureFramework.

Gets or sets the unvisited exit color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor UnvisitedExitColor { get; set; }
```

([BP.AdventureFramework.Rendering.FrameBuilders](#))

([BP.AdventureFramework.Rendering.FrameBuilders](#))

Property Value

- BP.AdventureFramework.

Type ([BP.AdventureFramework.Rendering.FrameBuilders](#))

Description

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([BP.AdventureFramework.Rendering.FrameBuilders](#))

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders](#))

ColorAboutFrameBuilder

Get ([BP.AdventureFramework.Renderer](#))

ColorCompletionFrameBuilder

Declaration

([BP.AdventureFramework.Renderer](#))

ColorConversationFrameBuilder

```
public char VerticalBoundary { get; set; }
```

([BP.AdventureFramework.Renderer](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

Type ([BP.AdventureFramework.Renderer](#))

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

([BP.AdventureFramework.Core](#))

Property Value

+ [BP.AdventureFramework.](#)

Type

Extensions

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ [BP.AdventureFramework.](#)

Interpretation

VisitedExitColor

([BP.AdventureFramework.Interpreters](#))

Get or set the visited exit color.

+ [BP.AdventureFramework.](#)

Log

([BP.AdventureFramework.Log](#))

```
public AnsiColor VisitedExitColor { get; set; }
```

+ [BP.AdventureFramework.](#)

Rendering

Property Value

([BP.AdventureFramework.Rendering](#))

Description

Type

+ [BP.AdventureFramework.](#)

RenderingFrameBuilders

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([BP.AdventureFramework.Rendering](#))

- [BP.AdventureFramework.](#)

RenderingFrameBuilders.

Color

([BP.AdventureFramework.Rendering](#))

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

AnsiColor ([BP.AdventureFramework.Renderers](#))

Build a map for a room.

([BP.AdventureFramework.Renderers](#))

Declaration

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderers](#))

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint v
```

```
isPoint, KeyType keyType, RenderInfo renderInfo, int startX, int startY, out int endX, out int endY)
```

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderers](#))

Parameters

ColorHelpFrameBuilder

Type ([BP.AdventureFramework.Renderers](#))

ColorRegionMapBuilder

GridStringBuilder ([BP.AdventureFramework.Renderers](#))

([BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorRoomMapBuilder

Name

Description

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.
+ BP.AdventureFramework		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
+ BP.AdventureFramework		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
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

Implements

+ **BP.AdventureFramework**.

 RoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

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

(BP.AdventureFramework.Rendering.ColorRegionMapFrameBuilder)

ColorRoomMapBuilder

Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorSceneFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

ISceneFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

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>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Assembly: BP.AdventureFramework.dll

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorSceneFrameBuilder class.

ColorComptonFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder)

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRoomMapBuilder

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) (BP_AdventureFramework.Con	<i>roomMapBuilder</i>	A builder to use for room maps.

+ BP.AdventureFramework.

Extensions

Properties

+ BP.AdventureFramework.

Interpretation

BackgroundColor

(BP.AdventureFramework.Inter

Get or set the background color.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Logi

```
public AnsiColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Rendering

Property Value

(BP.AdventureFramework.Render

Type

+ BP.AdventureFramework.

RenderingFrameBuilders

(BP.AdventureFramework.Render

- BP.AdventureFramework.

BorderColor

RenderingFrameBuilders.

Color

Get or set the border color.

(BP.AdventureFramework.Render

Declaration

AnsiColor

```
public AnsiColor BorderColor { get; set; }
```

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

Property Value

(BP.AdventureFramework.Render

Type

ColorConversationFrameBuilder

AnsiColor(BP_AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

CommandsColor

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Declaration

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

Type	Description
ColorRegionMapBuilder	

```
public AnsiColor CommandsColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

DisplayMessagesInIsolation

(BP.AdventureFramework.Exte

Get or set if messages should be displayed in isolation.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inte

```
public bool DisplayMessagesInIsolation { get; set; }
```

+ BP.AdventureFramework.

Logic

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

InputColor

Rendering.FrameBuilders

Get or set the input color.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders.

```
public AnsiColor InputColor { 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

SupressMovementMessages

(BP.AdventureFramework.Renderin

Get or set if movement messages should be suppressed.

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

```
public bool SupressMovementMessages { get; set; }
```

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

Property Value

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

TextColor

Gets or sets the text color.

([BP.AdventureFramework.Con](#))

Declaration

BP.AdventureFramework.

Extensions

public AnsiColor TextColor { get; set; }

([BP.AdventureFramework.Exte](#))

+ **BP.AdventureFramework.**

Property Value

Interpretation

Type ([BP.AdventureFramework.Inter](#))

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BP.AdventureFramework.**

Logic

([BP.AdventureFramework.Logi](#))

Methods

Rendering

([BP.AdventureFramework.Render](#))

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int) ([BP.AdventureFramework.](#))

Rendering.FrameBuilders

Build a frame.

([BP.AdventureFramework.Render](#))

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

([BP.AdventureFramework.Render](#))

AnsiColor

Parameters

([BP.AdventureFramework.Render](#))

Type ColorAboutFrameBuilder

Name

Description

Room ([BP.AdventureFramework.Render](#))

room

Specify the Room.

ColorCompletionFrameBuilder ([BP.AdventureFramework.Assets.Locations.Room.html](#))

([BP.AdventureFramework.Render](#))

ViewPoint ([BP.AdventureFramework.Render](#))

viewPoint

Specify the viewpoint from the room.

ColorConversationFrameBuilder ([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Render](#))

PlayableCharacter ([BP.AdventureFramework.Render](#))

player

Specify the player.

ColorHelpFrameBuilder ([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Render](#))

string ([BP.AdventureFramework.Render](#))

message

Any additional message.

(<https://learn.microsoft.com/dotnet/api/system.string>)

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

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.Extensions.int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
BP.AdventureFramework.Extensions.int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Interpretation.IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html))	

+ BP.AdventureFramework.

Logic

Implementation

ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Rendering

(BP.AdventureFramework.Rendering.FrameBuilders)

+ 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

(BP.AdventureFramework.Rendering.ColorRegionMapFrameBuilder)

ColorRegionMapFrameBuilder

Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorTitleFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

ITitleFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

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>)

([BP.AdventureFramework.Render](#))

NameSpace: [BP.AdventureFramework](#) ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Rendering.FrameBuilders](#))

Assembly: [BP.AdventureFramework.dll](#)

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorTitleFrameBuilder : ITitleFrameBuilder
Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorTitleFrameBuilder(GridStringBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorTitleFrameBuilder class.

ColorComptonFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

Type: ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type	Name	Description
ColorRegionMapBuilder	gridStringBuilder	A builder to use for the string layout.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	(BPAdventureFrameworkColor) AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

BRX advent Methods

+ BP.AdventureFramework.

Interpretation

Build(string, string, int, int)

Bürobaufmauere

Logic

(BB_AdventureFramework_Logic)

```
public TFrame Build(string title, string description, int width, int height)
```

• BI : Adven

Rendering

Raytracing, Raytracing Frameworks, Ray

Type		Name	Description
+ BP.AdventureFramework.			
Rendering.FrameBuilders.	string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
(BP.AdventureFramework.Rendering.FrameBuilders.)	string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
- BP.AdventureFramework.	int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
Rendering.FrameBuilders.	int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

(BP-AdventureFramework.Ren)

(B) Returns

Ansicolor

Type	Description
BP.AdventureFramework.Renderer.IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

Implementations

ColorConversationFrameBuilder

(BP_AdventureFramework.RendererFrameBuilder/BP_AdventureFramework.RendererFrameBuilder)

ColorGameOverFrameBuilder

(BP AdventureFramework Render)

ColorHelpFrameBuilder

(BP AdventureFramework Render)

ColorRegionManBuilder

(BPAdventureFramework.Render)

ColorRegionMapFrameBuilder

(BP AdventureFramework Render)

Color-Blind Model

Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorTransitionFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

ITransitionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

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>)

([BP.AdventureFramework.Render](#))

NameSpace: [BP.AdventureFramework](#) ([BP.AdventureFramework.html](#)).Rendering
([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color
([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorTransitionFrameBuilder : ITransitionFrameBuilder
Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorTransitionFrameBuilder(GridStringBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorTransitionFrameBuilder class.

ColorComptonFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)
ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

Type: ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type	Name	Description
ColorRegionMapBuilder	gridStringBuilder	A builder to use for the string layout.

Namespace BP.AdventureFramework. Rendering.Frames

▼ Filter by title

Classes

Commands

(BP.AdventureFramework.Com

GridTextFrame (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)

BP.AdventureFramework.

Provides a grid based frame for displaying a command based interface.

Conversations

(BP.AdventureFramework.Con

TextFrame (BP.AdventureFramework.Rendering.Frames.TextFrame.html)

BP.AdventureFramework.

Conversations.Instructions for displaying a command based interface.

(BP.AdventureFramework.Con

Interfaces

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

+ Represents any object that is a frame that can display a command based interface.

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

(BP.AdventureFramework.Renderin

IFrame

/BP.AdventureFramework.Pandorin

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ GridTextFrame

+ **BP.AdventureFramework.**

Implements

Conversations

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

(**BP.AdventureFramework.Con**)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(**BP.AdventureFramework.Con**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

(**BP.AdventureFramework.**)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

(**BP.AdventureFramework.Exte**)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ **BP.AdventureFramework.**

Namespace: [BP \(BP.html\)](#).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).Frames ([BP.AdventureFramework.Rendering.Frames.html](#))

Interpretation

Assembly: [BP.AdventureFramework.dll](#)

(**BP.AdventureFramework.Inter**)

Syntax

+ **BP.AdventureFramework.**

Logic

public sealed class GridTextFrame : IFrame

(**BP.AdventureFramework.Logi**)

+ **BP.AdventureFramework.**

Constructors

(**BP.AdventureFramework.Ren**)

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

Rendering.FrameBuilders

Initializes a new instance of the GridTextFrame class.

(**BP.AdventureFramework.Ren**)

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiC
Color
olor backgroundColor)

(**BP.AdventureFramework.Ren**)

+ **BP.AdventureFramework.**

Rendering.Frames

Type (**BP.AdventureFramework.Ren**)

GridStringBuilder
GridTextFrame
([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#)
([BP.AdventureFramework.Renderin](#)
Builder.html)
IFrame

Name

Description

builder

The builder that creates the frame.

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.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

AcceptsInput

Conversations.Instructions

Get or set if this Frame accepts input.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Extensions

```
public bool AcceptsInput { get; set; }
```

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Property Value

Interpretation

Type

(BP.AdventureFramework.Inter

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

BackgroundColor

+ BP.AdventureFramework.

Get the background color.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; }
```

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Property Value

+ BP.AdventureFramework.

Type

(BP.AdventureFramework.FrameB

Color ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(BP.AdventureFramework.Render

- BP.AdventureFramework.

CursorPosition

(BP.AdventureFramework.Render

Get the cursor left position.

GridTextFrame

Declaration

(BP.AdventureFramework.Render

IFrame

/BP_AdventureFramework_Renderin

```
public int CursorLeft { get; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

Commands

(BP.AdventureFramework.Com

BP.AdventureFramework.

Conversations

Get the cursor top position.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

```
public int CursorTop { get; }
```

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Extensions

Type

(BP.AdventureFramework.Exte

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

ShowCursor

+ BP.AdventureFramework.

Get or set if the cursor should be shown.

Logic

Declaration

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

```
public bool ShowCursor { get; set; }
```

Rendering

(BP.AdventureFramework.Ren

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Methods

(BP.AdventureFramework.Ren

BP.AdventureFramework.

Render(TextWriter)

Rendering.Frames

Render this frame to a writer.

(BP.AdventureFramework.Ren

Declaration

TextFrame

(BP.AdventureFramework.Renderin

IFrame

/BP.AdventureFramework.Pandoriz

```
public void Render(TextWriter writer)
```

Parameters

Type		Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)		writer	The writer.

(BP.AdventureFramework.Com

Tostring()

Conversations

Returns a string that represents the current object.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

```
public override string ToString()
```

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Returns

Extensions

Type

(BP.AdventureFramework.Exte

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ BP.AdventureFramework.

Interpretation

Overrides

(BP.AdventureFramework Inter

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ BP.AdventureFramework.

Implements

(BP.AdventureFramework.Logi

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

+ 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

(BP.AdventureFramework.Renderin

IFrame

(BP.AdventureFramework.Pandorin

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.Com

Assembly: BP.AdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

Conversations

Public interface IFrame

+ **BP.AdventureFramework.**

Conversations.Instructions

 (bP.AdventureFramework.Con

Properties

+ **BP.AdventureFramework.**

Extensions

AcceptsInput

 (bP.AdventureFramework.Exte

Get or set if this Frame accepts input.

+ **BP.AdventureFramework.**

Interpretation

 (bP.AdventureFramework.Inter

 bool AcceptsInput { get; set; }

+ **BP.AdventureFramework.**

Logic

 Property Value

 (bP.AdventureFramework.Logi

Type

+ **BP.AdventureFramework.**

Rendering

 (bP.Learn.Microsoft.Com/learn.microsoft.com/dotnet/api/system.boolean)

 (bP.AdventureFramework.Render

+ **BP.AdventureFramework.**

CursorPosition

 (bP.AdventureFramework.Render

Get the cursor position.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

 (bP.AdventureFramework.Render

Color

 int CursorLeft { get; }

 (bP.AdventureFramework.Render

Property Value

- **BP.AdventureFramework.**

Rendering.Frames

 (bP.AdventureFramework.Render

 int (https://learn.microsoft.com/dotnet/api/system.int32)

 GridTextFrame

 (bP.AdventureFramework.Render

IFrame

 (bP.AdventureFramework.Render

Description

Type	Description
+ BP.AdventureFramework.	
AcceptsInput	
+ BP.AdventureFramework.	
Interpretation	
(bP.AdventureFramework.Inter	
bool AcceptsInput { get; set; }	
+ BP.AdventureFramework.	
Logic	
Property Value	
(bP.AdventureFramework.Logi	
Type	
+ BP.AdventureFramework.	
Rendering	
(bP.Learn.Microsoft.Com/learn.microsoft.com/dotnet/api/system.boolean)	
+ BP.AdventureFramework.	
CursorPosition	
(bP.AdventureFramework.Render	
Get the cursor position.	
+ BP.AdventureFramework.	
Rendering.FrameBuilders	
(bP.AdventureFramework.Render	
Color	
int CursorLeft { get; }	
(bP.AdventureFramework.Render	
Property Value	
- BP.AdventureFramework.	
Rendering.Frames	
(bP.AdventureFramework.Render	
int (https://learn.microsoft.com/dotnet/api/system.int32)	
GridTextFrame	
(bP.AdventureFramework.Render	
IFrame	
(bP.AdventureFramework.Render	
IFrame	
(bP.AdventureFramework.Render	

CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

Commands

Property Value
(BP.AdventureFramework.Com

Type

+ **BP.AdventureFramework.**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

ShowCursor

Conversations.Instructions

Get (<https://learn.microsoft.com/dotnet/api/system.int32>)

- **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Property Value

Interpretation

Type **(BP.AdventureFramework.Inter**

Description

<https://learn.microsoft.com/dotnet/api/system.boolean>)

Logic

(BP.AdventureFramework.Logi

BP.AdventureFramework.

Methods

Rendering

(BP.AdventureFramework.Render

Render(TextWriter)

+ **BP.AdventureFramework.**

Render this frame on a writer

Rendering.FrameBuilders

Declaration

+ **BP.AdventureFramework.**

void **Render(TextWriter writer)**

Rendering.FrameBuilders.

Color

Parameters

(BP.AdventureFramework.Render

Type

BP.AdventureFramework.

Rendering.Frames

Text (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Name Description

writer The writer.

(BP.AdventureFramework.Render

GridTextFrame

(BP.AdventureFramework.Renderin

IFrame

/BP_AdventureFramework_Renderin

▼

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
(BP.AdventureFramework.Render)
 - IFrame
(BP.AdventureFramework.Render)

Class TextFrame

Provides a simple text based frame for displaying a command based interface.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.Constructor\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ TextFrame

+ BP.AdventureFramework.

Implements

Conversations

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

(BP.AdventureFramework.Constructor)

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(BP.AdventureFramework.Constructor)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ BP.AdventureFramework.

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

(BP.AdventureFramework.Extensions)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ BP.AdventureFramework.

Namespace: [BP \(BP.Html.AdventureFramework \(BP.AdventureFramework.html\).Rendering \(BP.AdventureFramework.Rendering.html\).Frames \(BP.AdventureFramework.Rendering.Frames.html\)\)](#)

Interpretation

Assembly: [BP.AdventureFramework.dll](#)

(BP.AdventureFramework.Interpreter)

Syntax

+ BP.AdventureFramework.

Logic

```
public sealed class TextFrame : IFrame
```

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Constructors

(BP.AdventureFramework.Renderer)

TextFrame(string)

Rendering.FrameBuilders

Initializes a new instance of the TextFrame class.

(BP.AdventureFramework.Renderer)

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

```
public TextFrame(string frameData, int cursorLeft, int cursorTop)
```

Color

(BP.AdventureFramework.Renderer)

Parameters

- BP.AdventureFramework.

Type

Rendering.Frames

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

(BP.AdventureFramework.Renderer)

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

(BP.AdventureFramework.Renderer)

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

(BP.AdventureFramework.Renderer)

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

Name	Description
frameData	The data the frame provides.
cursorLeft	The cursor left position.
cursorTop	The cursor top position.

Properties

AcceptsInput

Get or set if this Frame accepts input.

Declaration
Commands

([BP.AdventureFramework.Conversations](#))

+ BP.AdventureFramework.

Property Value

Conversations

([BP.AdventureFramework.Conversations](#))

Type Description

+ [BP.AdventureFramework.Conversations](#)

([bool](https://learn.microsoft.com/dotnet/api/system.boolean) (<https://learn.microsoft.com/dotnet/api/system.boolean>))

Conversations.Instructions

([BP.AdventureFramework.Conversations](#))

CursorPositionLeft

+ BP.AdventureFramework.

Extensions

Get the cursor left position.

([BP.AdventureFramework.Extensions](#))

Declaration

+ BP.AdventureFramework.

Interpretation

([BP.AdventureFramework.Interpretation](#))

([BP.AdventureFramework.Interpretation](#))

Property Value

CursorPositionLeft

Type

([BP.AdventureFramework.Logic](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ BP.AdventureFramework.

Rendering

([BP.AdventureFramework.Rendering](#))

+ BP.AdventureFramework.

Get the cursor top position.

Rendering.FrameBuilders

Declaration

([BP.AdventureFramework.Rendering](#))

+ BP.AdventureFramework.

([BP.AdventureFramework.Rendering](#))

Rendering.FrameBuilders.

Color

Property Value

([BP.AdventureFramework.Rendering](#))

Type

- BP.AdventureFramework.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

Rendering.Frames

([BP.AdventureFramework.Rendering](#))

ShowCursor

([BP.AdventureFramework.Rendering](#))

Iframe

Get or Set if the cursor should be shown.

([BP.AdventureFramework.Rendering](#))

Declaration

```
public bool ShowCursor { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Com	

+ BP.AdventureFramework.

Conversations

Methods

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Render(TextWriter)

Conversations.Instructions

(BP.AdventureFramework.Con

Render this frame on a writer.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Parameters

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

(TextWriter) (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Logic

(BP.AdventureFramework.Logi

To String()

(BP.AdventureFramework.

Rendering

Returns a string that represents the current object.

(BP.AdventureFramework.Render

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders

ToString() ([https://learn.microsoft.com/dotnet/api/system.string](#))

(BP.AdventureFramework.Render

Rendering

(BP.AdventureFramework.Rend

Rendering.Frames

(BP.AdventureFramework.Rend

Rendering.IFrame

(BP.AdventureFramework.Rend

ingFrames.IFrame) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(BP.AdventureFramework.Rend

Implements

(BP.AdventureFramework.Renderir

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

| Frame

/BP_AdventureFramework_Renderir

▼

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
(BP.AdventureFramework.Render)
 - IFrame
(BP.AdventureFramework.Render)

Namespace BP.AdventureFramework. Utilities

▼ Filter by title

Classes

Conversations

(BP.AdventureFramework.Conversations)

OverworldMaker (BP.AdventureFramework.Utilities.OverworldMaker.html)

+ BP.AdventureFramework.

Provides a class for helping to make Regions.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)

+ BP.AdventureFramework.

Provides a class for helping to make Regions.

Extensions

(BP.AdventureFramework.Extensions)

Interfaces

+ BP.AdventureFramework.

Interpretation

IAssetTemplate<T> (BP.AdventureFramework.Utilities.IAssetTemplate-1.html)

(BP.AdventureFramework.Interfaces)

Represents any object that is a template for an asset.

+ 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)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

- BP.AdventureFramework.

Utilities

(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)

Commands

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Com

Syntax

+ BP.AdventureFramework.

Conversations

PUBLIC INTERFACE IAssetTemplate<out T>

(BP.AdventureFramework.Con

Type: BP.AdventureFramework.

Conversations.Instructions

Name Description

(BP.AdventureFramework.Con

T The type of asset being templated.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Methods

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Instantiate a new instance of the templated asset.

Logic

Declaration

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rend

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utili

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.OverworldMaker\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ OverworldMaker

+ **BP.AdventureFramework.**

Inherited Members

Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ **BP.AdventureFramework.**

Conversations.Instructions

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

Assembly: BPAdventureFramework.dll

Interpretation

(BP.AdventureFramework.Inter

public sealed class OverworldMaker

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

Constructors

+ **BP.AdventureFramework.**

Rendering

OverworldMaker(Identifier, Description, params RegionMaker[])

(BP.AdventureFramework.Ren

Initializes a new instance of the OverworldMaker class.

+ **BP.AdventureFramework.**

Decorators

(BP.AdventureFramework.Ren

public OverworldMaker(Identifier identifier, Description description, params RegionM

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

public OverworldMaker(Identifier identifier, Description description, params RegionM

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Color

Parameters

(BP.AdventureFramework.Ren

Type

+ **BP.AdventureFramework.**

Identifier

Rendering.Frames

(BP.AdventureFramework.Assets.Identifier.html)

(BP.AdventureFramework.Ren

Description

- **BP.AdventureFramework.**

(BP.AdventureFramework.Assets.Description.html)

Utilities

(BP.AdventureFramework.Utili

Type	Name	Description
Identifier	identifier	An identifier for the region.
Description	description	A description for the region.

Type	Name	Description
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html) []	regionMakers	The region makes to use to construct regions.

▼

OverworldMaker(string, string, params RegionMaker[])

(BP.AdventureFramework.Con

Initializes a new instance of the OverworldMaker class.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Con

```
public OverworldMaker(string identifier, string description, params RegionMaker[] re
```

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

Parameters

+ BP.AdventureFramework.

Extensions

string

(BP.AdventureFramework.Exte

(<https://learn.microsoft.com/dotnet/api/system.string>)

+ BP.AdventureFramework.

string

(BP.AdventureFramework.Exte

(<https://learn.microsoft.com/dotnet/api/system.string>)

+ BP.AdventureFramework.

Interpretation

RegionMaker

(BP.AdventureFramework.Utilities.RegionMaker.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Ren

MAKE()

Rendering.FrameBuilders

Make an overworld.

(BP.AdventureFramework.Ren

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

public Overworld Make()

Color

(BP.AdventureFramework.Ren

Returns

+ BP.AdventureFramework.

Type

Rendering.Frames

(BP.AdventureFramework.Ren

(https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets.Locations.Overworld.html)

Description

The created overworld.

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utili

▼

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
(BP.AdventureFramework.Utilit)

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.Com\)](#)

↳ RegionMaker

+ **BP.AdventureFramework.**

Inherited Members

Conversations

↳ [\(BP.AdventureFramework.Con\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Conversations.Instructions

↳ [\(BP.AdventureFramework.Con\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **BP.AdventureFramework.**

Extensions

↳ [\(BP.AdventureFramework.Exte\)](#)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

Assembly: BP.AdventureFramework.dll

Interpretation

(**BP.AdventureFramework.Inter**

public sealed class RegionMaker

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

Constructors

+ **BP.AdventureFramework.**

Rendering

RegionMaker(Identifier, Description)

(**BP.AdventureFramework.Render**

Initializes a new instance of the RegionMaker class.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

public RegionMaker(Identifier identifier, Description description)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Parameters

Color

Type: [\(BP.AdventureFramework.Render\)](#)

Name

Description

Identifier ([BP.AdventureFramework.Assets.Identifier.html](#))

identifier

An identifier for the region.

Rendering.Frames

Description ([BP.AdventureFramework.Assets.Description.html](#))

description

A description for the region.

(**BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

RegionMaker(string, string)

(**BP.AdventureFramework.Utili**

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```



Parameters

Commands	Type	Name	Description
+ BP.AdventureFramework.Comversations	(BP.AdventureFramework.Comversations)	<i>identifier</i>	An identifier for the region.
+ BP.AdventureFramework.Comversations	(BP.AdventureFramework.Comversations)	<i>description</i>	A description for the region.

+ **BP.AdventureFramework.**

Properties

([BP.AdventureFramework.Com](#))

+ **BP.AdventureFramework.**

Extensions

([BP.AdventureFramework.Exte](#))

Declaration

+ **BP.AdventureFramework.**

Interpretation

```
public Room this[int x, int y, int z] { get; set; }
```

+ **BP.AdventureFramework.**

Parameters

Logic	Type	Name	Description
+ BP.AdventureFramework.	(BP.AdventureFramework.Logi)	<i>x</i>	The x position.
+ BP.AdventureFramework.	(BP.AdventureFramework.Ren)	<i>y</i>	The y position.
+ BP.AdventureFramework.	(BP.AdventureFramework.Ren)	<i>z</i>	The z position.

+ **BP.AdventureFramework.**

Property Value

Rendering.FrameBuilders

Type	Description
+ BP.AdventureFramework.	(BP.AdventureFramework.Asets.Locations.Room.html)

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Ren](#))

Methods

+ **BP.AdventureFramework.**

Rendering.Frames

([BP.AdventureFramework.Render](#))

Declaration

+ **BP.AdventureFramework.**

Utilities

Declaration

([BP.AdventureFramework.Utili](#))

```
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.

Commands

Returns [\(BP.AdventureFramework.Commands\)](#)

+ [BP.AdventureFramework.Commands](#)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the room can be placed, else false.

([BP.AdventureFramework.Commands](#))

GetRoomPositions()

Extensions

Gets [\(BP.AdventureFramework.Extensions\)](#)

Interpretation

Returns [\(BP.AdventureFramework.Interpretation\)](#)

+ [BP.AdventureFramework.Interpretation](#)

Logic

Type	Description
RoomPosition[] (BP.AdventureFramework.Assets.Locations.RoomPosition.html)[]	The room positions.

Rendering

([BP.AdventureFramework.Rendering](#))

Make()

+ [BP.AdventureFramework.Rendering](#)

RegionBuilder

([BP.AdventureFramework.Rendering](#))

Declaration

+ [BP.AdventureFramework.Rendering](#)

public Region Make()

[RegionBuilder](#)

Color

Returns [\(BP.AdventureFramework.Rendering\)](#)

+ [BP.AdventureFramework.Rendering](#)

Frames

Returns [Region \(\[BP.AdventureFramework.Assets.Locations.Region.html\]\(#\)\)](#)

([BP.AdventureFramework.Rendering](#))

- [BP.AdventureFramework](#)

Make([RoomPosition](#))

([BP.AdventureFramework.Util](#))

Description

The created region.

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

Commands	Name	Description
Type (BP.AdventureFramework.Com RoomPosition + BP.AdventureFramework. (BP.AdventureFramework.Assets.Locations.RoomPosition.html)	<i>startPosition</i>	The start position.

Conversations

Returns

+ BP.AdventureFramework.	Description
Conversations.Instructions Region (BP.AdventureFramework.Assets.Locations.Region.html) (BP.AdventureFramework.Con	The created region.

+ BP.AdventureFramework.

Make(int, int)

(BP.AdventureFramework.Exte
Make a region.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inter
public Region Make(int x, int y, int z)

+ BP.AdventureFramework.

Logic

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The start z position.

+ BP.AdventureFramework.

Rendering.FrameBuilders

Returns

(BP.AdventureFramework.Render

Type

+ BP.AdventureFramework.

Region (BP.AdventureFramework.Assets.Locations.Region.html)

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilit