

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](#))
Represents a size.

- + **BP.AdventureFramework.**

Interfaces

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

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

Commands

Represents any object that is examinable.

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

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

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ BP.AdventureFramework.

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

Assets

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

(BP.AdventureFramework.Assets)

Inherited Members

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

Description.Empty

Description

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

↳ [\(BP.AdventureFramework.Assets.Description\)](#) ([object.Equals\(object\)](#) ([ExaminableObject](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-object)))</p></div><div data-bbox=)

↳ [\(BP.AdventureFramework.Assets.E](#)

object.Equals(object, object) ([ExaminationCallback](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-object-object))</p></div><div data-bbox=)

↳ [\(BP.AdventureFramework.Assets.E](#)

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

ExaminationResult

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

↳ [\(BP.AdventureFramework.Assets.E](#)

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

IExaminable

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

↳ [\(BP.AdventureFramework.Assets.IF](#)

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

PlayerVisible

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

Syntax

Identifier

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

Item

public sealed class ConditionalDescription : Description

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

Size

↳ [\(BP.AdventureFramework.Assets.S](#)

Constructors

+ [BP.AdventureFramework.](#)

↳ [Assets.Characters](#)

C(ConditionalDescription, string, string, Condition)

+ [BP.AdventureFramework.](#)

↳ [Initialize an instance of the ConditionalDescription class.](#)

↳ [Assets.Interaction](#)

Declaration

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

+ [BP.AdventureFramework.](#)

↳ [PlayConditionalDescription\(string trueDescription, string falseDescription, Condition condition\)](#)

↳ [Assets.Locations](#)

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

Parameters

+ [BP.AdventureFramework.](#)

Type

↳ [Commands](#)

↳ [\(BP.AdventureFramework.Com](#)

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

+ [BP.AdventureFramework.](#)

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

Conversations

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

↳ string (https://learn.microsoft.com/dotnet/api/system.string)	falseDescription	The false description.
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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.ICondition { get; set; }

ExaminableObject

Property Value
(BP.AdventureFramework.Assets.ExaminationCallback)

Type
(BP.AdventureFramework.Assets.ExaminationCallback)

Description

Condition
(BP.AdventureFramework.Assets.ExaminationCallback)

Represents a conditional description of an object.

ExaminationResult
(BP.AdventureFramework.Assets.ExaminationResult)

Declaration
(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Methods

Declaration
(BP.AdventureFramework.Assets.IPlayerVisible)

Identity
(BP.AdventureFramework.Assets.IIdentity)

Item
(BP.AdventureFramework.Assets.IItem)

Size
(BP.AdventureFramework.Assets.ISize)

Get the description.
(BP.AdventureFramework.Assets.IDescription)

Declaration
+ BP.AdventureFramework.

Assets.Characters
public override string GetDescription()

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

Type
(BP.AdventureFramework.Assets.Interaction)

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

+ BP.AdventureFramework.

Assets.Locations

OVERRIDES
(BP_AdventureFramework_Assets.Locations)

Description.GetDescription()

(BP_AdventureFramework_Assets.Description.html#BP_AdventureFramework_Assets_Description_GetDescriptio

n)
Commands

(BP.AdventureFramework.Commands)

+ 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))

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

Description

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

ExaminableObject

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

ExaminationCallback

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

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

ExaminationResult

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

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

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

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

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

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

PlayerVisible

Assembly [BP.AdventureFramework](#)

Identifier

([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.**

Initialized an instance of the Description class

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

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

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

Name	Description
description	The description

Properties

DefaultDescription

Get or set the description.

Declaration

- **BP.AdventureFramework.**

Assets

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

Property Value

(BP.AdventureFramework.Assets.C

Type	Description	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	ExaminableObject	Represents a description of an object.

ConditionalDescription

(BP.AdventureFramework.Assets.C

Description

(BP.AdventureFramework.Assets.C

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

ExaminableObject

(BP.AdventureFramework.Assets.E

ExaminationCallback

Empty

(BP.AdventureFramework.Assets.E

ExaminationResult

Get an empty description.

(BP.AdventureFramework.Assets.E

Identifier

(BP.AdventureFramework.Assets.I

IPlayerVisible

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

(BP.AdventureFramework.Assets.I

Identifier

Property Value

(BP.AdventureFramework.Assets.I

Item

(BP.AdventureFramework.Assets.I

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

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Assets.Characters

Methods

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

GetDescription()

Assets.Interaction

(BP.AdventureFramework.Assets.

Get the description.

+ BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Returns

Commands

(BP.AdventureFramework.Com

(BP.AdventureFramework.Com

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

Conversations

(BP.AdventureFramework.Con



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

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

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

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

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

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

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

Syntax

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

+ [BP AdventureFramework](#)

public class ExaminableObject : IExaminable, IPlayerVisible

[Assets.Interaction](#)

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

+ [BP.AdventureFramework.](#)

[Properties](#)

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

+ [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 Assets (BP.AdventureFramework.Commands.CustomCommand.html) [BP.AdventureFramework.Assets]	Represents an object that can be examined.

ConditionalDescription
(BP.AdventureFramework.Assets.C)

Description
(BP.AdventureFramework.Assets.D)

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

Declaration
ExaminationCallback
(BP.AdventureFramework.Assets.E)

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

ExaminationResult
(BP.AdventureFramework.Assets.E)

IExaminable
Property Value
(BP.AdventureFramework.Assets.II)

Type	Description
PlayerVisible (BP.AdventureFramework.Assets.II)	Represents an object that can be examined.

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

Item
(BP.AdventureFramework.Assets.Item)

Size
Get or set the callback handling all examination of this object.
(BP.AdventureFramework.Assets.Size)

Declaration
+ BP.AdventureFramework.

Assets.Characters
public ExaminationCallback Examination { get; set; }
(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.
Property Value
Assets.Interaction

Type	Description
(BP.AdventureFramework.Assets.ExaminationCallback)	Represents an object that can be examined.

+ BP.AdventureFramework.
Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.
Commands

Get this objects identifier
(BP.AdventureFramework.Commands.Identifier)

Declaration
+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

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

Property Value

Type	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html) Assets	Represents an object that can be examined.

(BP.AdventureFramework.Ass

IsPlayerVisible ConditionalDescription
(BP_AdventureFramework_Assets_C)

Description Get or Set if this is visible to the player.
(BP_AdventureFramework_Assets)

(B) .AdventureFramework.Assets.E
Declaration
ExamifiableObject

```
public bool IsPlayerVisible {
```

(BP.AdventureFramework.Assets.E

- ExaminationResult

Type Examinable

(BPAdventureFramework.Assets.II
boot (<https://learn.microsoft.com/dotnet>

IPlayerVisible
(BP.AdventureFramework.Assets.II)

Identifier

Methods

(BP.AdventureFramework.Assets.SizeType.Examples)

Examine() (BP.AdventureFramework.Assets.S

~~Explained~~ BP Adventure Framework.

Declaration **(BP.AdventureFramework.Ass**

+ **BP:AdventureFramework**

Assets.Interaction

• Type: AdventureFramework.Ass

+ BP_AdventureFramework.

Assets Locations

(EBR Adventure Frameworks Assn)

+ BP.AdventureFramework.
Commands

Commands ToString() (BP.AdventureFramework.Com)

Returns a string that represents the current **AdventureFramework**.

Conversations

Declaration

Type	Description
+ BPAdventureFramework.	
AssetsLocations (BPAdventureFramework.AssetLocations)	A ExaminationResult detailing the examination of this object. ExaminationResult.html

+ BP.AdventureFramework.
Commands

Commands ToString() (BP.AdventureFramework.Com)

+ **BP.AdventureFramework**.

Conversations

Declaration

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

Returns

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

(BP.AdventureFramework.Assets)

Overrides

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

Implements

IExaminableObject

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

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

ExaminationCallback

(BP.AdventureFramework.Assets.E)

ExaminationResult

(BP.AdventureFramework.Assets.E)

IExaminable

(BP.AdventureFramework.Assets.IE)

IPlayerVisible

(BP.AdventureFramework.Assets.IPV)

Identifier

(BP.AdventureFramework.Assets.ID)

Item

(BP.AdventureFramework.Assets.II)

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)

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

(BP.AdventureFramework.Assets.E

Parameters

ExaminationCallback

Type

(BP.AdventureFramework.Assets.E

Name

Description

ExaminationResult

IExaminable

(BP.AdventureFramework.Assets.IExaminable.html)

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()
object.MemberwiseClone()	(https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
object.ReferenceEquals(object, object)	(https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString()	(https://learn.microsoft.com/dotnet/api/system.object.tostring)
Namespace:	BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html)
Size	
Assembly:	(BP.AdventureFramework.html).Assets

Syntax

+ **BP.AdventureFramework.**

Assets.Characters

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

+ **BP.AdventureFramework.**

Assets.Interaction

Constructors

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

+ **BP.AdventureFramework.**

ExaminationResult(string)

Assets.Locations

Initializes a new instance of the ExaminationResult class.

+ **BP.AdventureFramework.**

Commands

public ExaminationResult(string description)
(**BP.AdventureFramework.Commands.ExaminationResult**)

+ **BP.AdventureFramework.**

Parameters

Conversations

Type	Name	Description
Type: (BP.AdventureFramework.Conversations.ExaminationResult)	description	A description of the result.

+ **BP.AdventureFramework.**

Extensions



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.**
Extensions

Type	Description
Description (BP.AdventureFramework.Assets.Description.html)	Represents any object that is examinable.

Identifier

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

Declaration
 (BP.AdventureFramework.Assets.C
 ExaminableObject
 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	Represents any object that is examinable.

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 Examined()
 (BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Returns

Assets.Interaction

(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.

Extensions

(BP.AdventureFramework.Exte

/BP_AdventureFramework_Ext

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
```

Get `BP.AdventureFramework.IPlayerVisible`

```
Item
```

Declaration

```
(BP.AdventureFramework.Assets.II  
Size  
bool IsPlayerVisible { get; set; }
```

+ BP.AdventureFramework.

Assets.Characters

Type	Description
<code>BP.AdventureFramework.Assets.IPlayerVisible</code> https://learn.microsoft.com/dotnet/api/system.boolean	Represents any object that is visible to a player.

Assets.Interaction

(BP.AdventureFramework.Assets.IInteraction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.ILocation)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.ICommand)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.IExtension)

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance:

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

Implementation:

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

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

Inherited Members:

IPlayerVisible

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

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.Com)

Declaration

+ **BP.AdventureFramework.**

Conversations

public Identifier(string name)

(BP.AdventureFramework.Con)

+ **BP.AdventureFramework.**

Parameters

Extensions

Type

(BP.AdventureFramework.Exte)

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

+ **BP.AdventureFramework.**

Extensions	Name	Description
Type	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
```

Provides a class that can be used as an identifier.

(BP.AdventureFramework.Assets.II

IPlayerVisible

IdentifiableName

(BP.AdventureFramework.Assets.II

Identifier

Get the name as a case insensitive identifier.

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

Item

```
(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)
```

Provides a class that can be used as an identifier.

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Name

+ BP.AdventureFramework.

Get the name.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Declaration

+ BP.AdventureFramework.

public string Name { get; }

Commands

(BP.AdventureFramework.Commands)

Property Value

+ BP.AdventureFramework.

Type (BP.AdventureFramework.Commands)

Description

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

Provides a class that can be used as an identifier.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Methods

+ BP.AdventureFramework.

Equals(Identifier)

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

Declaration

<pre>public bool Equals(Identifier other)</pre>		
Parameters		
ExaminableObject Type (BP.AdventureFramework.Assets.ExaminationCallback) Identifier (BP.AdventureFramework.Assets.Identifier.html) ExaminationResult Returns	Name	Description
(BP.AdventureFramework.Assets.ExaminationCallback) Identifier (BP.AdventureFramework.Assets.Identifier.html) ExaminationResult Returns	other	An object to compare with this object.
Type Examinable Description bool IPlayerVisible Identifier t/api/system.bool Item		

Equals(string) Framework.Assets.S

+ **BPAdventureFramework** indicates whether the current object is equal to another object of the same type.

Assets.Characters

ASSETS: Declaration

(BP.AdventureFramework.Ass

+ BRIAdventureFrame(working other)

Assets.Interaction

(BPAdventureFramework.Ass

+JB Adventure Framework

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

ReBP Adventure Framework

Type	Commands	Description
bool	(BP.AdventureFramework.Com)	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). false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool). t/api/system.bool
ean	(BP.AdventureFramework.Com)	

+ BP.AdventureFramework.

Extensions

IdentifierableString (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.

Extensions

(BP.AdventureFramework.Extensions)

+ 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) ([BP_AdventureFramework_Assets_ExaminableObject_Identifier.html](#))

BP.AdventureFramework.Assets.Characters

ExaminableObject.Description

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

Assets.Interaction

ExaminableObject.Commands

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

BP.AdventureFramework.

ExaminableObject.Examine()

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

ExaminableObject.IsPlayerVisible

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

+ BP.AdventureFramework.Com

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

+ BP.AdventureFramework.

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)))

+ BP.AdventureFramework.Con

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>)

+ BP.AdventureFramework.Exte

Name: BP_AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html)

Assembly: BP.AdventureFramework.dll

+ BP.AdventureFramework.

Syntax

Interpretation

```
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.II

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.II)

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

+ BP.AdventureFramework.

Assets.Locations

Parameters
(BP.AdventureFramework.Assets.II)

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

+ BP.AdventureFramework.

Properties

Extensions

(BP.AdventureFramework.Extensions)

Interaction

(BP.AdventureFramework.Interaction)

Interpretation

Get or set the interaction.

Declaration

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



Property Value

Type	Description
ExaminableObject (BP.AdventureFramework.Assets.ExaminationCallback) InteractionCallback (BP.AdventureFramework.Assets.Interaction.InteractionCallback.html) (BP.AdventureFramework.Assets.ExaminationResult)	Represents an item that can be used within the game.

IsTakeable
(BP.AdventureFramework.Assets.IPlayerVisible)
IPlayerVisible

Get `open` if this is takeable.
(BP.AdventureFramework.Assets.Identifier)
Identifier

```
public bool IsTakeable { get; }  
(BP.AdventureFramework.Assets.Item)
```

Size

Property Value

Type	Description
Assets.Characters bool (BP.AdventureFramework.Asset) (https://learn.microsoft.com/dotnet/api/system.boolean)	Represents an item that can be used within the game.

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Methods

+ **BP.AdventureFramework.**

Assets.Locations

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

Interact with an item.

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

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

+ **BP.AdventureFramework.**

Interpretation

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

Morph(Item)

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

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

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

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

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

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

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

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

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

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

+ BPAdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

+ BPAdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ BPAdventureFramework.

Commands

(BP.AdventureFramework.Commands.html)

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

+ BPAdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BPAdventureFramework.

Interpretation

Struct Size

Represents a size.

Filter by title

Inherited Members .

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

+ BP.AdventureFramework.

Constructors

Assets.Characters

(BP.AdventureFramework.Assets.Characters.)

Size(int, int)

(BP.AdventureFramework.

Assets.Interaction

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

(BP.AdventureFramework.Assets.Interaction.)

Declaration

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.)

Parameters

(BP.AdventureFramework.

TypeCommands

(BP.AdventureFramework.Com

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

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations.)

+ BP.AdventureFramework.

Properties

Extensions

(BP.AdventureFramework.Exte

Height

(BP.AdventureFramework.

Interpretation

Get the height.

(BP.AdventureFramework.Inter

Declaration

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

Property Value

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

Width

ExaminationCallback
(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult
(BP.AdventureFramework.Assets.ExaminationResult)

Get the width
(BP.AdventureFramework.Assets.IExaminable.GetWidth)

Declaration
IPlayableVisible
(BP.AdventureFramework.Assets.IPlayableVisible)

public int Width { get; }

public int Width { get; }

(BP.AdventureFramework.Assets.IPlayableVisible.Width)

Item
(BP.AdventureFramework.Assets.IPlayableVisible.Item)

Property Value
(BP.AdventureFramework.Assets.Item)

Type Size
(BP.AdventureFramework.Assets.SizeType)

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

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

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)

 (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.

 Extensions

 (BP.AdventureFramework.Extension)

+ BP.AdventureFramework.

 Interpretation

 (BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

 Logic

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.

Properties

(BP.AdventureFramework.Assets.Characters.Character)

Character

(BP.AdventureFramework.Assets.Characters.Character)

IConverser

Get or set the interaction.
(BP.AdventureFramework.Assets.Characters.Character)

Declaration

NonPlayableViewCharacter

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

public InteractionCallback Interaction { get; set; }

(BP.AdventureFramework.Assets.Characters.Character)

+ BP.AdventureFramework.

Properties

Assets.Interaction

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

Description

InteractionCallback
Represents a generic in game character.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Characters.Character)

- BP.AdventureFramework.

Commands

Get if this character is alive.

(BP.AdventureFramework.Commands.Character)

Declaration

+ BP.AdventureFramework.

Conversations

public bool IsAlive { get; protected set; }

(BP.AdventureFramework.Commands.Character)

+ BP.AdventureFramework.

Extensions

Type
(BP.AdventureFramework.Extensions.Character)

Description

bool (https://learn.microsoft.com/dotnet/api/system.boolean)
Represents a generic in game character.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.Character)

Items

+ BP.AdventureFramework.

Get the items this Character holds.

Logic

Declaration

(BP.AdventureFramework.Logic.Character)

+ BP.AdventureFramework.

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

Property Value

Type	Description
Item (BP.AdventureFramework.Assets.Item.html)[] (BP.AdventureFramework.Assets.Item.html)	Represents a generic in game character.

- 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.Conversations)

Parameters

+ BP.AdventureFramework.

Extensions

Item (BP.AdventureFramework.Extensions.Item.html)

Name

Description

item

The item to de-acquire.

+ BP.AdventureFramework.

Interpretation

FindItem(string, out Item, bool)

(BP.AdventureFramework.Interpretation)

Find an item.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

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

Parameters

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

Returns NonPlayableCharacter

Type	Description
NonPlayableCharacter	True if the item was found.

+ BP.AdventureFramework.

Assets.Interaction

[Give\(Item, Character\)](#) (BP.AdventureFramework.Assets.Interaction)

Give an item to another in game Character.

Assets.Locations

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

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

+ BP.AdventureFramework.

Commands

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

Type	Name	Description
(BP.AdventureFramework.Commands)	item	The item to give.
(BP.AdventureFramework.Commands)	character	The Character to give the item to.

Extensions

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

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

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

+ BP.AdventureFramework.

HasItem(Item, bool)

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)

Extensions

(BP.AdventureFramework.Extensions.html)

InteractWithItem(Item)

(BP.AdventureFramework.InteractWithItem.html)

Interpretation

Interact with a specified item.

(BP.AdventureFramework.Interpretation.html)

Declaration

+ BP.AdventureFramework.

Logonected virtual InteractionResult InteractWithItem(Item item)

(BP.AdventureFramework.Logonected.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 virtual 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.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Interface IConverser

Represents an object that can converse.



Inherited Members

BP_AdventureFramework.	
+ Assets.Characters. (BP.AdventureFramework.Assets.IExaminable.html#BP_AdventureFramework_Assets_IExaminable_Identifier)	
+ BP_AdventureFramework.Asset (BP.AdventureFramework.Assets.IExaminable.html#BP_AdventureFramework_Assets_IExaminable_Character)	
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) NonPlayableCharacter	
IPlayerVisible.IsPlayerVisible (BP.AdventureFramework.Assets.C	
(BP.AdventureFramework.Assets.IPlayerVisible.html#BP_AdventureFramework_Assets_IPlayerVisible_PlayableCharacter) sible)	
(BP.AdventureFramework.Assets.C	
Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP_AdventureFramework.html#BP_AdventureFramework_Characters) (BP.AdventureFramework.Assets.Characters.html)	
AssetsInteraction.dll	
Syntax	
BP_AdventureFramework.	
+ Assets.Interaction.	
Assets.Locations	
(BP.AdventureFramework.Assets.Locat	
+ BP_AdventureFramework.	
public interface IConverser : IExaminable, IPlayerVisible	
Assets.Location	
(BP.AdventureFramework.Assets.Location)	
+ BP_AdventureFramework.	
Commands	
(BP.AdventureFramework.Com	
+ BP_AdventureFramework.	
Conversation	
Conversations	
Get the conversation. (BP_AdventureFramework.Con	
Declaration	
+ BP_AdventureFramework.	
Extensions	
Conversation Conversation { get; set; }	
(BP_AdventureFramework.Exte	
+ BP_AdventureFramework.	
Property Value	
Interpretation	
Type (BP_AdventureFramework.Inte	Description
Conversation	Represents an object that can converse.
+ BP_AdventureFramework.	
(BP_AdventureFramework.Conversations.Conversation.html)	
Logic	
(BP_AdventureFramework.Logi	
+ BP_AdventureFramework.	
Rendering	

▼

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

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

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

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

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_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_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_RequireItem**)

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_RequireItem)

+ **BP_AdventureFramework.**

Character.HasItem(item)

(**BP_AdventureFramework_Extensions_HasItem**)

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_HasItem)

+ **BP_AdventureFramework.**

Character.FindItem(string, out Item, bool)

(**BP_AdventureFramework_Interpretation_FindItem**)

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_FindItem_System_String_BP_AdventureFramework_Assets_Item__System_Boolean_)

+ **BP_AdventureFramework.**

Character.Give(Item, Character)

(**BP_AdventureFramework_Logic_Give**)

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Give_BP_AdventureFramework_Assets_Item_BP_AdventureFramework_Assets_Characters_Character_)

+ **BP_AdventureFramework.**

Rendering

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Interact_BP_AdventureFramework_Assets_Item_)

(**BP_AdventureFramework_Rendering_Interact**)

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.Characters**)
 (BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Character_Description)

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

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

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

+ **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.Interaction**)
 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)))

Assets.Locations

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

 Name
 (**BP.AdventureFramework.Commands**)
 Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework**.

Syntax

Conversations

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

+ **BP.AdventureFramework**.

Extensions

 (**BP.AdventureFramework.Extensions**)

Constructors

+ **BP.AdventureFramework**.

Interpretation

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

 Initializes a new instance of the NonPlayableCharacter class.

+ **BP.AdventureFramework**.

Logic

 Declaration
 (**BP.AdventureFramework.Logic**)

+ **BP.AdventureFramework**.

Rendering

 (**BP.AdventureFramework.Rendering**)

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.Characters.html) IConverser (BP.AdventureFramework.Assets.IConverser.html)	<i>conversation</i>	The conversation.

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

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

Declaration
(BP.AdventureFramework.Assets.Character)

+ BP.AdventureFramework.

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

+ 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.

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

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

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Rendering)

```
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.Com

Initializes a new instance of the NonPlayableCharacter class.

+ BP.AdventureFramework.

Declarations

Conversations

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Parameters

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

(BP.AdventureFramework.Render)

Properties

Conversation

Get or set the conversation.

Declaration

- **BP.AdventureFramework.**

Assets.Characters

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

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

Character

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

Type

Converser

Description

Conversation

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

NonPlayableCharacter

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

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

Represents a non-playable character.

Implements

+ **BP.AdventureFramework.**

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

Assets.Interaction

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

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

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

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

+ **BP.AdventureFramework.**

Assets.Locations

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

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logic**)

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Rendering**)

Class 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.IPlayable.html](#))

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

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

([BP_AdventureFramework_Assets.Character](#))

Inherited Members

+ **BP_AdventureFramework.**

Character.ISALIVE

Assets_Interaction

([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)

Assets_Locations

(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_BP_AdventureFramework_Assets_Item)

(BP_AdventureFramework.Extensions)

Character.HasItem(item, bool)

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

Interpretation

Character.FindItem(string, out Item, bool)

(BP_AdventureFramework.Interpretation)

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

+ **BP_AdventureFramework.**

Character.Give(Item, Character)

(BP_AdventureFramework.Logic)

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

Character.GiveItem(Item)

(BP_AdventureFramework.Render)

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

(BP_AdventureFramework.Render)

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>)
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
NameSpace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Assets
(BP.AdventureFramework.Assets.html).Characters (BP.AdventureFramework.Assets.Characters.html)

AsBP.AdventureFramework.dll

Syntax
Conversations
(BP.AdventureFramework.Conversations)
public sealed class PlayableCharacter : Character, IExaminable, IPlayerVisible, IInteractWithItem
+ BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Extensions)
+ BP.AdventureFramework.
Constructors
Interpretation
(BP.AdventureFramework.Interpretation)
PlayableCharacter(Identifier, Description, params Item[])
+ BP.AdventureFramework.
Initializes a new instance of the PlayableCharacter class.
Logic
(BP.AdventureFramework.Logic)
Description
+ BP.AdventureFramework.
Rendering
public PlayableCharacter(Identifier identifier, Description description, params Item[] items)
(BP.AdventureFramework.Rendering)

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

+ BP.AdventureFramework.

Commands

Methods

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

UseItem(Item, IInteractWithItem)

(BP.AdventureFramework.Commands)

Use an item.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Parameters

Interpretation

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

+ BP.AdventureFramework.

Rendering

Returns

(BP.AdventureFramework.Rendering)

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

Implements

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

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

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

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

(BP.AdventureFramework.Assets.Characters)

IConverser

(BP.AdventureFramework.Assets.Characters)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

(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.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

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

(BP.AdventureFramework.Assets.Interaction.InteractionResult)

IInteractWithItem

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Reaction

(BP.AdventureFramework.Assets.Interaction.Reaction)

Represents any object that can interact with an item.

ReactionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Result

(BP.AdventureFramework.Assets.Interaction.Result)

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

(BP.AdventureFramework.Assets.Locations)

+ 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)

Extensions callback for conditions.

(BP.AdventureFramework.Extensions)

+ 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.**

Extensions

(BP.AdventureFramework.Extensions.IExtension)

+ **BP.AdventureFramework.**

(BP.AdventureFramework.Extensions.IExtension)

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.**

Extensions

(BP.AdventureFramework.Exte

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)

IInteractionResult

IInteractionResult Interact(Item item)

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Result

Parameters

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

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.**

Extensions

(BP.AdventureFramework.Extensions.IInteractionResult)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IInteractionResult)

+ **RP AdventureFramework**

(RP.AdventureFramework.RPInteractionResult)

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.

`(BP.AdventureFramework.Assets.InteractionEffect)`

Returns

`InteractionResult`

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

Description

`Reaction`

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

The result of the

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

interaction.

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

`Result`

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

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

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.Interaction

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.Interaction

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

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

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

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

Result

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

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

Assembly: BP.AdventureFramework.dll

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

public sealed class InteractionResult : Result

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Constructors

+ BP.AdventureFramework.

Conversations

InteractionResult(InteractionEffect, Item)

(BP.AdventureFramework.Conversations)

Initializes a new instance of the InteractionResult class.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

public InteractionResult(InteractionEffect effect, Item item)

+ BP.AdventureFramework.

Interpretation

Parameters

(BP.AdventureFramework.Interpretation)

Type

+ BP.AdventureFramework.

InteractionEffect

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

Name

Description

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.Interaction)

Declaration

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

InteractionCallback

(BP.AdventureFramework.Assets.Interaction)

Parameters

InteractionEffect

Type (BP.AdventureFramework.Assets.Interaction)

InteractionResult

InteractionEffect
(BP.AdventureFramework.Assets.Interaction)

Reaction

html
(BP.AdventureFramework.Assets.Interaction)

Item

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

(BP.AdventureFramework.Assets.Item)

Result

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

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Get the effect.

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Extensions

Property Value

(BP.AdventureFramework.Extensions)

Type

+ BP.AdventureFramework.

Interpretation

InteractionEffect
(BP.AdventureFramework.Assets.Interaction)

(BP.AdventureFramework.Interpretation)

Description

Represents a result of an interaction.

+ BP.AdventureFramework.

Logging

(BP.AdventureFramework.Logging)

Get the item used in the interaction.

Declaration

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

Property Value

Type	Description
Assets.Interaction (BP.AdventureFramework.Assets.Interaction) Item (BP.AdventureFramework.Assets.Item.html) Condition (BP.AdventureFramework.Assets.IInteraction) IInteractWithItem (BP.AdventureFramework.Assets.IInteractionCallback) InteractionCallback (BP.AdventureFramework.Assets.IInteractionEffect) InteractionEffect (BP.AdventureFramework.Assets.IInteractionResult) InteractionResult (BP.AdventureFramework.Assets.IReaction) Reaction (BP.AdventureFramework.Assets.IReactionResult) ReactionResult (BP.AdventureFramework.Assets.IResult) Result (BP.AdventureFramework.Assets.IResultType) ResultType	Represents a result of an interaction.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Class Reaction

Represents a reaction.

Filter by title

Inheritance

(BP.AdventureFramework.Assets)

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

(BP.AdventureFramework.Assets.Interaction.html)

Inherited Members

InteractWithItem

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)))
InteractionCallback
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)))
InteractionEffect
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
InteractionResult
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
Reaction
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(BP.AdventureFramework.Assets.Interaction.html)

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

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

Assembly: BP.AdventureFramework.dll

Result

Syntax

(BP.AdventureFramework.Assets.Interaction.html)

+ **BP.AdventureFramework.**

public sealed class Reaction

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Constructors

Reaction(ReactionResult, string)

+ **BP.AdventureFramework.**

Initializes a new instance of the Reaction class.

Conversations

Delegation

(BP.AdventureFramework.Conversations.html)

+ **BP.AdventureFramework.**

public Reaction(ReactionResult result, string description)

Extensions

(BP.AdventureFramework.Extensions.html)

Parameters

+ **BP.AdventureFramework.**

Type

Interpretation

ReactionResult

(BP.AdventureFramework.Interaction.html)

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

+ **BP.AdventureFramework.**

Logic

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

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

+ **BP.AdventureFramework.**

Properties

Description

Get a description of the result.

Declaration

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

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

Condition

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Property Value

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Type InteractionCallback

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

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

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Reaction

Get the result.

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Declaration

ReactionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

```
public ReactionResult Result { get; }
```

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

+ BP.AdventureFramework.

Assets.Locations

Type

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

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

Description

Represents a reaction.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ 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)  
interactionOutcomeReactionResult  
(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.Locati

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Comma

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conve

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

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

Framework ([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.

Extensions

Initializes a new instance of the Result class.

(BP.AdventureFramework.Extensions.Result)

Declaration

+ BP.AdventureFramework.

Interpretation
protected Result()
(BP.AdventureFramework.Interpretation.Result)

+ BP.AdventureFramework.

Logic

Properties
(BP.AdventureFramework.Logic.Result)

+ BP.AdventureFramework.

Description

(BP.AdventureFramework.Description.Result)

Get the description.

Declaration

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

Property Value

Type	Description
InteractionResult (BP.AdventureFramework.Assets.Interfaces.IInteractWithItem< https://learn.microsoft.com/dotnet/api/system.string >) (BP.AdventureFramework.Assets.Interfaces.IInteractionResult)	Represents a result.

InteractionCallback
(BP.AdventureFramework.Assets.Interfaces.IInteractionCallback)

InteractionEffect
(BP.AdventureFramework.Assets.Interfaces.IInteractionEffect)

InteractionResult
(BP.AdventureFramework.Assets.Interfaces.IInteractionResult)

Reaction
(BP.AdventureFramework.Assets.Interfaces.IReaction)

ReactionResult
(BP.AdventureFramework.Assets.Interfaces.IReactionResult)

Result
(BP.AdventureFramework.Assets.Interfaces.IResult)

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

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

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

Namespace BP.AdventureFramework. Assets.Locations

▼ Filter by title

Classes

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

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

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

Represents an exit from a GameLocation.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

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

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

Assets.Locations

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

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

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

Represents an entire overworld.

Exit

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

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

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

Represents a region.

Overworld

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

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

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

Represents a room

Room

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

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

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

Represents a room position.

ViewPoint

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

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

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

Represents a view point from a room.

(BP.AdventureFramework.Com)

Enums

+ BP.AdventureFramework.

Conversations

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretations.html)

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

Extensions.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.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

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](#))

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

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

Exit Members

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

ExaminableObject.Examination

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

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

Examination)

Overworld

ExaminableObject.ToString()

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

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

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

ExaminableObject.Identifier

Room

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

ExaminableObject.Identifier ([BP_AdventureFramework_Assets_ExaminableObject_Identifie](#))

RoomPosition

ExaminableObject.Description

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

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

Description

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

ExaminableObject.Commands

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

Commands

ExaminableObject.Examine()

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

- BP.AdventureFramework.

Conversations

ExaminableObject.IsPlayerVisible

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

sPlayerVisible

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

+ BP.AdventureFramework.

Extensions

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

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

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

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)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Logi

Syntax

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

▼ Constructors

Assets.Interaction

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

- **BP.AdventureFramework.**

Initializes a new instance of the Exit class.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Exit(ExitDirection, bool, Identifier, Description))

Direction

```
public Exit(ExitDirection direction, bool isLocked = false, Identifier identifier = null, string description = null)
```

(BP.AdventureFramework.Assets.Locations.Exit)

Matrix

Parameters

(BP.AdventureFramework.Assets.Locations.Exit)

Type

Overworld

(BP.AdventureFramework.Assets.Locations.Exit)

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

Region

bool (System.Boolean)

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

Room

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

(BP.AdventureFramework.Assets.Identifier)

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

(BP.AdventureFramework.Assets.Description)

Name

Description

direction

The direction of the exit.

isLocked

If this exit is locked.

identifier

An identifier for the exit.

description

A description of the exit.

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; }
```

Extensions

(BP.AdventureFramework.Extensions.Exit)

Property Value

+ **BP.AdventureFramework.**

Type

Description

Interpretation

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

Represents an exit from a GameLocation.

+ **BP.AdventureFramework.**

Logic

Interaction

(BP.AdventureFramework.Logic.Exit)

Get or set the interaction.

Declaration

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

Property Value

Type	Description
BP.AdventureFramework.Interaction (BP.AdventureFramework.Interaction.html)	Represents an exit from a GameLocation.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

IsLocked

Direction

(BP.AdventureFramework.Assets.Locations.IsLocked.html)
Get if this Exit is locked.

Exit

Declaration

(BP.AdventureFramework.Assets.Locations.html)

Matrix

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

Overworld

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

Property Value

Region

Type	Description
Room bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Represents an exit from a GameLocation.

RoomPosition

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

ViewPoint

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

Methods

+ BP.AdventureFramework.

Commands

Interact(Item)

(BP.AdventureFramework.Commands)

Interact with an item.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations)

public InteractionResult Interact(Item item)

+ BP.AdventureFramework.

Extensions

Parameters

(BP.AdventureFramework.Extensions)

Type

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Name

Description

item

The item to interact with.

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

Lock()

Assets.Interaction

Lock this exit.

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

Declaration

- BP.AdventureFramework.

Assets.Locations

public void LOCK()

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

Direction

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

Unlock()

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

Unlock this exit.

Matrix

Declaration

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

Overworld

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

Region

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

Room

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

RoomPosition

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

(BP.AdventureFramework.Assets.IPlayerVisible.html)

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

ViewPoint

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

(BP.AdventureFramework.Assets.IPlayerVisible.html)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.Command.html)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.Conversation.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.Extension.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.Interpreter.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.Logic.html)

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) ([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.Asset) (<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.Assets.I**

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

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

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

Room

Syntax

(BP.AdventureFramework.Assets.L

RoomPosition

public sealed class Matrix

(BP.AdventureFramework.Assets.L

ViewPoint

(BP.AdventureFramework.Assets.L

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 (BP.html.Room[,])

Extensions

(**BP.AdventureFramework.Exte**

Parameters

+ **BP.AdventureFramework.**

Type

Interpretation

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

(**BP.AdventureFramework.Inter**

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)[,]	rooms	The rooms to be represented.

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

Depth

Get the depth of the matrix.

Declaration

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

Property Value

Type	Description
(BP.AdventureFramework.Assets.Locations.Room)	Provides a 3D matrix of rooms.

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

Room

Property Value

Type	Description
(BP.AdventureFramework.Assets.Locations.Room)	Provides a 3D matrix of rooms.

ViewPoint

BP.AdventureFramework.Commands

Get Commands

BP.AdventureFramework.Commands

Declaration

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.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.

BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

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

+ BP.AdventureFramework.

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

Width

Get the width of the matrix.

Declaration

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

Property Value

Type	Description
BP.AdventureFramework.Assets.Locations int (https://learn.microsoft.com/dotnet/api/system.int32)	Provides a 3D matrix of rooms.

Methods

(BP.AdventureFramework.Assets.Locations)

Matrix

ToRooms()

Overworld

Returns this matrix as a one dimensional array of rooms.

Region

Declaration

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

Room

```
public Room[] ToRooms()
```

RoomPosition

Returns the rooms.

Type

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

ViewPoint

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Matrix

(BP.AdventureFramework.Matrix)

+ BP.AdventureFramework.

Rooms

(BP.AdventureFramework.Rooms)

+ BP.AdventureFramework.

Rooms

(BP.AdventureFramework.Rooms)

+ BP.AdventureFramework.

Rooms

(BP.AdventureFramework.Rooms)

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](#))

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

Ext

Inherited Members

Matrix

ExaminableObject.Examination

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

Overworld

Examination

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

Region

ExaminableObject.ToString

([BP.AdventureFramework.Assets.Locations.ExaminableObject.ToString.html](#)#BP_AdventureFramework_Assets_ExaminableObject_ToString)

Room

ExaminableObject.Identifier

([BP.AdventureFramework.Assets.Locations.ExaminableObject.Identifier.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Identifier)

RoomPosition

ExaminableObject.ToString

([BP.AdventureFramework.Assets.Locations.ExaminableObject.ToString.html](#)#BP_AdventureFramework_Assets_ExaminableObject_ToString)

ViewPoint

ExaminableObject.Description

([BP.AdventureFramework.Assets.Locations.ExaminableObject.Description.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Description)

ExaminableObject

Commands

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

ExaminableObject.IsPlayerVisible

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

IsPlayerVisible

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

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.[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)))

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

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

BP.AdventureFramework.[Object](#)

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

Interpretation

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

([BP.AdventureFramework.Interpretations.html](#)#BP_AdventureFramework_Interpretations)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework**.

Syntax

Logic

(BP.AdventureFramework.Logic)

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

(BPAdventureFramework.Assets.Locations)

Region

Initializes a new instance of the overworld class.

(BPAdventureFramework.Assets.Locations)

Room

(BP.AdventureFramework.Assets.Locations)

RoomPosition

public Overworld(string identifier, string description)

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BPAdventureFramework.Assets.Locations)

Parameters

(BPAdventureFramework.Assets.Locations)

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

Conversations

(BPAdventureFramework.Conversations)

Properties

+ **BPAdventureFramework.CurrentRegion**

Extensions

(BPAdventureFramework.Extensions)

CurrentRegion

+ **BPAdventureFramework.CurrentRegion**

Get the current region.

Interpretation

Declaration

(BPAdventureFramework.Interpretation)

+ **BPAdventureFramework.CurrentRegion { get; }**

Logic

(BPAdventureFramework.Logic)

Property Value

+ **BPAdventureFramework.Logic**

- . . .

Type	Description
Region (BP.AdventureFramework.Assets.Locations.Region.html)	Represents an entire overworld.

Regions

Get the regions in this overworld:

BPAdventureFramework.

Declaration

Assets.Locations

(BPAdventureFramework.Asset; }

Direction

Property Value

Exit

Type (BPAdventureFramework.Assets.L

Matrix

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

Description

Represents an entire overworld.

Overworld

(BPAdventureFramework.Assets.L

Region

Methods

(BPAdventureFramework.Assets.L

Room

(BPAdventureFramework.Assets.L

AddRegion(Region)

RoomPosition

Add a region to this overworld.

ViewPoint

Declaration

(BPAdventureFramework.Assets.L

+ **BPAdventureFramework.**

public void AddRegion(Region region)

Commands

(BPAdventureFramework.Com

Parameters

+ **BPAdventureFramework.**

Type

Conversations

(BPAdventureFramework.Assets.Locations.Region.html)

Name

Description

region

The region to add.

+ **BPAdventureFramework.**

Extensions

Examine()

(BPAdventureFramework.Exte

Examine this object.

+ **BPAdventureFramework.**

Interpretation

(BPAdventureFramework.Inter

public override ExaminationResult Examine()

+ **BPAdventureFramework.**

Logic

Returns

(BPAdventureFramework.Logi

+ **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)

True if the region was found.

Commands

(BP.AdventureFramework.Command)

+ BP.AdventureFramework.

Conversations

Move to a region.

(BP.AdventureFramework.Conversation)

Declaration

+ BP.AdventureFramework.

Extensions Move(Region region)

(BP.AdventureFramework.Extensions)

Parameters

+ BP.AdventureFramework.

Type Interpretation

(BP.AdventureFramework.Interpretation)

Name

Description

The region to move to.

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

region

The region to move to.

+ BP.AdventureFramework.

Returns

Logic

Type (BP.AdventureFramework.Logic)

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**)

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

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.

Extensions

(**BP.AdventureFramework.Extensions**)

+ BP.AdventureFramework.

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ BP.AdventureFramework.

Logic

(**BP.AdventureFramework.Logic**)

+ BP.AdventureFramework.

- . . .

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)**

ExaminableObject.Examination

↳ 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_ToString](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets_examinableobject.html#bp_adventureframework_assets_examinableobject_tostring))

↳ Room

ToString()

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

ExaminableObject.Identifier

↳ RoomPosition

([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)**)

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))

+ **BP.AdventureFramework.**

Conversations

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_IConversation](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets_examinableobject.html#bp_adventureframework_assets_examinableobject_iconversation))

spPlayerVisible

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

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

+ **BP.AdventureFramework.**

Extensions

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

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

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

+ **BP.AdventureFramework.**

Interpretation

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

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

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)).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

Logic

Syntax

(**(BP.AdventureFramework.Logic)**)

+ **BP.AdventureFramework.**

Rendering

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.
Matrix Description (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			
Identifier (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

Extensions

(BP.AdventureFramework.Exte

CurrentRoom

(BP.AdventureFramework.

Interpretation

Get the current room.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

Logic Room CurrentRoom { get; }

(BP.AdventureFramework.Logi

Property Value

+ BP.AdventureFramework.

Rendering

Type	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	Represents a region.

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

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

Overworld

int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.
---	---	-----------------

Region

int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position.
---	---	-----------------

(BP.AdventureFramework.Assets.Locations)

Room

Property Value
(BP.AdventureFramework.Assets.Locations)

Type RoomPosition

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

Room (BP.AdventureFramework.Assets.Locations)

ViewPoint
(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Rooms

Commands

(BP.AdventureFramework.Commands)

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Property Value

Extensions

T(BP.AdventureFramework.Extensions)

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretations)

+ BP.AdventureFramework.

Get if the current region is visible without discovery.

(BP.AdventureFramework.Logical)

Declaration

+ BP.AdventureFramework.

Rendering

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

Property Value

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

- BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Methods

AddRoom(Room, int, int, int)

Add a Room to this region.
(BP.AdventureFramework.Assets.Locations)

Add a Room to this region.
(BP.AdventureFramework.Assets.Locations)

Declaration

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Room

Parameters

(BP.AdventureFramework.Assets.Locations)

Type

RoomPosition
(BP.AdventureFramework.Assets.Locations)

Room

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

int

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

Name

Description

room The room to add.

x The x position within the region.

y The y position within the region.

z The z position within the region.

+ BP.AdventureFramework.

Commands

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

(BP.AdventureFramework.Commands)

BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

bool

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

Description

Represents a region.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Examine()

+ BP.AdventureFramework.

Examine this object.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

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

Logic

(BP.AdventureFramework.Logic)

Returns

+ BP.AdventureFramework.

Rendering

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.ViewPoint)

Type	Description
Room	The adjoining Room.

(BP.AdventureFramework.Commands.GetAdjoiningRoom(Direction, Room))

Conversations

Get an adjoining room to a room

(BP.AdventureFramework.Commands.GetAdjoiningRoom)

Declaration

+ BP.AdventureFramework.

Extensions

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

(BP.AdventureFramework.Extensions.GetAdjoiningRoom)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretations.GetAdjoiningRoom)

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Logic

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

(BP.AdventureFramework.Logics.GetAdjoiningRoom)

+ BP.AdventureFramework.

Rendering

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

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

Type

Matrix

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

Overworld

Returns

Region

Type

BP.AdventureFramework.Assets.Locations

Room

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

(BP.AdventureFramework.Assets.Locations)

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>)

Extensions

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

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

+ **BP.AdventureFramework.**

Interpretation

Returns

(BP.AdventureFramework.Interpretations)

Type

+ **BP.AdventureFramework.**

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

Logic

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

(BP.AdventureFramework.Logics)

+ **BP.AdventureFramework.**

Move(Direction)

Rendering

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.

Direction

Returns
(BPAdventureFramework.Assets.Locations.Direction)

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

Matrix

(BPAdventureFramework.Assets.Locations.Matrix)

Overworld

SetStartRoom(Room)

(BPAdventureFramework.Assets.Locations.Room)

Region

Set the room to start in.

(BPAdventureFramework.Assets.Locations.Room)

Room

(BPAdventureFramework.Assets.Locations.Room)

RoomPosition

public void SetStartRoom(Room room)

(BPAdventureFramework.Assets.Locations.Room)

ViewPoint

Parameters

(BPAdventureFramework.Assets.Locations.ViewPoint)

+

BPAdventureFramework.

Commands

Room (BPAdventureFramework.Assets.Locations.Room.html)

(BPAdventureFramework.Commands)

+ **BPAdventureFramework.**

SetStartRoom(int, int, int)

(BPAdventureFramework.Conversation)

Set the room to start in.

+ **BPAdventureFramework.**

Declaration

Extensions

(BPAdventureFramework.Extensions)

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

+ **BPAdventureFramework.**

Participation

Interpretation

(BPAdventureFramework.Interpretation)

Type

+

BPAdventureFramework.

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

Logic

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

(BPAdventureFramework.Logic)

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

+ **BPAdventureFramework.**

Rendering

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

Name

Description

(BP.AdventureFramework.Assets.Locat

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

IExaminable

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

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

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>)

Direction

Room

(<BP.AdventureFramework.Assets.L>

Implements

Exit

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

(<BP.AdventureFramework.Assets.L>

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

Matrix

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

(<BP.AdventureFramework.Assets.L>

Overridden members

(<BP.AdventureFramework.Assets.L>

ExaminableObject.Examination

Region

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

(<BP.AdventureFramework.Assets.L>

Examination

Room

ExaminableObject.ToString()

(<BP.AdventureFramework.Assets.L>

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

Tostring

(<BP.AdventureFramework.Assets.L>

ExaminableObject.Identifier

ViewPoint

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

(<BP.AdventureFramework.Assets.L>

identifier

+ BP.AdventureFramework.

Commands

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

(<BP.AdventureFramework.Com>

ExaminableObject.Commands

+ BP.AdventureFramework.

Conversations

(<BP.AdventureFramework.Con>

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

ExaminableObject.Conversations

(<BP.AdventureFramework.Con>

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

+ BP.AdventureFramework.

Extensions

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

(<BP.AdventureFramework.Exte>

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.

Interpretation

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

(<BP.AdventureFramework.Interpretation>

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

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

(<BP.AdventureFramework.Logi>

Assembly: BP.AdventureFramework.dll

+ BP.AdventureFramework.

Syntax

BP.AdventureFramework.

Rendering

(<BP.AdventureFramework.Ren>

```
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.Exit)

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

(BP.AdventureFramework.Assets.Locations.Exit)

Overworld

Parameters

(BP.AdventureFramework.Assets.Locations.Identifier)

Type

Region

Name

Description

(BP.AdventureFramework.Assets.Locations.Identifier)

identifier

This rooms identifier.

Room

(BP.AdventureFramework.Assets.Locations.Description)

description

This rooms description.

Description

(BP.AdventureFramework.Assets.Locations.Exit)

exits

The exits from this room.

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

ViewPoint

(BP.AdventureFramework.Assets.Locations.ViewPoint)

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

+ BP.AdventureFramework.

Commands

Initializes a new instance of the Room class.

(BP.AdventureFramework.Commands.Room)

Declaration

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.Room)

Declaration

+ BP.AdventureFramework.

Parameters

Extensions

Name

Description

(BP.AdventureFramework.Extensions.Room)

identifier

This rooms identifier.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.Room)

description

This rooms description.

Declaration

(BP.AdventureFramework.Interpretation.Room)

exits

The exits from this room.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.Room)

items

The items in this room.

Room(string, string, params Exit[])

Rendering

Initializes a new instance of the Room class.

(BP.AdventureFramework.Rendering.Room)

Declaration

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

Parameters

Type		Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)		identifier	This rooms identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)		description	This rooms description.
Direction Exit (BP.AdventureFramework.Assets.Locations.Exit.html)[] (BP.AdventureFramework.Assets.L	Exits	exits	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
(BP.AdventureFramework.Assets.L

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

Conversations

(BP.AdventureFramework.Con

Properties

Extensions

(BP.AdventureFramework.Exte

Characters

+ BP.AdventureFramework.

Interpretation

Get the Characters in this Room.

(BP.AdventureFramework.Inter
Declaration

+ BP.AdventureFramework.

Logic NonPlayableCharacter[] characters { get; }

(BP.AdventureFramework.Logi

Property Value

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

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)	Represents a room

Exit

(BP.AdventureFramework.Assets.L

this[Direction]

(BP.AdventureFramework.Assets.L

Get an Exit

(BP.AdventureFramework.Assets.L

Declaration

Region

(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

RoomPosition

Parameters (BP.AdventureFramework.Assets.L

Type

Name

Description

viewPoint

(BP.AdventureFramework.Assets.L		
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.Con

Items

(BP.AdventureFramework.

Extensions

Get the items in this Room.

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

Interpretation[] Items { get; }

(BP.AdventureFramework.Inter

Properties

(BP.AdventureFramework.

Type

Description

(BP.AdventureFramework.Logi

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

Represents a room

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

UnlockedExits

Get all unlocked exits.

Declaration

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

AssetsLocations

Property value

Type	Description
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)	Represents a room

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.

(BP.AdventureFramework.Assets.L.

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.

Extensions

(BP.AdventureFramework.Exte-

Declaration

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Inter-

Parameters

+ BP.AdventureFramework.

Type

(BP.AdventureFramework.Logi-

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

Name

Description

exit

The exit to add.

+ BP.AdventureFramework.

Rendering

AddItem(Item)

(BP.AdventureFramework.Render-

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.Character)

Can this Room contains a character.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Interpretations)

Parameters

+ BP.AdventureFramework.

Type

Logic

NPCharacter

(BP.AdventureFramework.Characters.NPCharacter)

Name

character

Description

The character.

+ BP.AdventureFramework.

Logics

(BP.AdventureFramework.Characters.NPCharacter.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Renderings)

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.Location)

Exit

(BP.AdventureFramework.Assets.Location)

Get in this Room contains a character.

(BP.AdventureFramework.Assets.Location)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Location)

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

(BP.AdventureFramework.Assets.Location)

Room

(BP.AdventureFramework.Assets.Location)

Parameters

RoomPosition

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

ContainSExit(Direction, bool)

Interpretation

Get if this Room contains an exit.

(BP.AdventureFramework.Interpretations)

Declaration

+ BP.AdventureFramework.

Logic

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

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Parameters

Rendering

(BP.AdventureFramework.Rendering)

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
Exit 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)

Declaration
Room
(BP.AdventureFramework.Assets.Locations)

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

RoomPosition
(BP.AdventureFramework.Assets.Locations)

ParaviewPoint
(BP.AdventureFramework.Assets.Locations)

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.

Extensions

(BP.AdventureFramework.Extensions)

ContainsInteractionTarget(string)

+ BP.AdventureFramework.

Interpretation
Contains an interaction target.

Declaration
(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic
public bool ContainsInteractionTarget(string targetName)

(BP.AdventureFramework.Logic)

Parameters

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	targetName	The name of the target to check for.

Returns

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

(BP.AdventureFramework.Assets.Locations)

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

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

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

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

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

Parameters
 Room

Type	Name	Description
RoomPosition Item (https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item.html)	item	The item to check for.

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

Type	Description
+ BP.AdventureFramework. ContainsItem	True if the item is in this room, else false.

(BP.AdventureFramework.Compartments)

+ **BP.AdventureFramework.**
ContainsItem(string, bool)
 Conversations

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

Get if this Room contains an item.
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.compartments.containsitem>)

+ **BP.AdventureFramework.**

Declaration
 Extensions

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

+ **BP.AdventureFramework.**

Parameters
 Interpretation

Type	Name	Description
+ BP.AdventureFramework. Logic	itemName	The item name to check for.
+ BP.AdventureFramework. Rendering	includeInvisibleItems	Specify if invisible items should be included.

Returns

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

▼ Examine()

Assets.Locations

Handle examination this Room.

(BP.AdventureFramework.Assets.Locations)

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Returns

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Description

(BP.AdventureFramework.Assets.Locations)

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.

Type

Name

Description

Extensions

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

characterName

The character.

(BP.AdventureFramework.Extensions)

NonPlayableCharacter

character

The character name.

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Interpretations)

Returns

+ BP.AdventureFramework.

Type

Description

Logic

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

True if the character was found.

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

FindCharacter(string, out NonPlayableCharacter, bool)

(BP.AdventureFramework.Renderings)

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.FindExit.html](#))

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

+ BP.AdventureFramework.

Extensions

Parameters

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

Declaration

Direction

(BP.AdventureFramework.Assets.Locations.FindInteractionTarget)

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

(BP.AdventureFramework.Assets.Locations.FindInteractionTarget)

Matrix

Parameters

(BP.AdventureFramework.Assets.Locations.FindInteractionTarget)

Type

Overworld

Name

Description

(BP.AdventureFramework.Assets.Locations.FindInteractionTarget)

targetName

The targets name.

Region

(BP.AdventureFramework.Assets.Locations.FindInteractionTarget)

IInteractWithItem

target

The target.

(BP.AdventureFramework.Assets.Locations.FindInteractionTarget)

RoomPosition

ReturnValue

(BP.AdventureFramework.Assets.Locations.FindInteractionTarget)

Type

ViewPoint

Description

(BP.AdventureFramework.Assets.Locations.FindInteractionTarget)

True if the target was found.

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.FindItem)

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.FindItem)

+ **BP.AdventureFramework.**

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

Extensions

(BP.AdventureFramework.Extensions.FindItem)

Parameters

+ **BP.AdventureFramework.**

Type

Interpretation

Name

Description

(BP.AdventureFramework.Interpretations.FindItem)

itemName

The items name. This is case insensitive

+ **BP.AdventureFramework.**

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

item

The item

(BP.AdventureFramework.Logging.FindItem)

Returns

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering.FindItem)

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:

Extensions

(BP.AdventureFramework.Exte...

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter...

Parameters

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren...

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
(BP.AdventureFramework.Assets.Locations.Exit)

HasUnlockedExitInDirection(Direction, bool)

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.HasUnlockedExitInDirection)

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.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

+ BP.AdventureFramework.

bool

Extensions

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

(BP.AdventureFramework.Extensions)

If there is a unlocked exit in the specified direction.

Type	Description
	If there is a unlocked exit in the specified direction.

+ BP.AdventureFramework.

Interactions

(BP.AdventureFramework.Interactions)

Interact with an item.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logic)

public InteractionResult Interact(Item item)

+ BP.AdventureFramework.

Rendering

Parameters

(BP.AdventureFramework.Rendering)

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
(BP.AdventureFramework.Assets.Location)

Handle movement into this GameLocation.
Matrix
Declaration
(BP.AdventureFramework.Assets.Location)

Overworld
p(BP.AdventureFramework.Location? fromDirection)
Region
(BP.AdventureFramework.Assets.Location)

Parameters
Room
Type BP.AdventureFramework.Assets.Location

Type	Name	Description
RoomPosition Direction (BP.AdventureFramework.Assets.Location) (BP.AdventureFramework.Assets.Location) ViewPoint 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)

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Type BP.AdventureFramework.

Interpretation

NonPlayableCharacter
(BP.AdventureFramework.Interpretations)

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

Type	Name	Description
NonPlayableCharacter (BP.AdventureFramework.Interpretations)	character	The character to remove.

+ BP.AdventureFramework.

Logic

RemoveExit(Exit)

+ BP.AdventureFramework.

Remove an exit from the room.

Rendering

Declaration
(BP.AdventureFramework.Renderer)

```
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

```
public IInteractWithItem RemoveInteractionTarget(IInteractWithItem target)
```

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
Extensions

(BP.AdventureFramework.Extensions)

```
public void RemoveItem(Item item)
```

+ BP.AdventureFramework.

Interpretation

Parameters

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

(BP.AdventureFramework.Logics)

SpecifyConditionalDescription(ConditionalDescription)

Rendering

Specify a conditional description of this room.

(BP.AdventureFramework.Renderings)

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.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

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.L

Syntax

+ **BP.AdventureFramework.**

public class RoomPosition

 (**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Constructors

 Conversations

 (**BP.AdventureFramework.Con**

 RoomPosition(Room, int, int)

 Extensions

 Initializes a new instance of the RoomPosition class.

 (**BP.AdventureFramework.Exte**

 Declaration

+ **BP.AdventureFramework.**

Interpretation(Room room, int x, int y, int z)

 (**BP.AdventureFramework.Inter**

 Parameters

 (**BP.AdventureFramework.**

Type

 (**BP.AdventureFramework.Logi**

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

Name

Description

 room The room/

+ **BP.AdventureFramework.**

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

Rendering

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

 x

 The x position of the room.

 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	

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

Description

Represents a room position.

X

(BP.AdventureFramework.Assets.Location)

Get the X position of the room.

BP.AdventureFramework.

Commands

Declaration

(BP.AdventureFramework.Commands.X)

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

+ BP.AdventureFramework.

Conversations

Property Value

(BP.AdventureFramework.Conversation)

Type

+ BP.AdventureFramework.

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

Description

Represents a room position.

+ BP.AdventureFramework.

Y Interpretation

(BP.AdventureFramework.Interpretation.Y)

Get the Y position of the room.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Interpretation.Y)

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Property Value

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

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

Z

Get the Z position of the room.
(BP.AdventureFramework.Assets.RoomPosition)

Declaration
 Direction

```
(BP.AdventureFramework.Assets.RoomPosition)
public int Z { get; }
```

Property Value
 Matrix

```
(BP.AdventureFramework.Assets.RoomPosition)
Matrix
```

Type	Description
Overworld	

int (https://learn.microsoft.com/dotnet/api/system.int32)	Represents a room position.
---	-----------------------------

Region
 (BP.AdventureFramework.Assets.RoomPosition)

```
(BP.AdventureFramework.Assets.RoomPosition)
Region
```

Room
 (BP.AdventureFramework.Assets.RoomPosition)

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

ViewPoint
 (BP.AdventureFramework.Assets.RoomPosition)

```
(BP.AdventureFramework.Assets.RoomPosition)
ViewPoint
```

Methods

IsAtPosition(int, int, int)

```
(BP.AdventureFramework.Assets.RoomPosition)
public bool IsAtPosition(int x, int y, int z)
```

Get if this RoomPosition is at a position.

+ BP.AdventureFramework.

Commands

Declaration

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Part of

(BP.AdventureFramework.Conversations)

Type	Name	Description
+ BP.AdventureFramework.		
Extensions	x	The X position.
(BP.AdventureFramework.Extensions)	y	The Y position.
(BP.AdventureFramework.Extensions)	z	The Z position.

+ BP.AdventureFramework.

Interpretation

Returns

(BP.AdventureFramework.Interpretation)

Type	Description
(BP.AdventureFramework.Logic)	True if this is at the position, else false.

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ 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.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Get if there is a view in any direction.

Declaration

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

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Represents a view point from a room.

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

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

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

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

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

Room
bool AnyVisited { get; }
(BP.AdventureFramework.Assets.Room.html)

RoomPosition
Property Value
(BP.AdventureFramework.Assets.RoomPosition.html)

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

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

+ BPAdventureFramework.

Commands

(BPAdventureFramework.Com
this[Direction])

+ BPAdventureFramework.

Get the room that lies in a specified direction.

Conversations

Declaration
(BPAdventureFramework.Con
this[Direction])

+ BPAdventureFramework.

public Room this[Direction direction] { get; }

Extensions

(BPAdventureFramework.Exte
Parameters)

+ BPAdventureFramework.

Type
Interpretation

Direction (BPAdventureFramework.Assets.Locations.Direction.html)

(BPAdventureFramework.Inter
Direction)

Name	Description
direction	The direction to check.

BPAdventureFramework.

Property Value
Logic
(BPAdventureFramework.Logi
Type)

Room (BPAdventureFramework.Assets.Locations.Room.html)

+ BPAdventureFramework.

Rendering

(BPAdventureFramework.Ren
NoView)

+ BPAdventureFramework.

Rendering Framework

Get a view point representing no view.

Declaration

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

Property Value

Type	Description
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	Represents a view point from a room.

Methods

Create(Region)

Create a new ViewPoint.
(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

Declaration

RoomPosition

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

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

Parameters

+ BP.AdventureFramework.

Commands

Type	Name	Description
(BP.AdventureFramework.Commands)	region	The region to create the view point from.

Conversations

Return

+ BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Conversations)	The view point.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering Framework

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.Interfaces.html](#))

- [BP.AdventureFramework.](#)

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

([BP.AdventureFramework.Com](#)

 CustomCommand

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

 CustomCommandCallback

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

+ [BP.AdventureFramework.](#)

 Conversations

([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.](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ CustomCommand

Assets.Locations

Implements

(**BP.AdventureFramework.Ass**

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

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

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.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) (<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.html).Commands

(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework**

Assembly (BP.AdventureFramework.html)

Extensions

Syntax

(**BP.AdventureFramework.Exte**

public class CustomCommand : ICommand, IPlayerVisible

+ **BP.AdventureFramework**.

Interpretation

(**BP.AdventureFramework.Inter**

Constructors

+ **BP.AdventureFramework.**

Logic

CustomCommand(CommandHelp help, bool, CustomCommandCallback)

+ **BP.AdventureFramework**.CustomCommand

Declaration

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework**.CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

Parameters

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

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 + BP.AdventureFramework. AssetsLocations (BP.AdventureFramework.Commands.CustomCommand Callback.html)	callback	The callback to invoke when this command is invoked.

(BP.AdventureFramework.Ass)

- BP.AdventureFramework.

Commands

Properties

(BP.AdventureFramework.Com)

CustomCommand

Arguments

BP.AdventureFramework.Comma

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

Extensions

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

(BP.AdventureFramework.Exte

Provides a custom command.

+ BP.AdventureFramework.

Help

(BP.AdventureFramework.Inter

Get the help for this command.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logi

public CommandHelp Help { get; }

+ BP.AdventureFramework.

Rendering

Property Value

(BP.AdventureFramework.Ren

Description

+ BP.AdventureFramework.

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

IsPlayerVisible

Rendering.FrameBuilders

Get or set if this is visible to the player.

Color

Declaration

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

Property Value

Type	Description
IDP_AdventureFramework.Assist bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Provides a custom command.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets)

Methods

- BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

CustomCommand

Invoke the Command.

(BP.AdventureFramework.Commands)

Declaration

CustomCommandCallback

(BP.AdventureFramework.Commands)

CustomCommandReaction Invoke(Game game)

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Extensions

Returns

(BP.AdventureFramework.Extensions)

Type

Description

+ BP.AdventureFramework.

Interpretation

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

The reaction.

+ BP.AdventureFramework.

Implementation

(BP.AdventureFramework.Implementation)

Logic

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

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

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

- **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)

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende

Interface ICommand

Represents a command.

Filter by title

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

Assets.Locations

Assembly: BPAdventureFramework.dll
(BP.AdventureFramework.Assembly.html)

Syntax

- **BP.AdventureFramework.**

Commands
public interface ICommand
(BP.AdventureFramework.Com

CustomCommand
(BP.AdventureFramework.Com
CustomCommandCallback
(BP.AdventureFramework.Com
ICommand
(BP.AdventureFramework.Comma

Methods

Invoke(Game)
+ **BP.AdventureFramework.**
Invoke the command.
Conversations

Delegates
(BP.AdventureFramework.Con
+ **BP.AdventureFramework.**
Reaction Invoke(Game game)
Extensions

(BP.AdventureFramework.Exte
Parameters

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game to invoke the command on.

+ **BP.AdventureFramework.**
Returns

Type	Description
(BP.AdventureFramework.Logi Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)	The reaction.

+ **BP.AdventureFramework.**

Rendering
(BP.AdventureFramework.Rende
+ **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rende

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.

Extensions

(BP.AdventureFramework.Extensions)

ConversationActionCallback (BP.AdventureFramework.Conversations.ConversationActionCallback.html)

+ BP.AdventureFramework.

Provides a callback that can be used in conversations invoking actions.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

RenderingFrameBuilders

Class Conversation

Represents a conversation.

Filter by title

Inheritance

↳ [ASSETS LOCATIONS](#)

↳ **(BP.AdventureFramework.Ass**

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

↳ Conversation

+ **BP.AdventureFramework.**

Commands

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)))

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>)

ConversationOnActionCallback

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

LogItem

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

Syntax

(BP.AdventureFramework.Convers

Participant

public sealed class Conversation

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Constructors

+ **BP.AdventureFramework.**

Extensions

C_{onversation}([params Paragraph\[\]](#))

+ **BP.AdventureFramework.**

Conversation class.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Paragraph([params Paragraph\[\]](#) paragraphs)

Logic

(BP.AdventureFramework.Logi

Parameters

+ **BP.AdventureFramework.**

Rendering

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

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Properties

(BP.AdventureFramework.Render

Table

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)

Extensions

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

Returns

+ BP.AdventureFramework.

Type

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

(BP.AdventureFramework.Interpreter)(BP.AdventureFramework.Interpreters)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)(BP.AdventureFramework.Logics)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)(BP.AdventureFramework.Renderings)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)(BP.AdventureFramework.Renderings.FrameBuilders)

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.**

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.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

RenderingFrameBuilders

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

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

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

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

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

LogItem

NameSpace **BP.AdventureFramework.Convers**

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

Paragraph

Assembly **BP.AdventureFramework.Convers**

Syntax

(BP.AdventureFramework.Convers

Response

public sealed class LogItem

(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

LogItem(Participant, String)

Interpretation

Initializes a new instance of the LogItem class.

(BP.AdventureFramework.Inter

Declaration

+ **BP.AdventureFramework.**

Logic

public LogItem(Participant participant, string line)

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Parameters

Rendering

(BP.AdventureFramework.Ren

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

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Type	Name	Description
Participant (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.participant.html)	participant	The participant.
string (https://learn.microsoft.com/dotnet/api/system.string)	line	The line.

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) : System.String
```

Description

Provides a container for log items.

Conversation

```
(BP.AdventureFramework.Convers
```

```
ConversationActionCallback
```

```
(BP.AdventureFramework.Convers
```

Participant

```
(BP.AdventureFramework.Convers
```

Get the participant.

```
(BP.AdventureFramework.Convers
```

Declaration

```
Paragraph
```

```
(BP.AdventureFramework.Convers
```

```
    public Participant Participant { get; }
```

```
(BP.AdventureFramework.Convers
```

Response

```
(BP.AdventureFramework.Convers
```

Type

+ BP.AdventureFramework.

```
Participant (BP.AdventureFramework.Conversations.Participant.html)
```

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Description

Provides a container for log items.

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

Commands

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

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>)

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.

Extensions

CONSTRUCTORS

+ BP.AdventureFramework.

Paragraph(string)

(BP.AdventureFramework.Inte

Initializes a new instance of the Paragraph class.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logi
public Paragraph(string line)

+ BP.AdventureFramework.

Rendering

Parameters

(BP.AdventureFramework.Ren

Type

+ BP.AdventureFramework.

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

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.Paragraph(string, ConversationActionCallback, int)

Rendering.FrameBuilders.

Initializes a new instance of the Paragraph class.

Color

	Name	Description
	line	Specify the line.

Declaration

```
public Paragraph(string line, ConversationActionCallback action, int delta = 1)
```

Parameters

Type	Name	Description
string Commands (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Commands)	line	Specify the line.
- BP.AdventureFramework.Conversations ConversationActionCallback (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.conversationactioncallback) (BP.AdventureFramework.Conversations)	action	Specify any action to be carried out with this line.
int Conversation (https://learn.microsoft.com/dotnet/api/system.int32) ConversationActionCallback (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.conversationactioncallback) LogItem (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.logitem) Paragraph(string, int) (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.paragraph) Participant (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.participant) Declaration (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.declaration) Response (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.response) public Paragraph(string line, int delta = 1)	delta	Specify the delta. This can be applied to a conversation to direct the conversation after this paragraph.

+ BP.AdventureFramework.Extensions

Parameters

Type	Name	Description
string Interpretation (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Interpretation)	line	Specify the line.
- BP.AdventureFramework.Logic (https://learn.microsoft.com/dotnet/api/bp.adventureframework.logic) (BP.AdventureFramework.Logic)	delta	Specify the delta. This can be applied to a conversation to direct the conversation after this paragraph.

+ BP.AdventureFramework.Rendering

Properties

+ BP.AdventureFramework.Rendering.FrameBuilders

Action

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.action>)

Get or set any action to carry out on this line.

+ BP.AdventureFramework.Rendering.FrameBuilders

Declaration:

Color

```
public ConversationActionCallback Action { get; set; }
```

Property Value

Type	Description
ConversationActionCallback (BP.AdventureFramework.Conversations.ConversationActionCallback.html)	Represents a paragraph in a Conversation.

(**BP.AdventureFramework.Com**

CanRespond Conversations

Get if response is possible.

(**BP.AdventureFramework.Com**

Declaration

```
(BP.AdventureFramework.Convers  
pType bool CanResponse { get; }  
(BP.AdventureFramework.Convers
```

LogItem

Property Value

([BP.AdventureFramework.Convers](#)

Type	Description
Paragraph (BP.AdventureFramework.Convers bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Represents a paragraph in a Conversation.

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Delta

+ **BP.AdventureFramework.**

Get the delta. This can be applied to a conversation to direct the conversation after this paragraph.

Extensions

Declaration

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

```
public int Delta { get; }
```

Interpretation

(**BP.AdventureFramework.Inter**

Property Value

+ **BP.AdventureFramework.**

Type

Logic

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

([BP.AdventureFramework.Logi](#)

Type	Description
Paragraph (BP.AdventureFramework.Convers int (https://learn.microsoft.com/dotnet/api/system.int32)	Represents a paragraph in a Conversation.

+ **BP.AdventureFramework.**

Rendering

Line

([BP.AdventureFramework.Render](#)

Get or set the line.

+ **BP.AdventureFramework.**

Declaration

(**BP.AdventureFramework.FrameBuilders**

(**BP.AdventureFramework.Render**

```
public string Line { get; set; }
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Property Value

Color

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	Represents a paragraph in a Conversation.

Responses

Get or set the responses; applicable to the last line.

Commands

Declaration
(BP.AdventureFramework.Com

- **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

Property Value

Type	Description
Conversation (BP.AdventureFramework.Convers	
ResponseActionCallback (BP.AdventureFramework.Convers	Represents a paragraph in a Conversation.

LogItem

(BP.AdventureFramework.Convers

- Paragraph
- (BP.AdventureFramework.Convers**
- Participant
- (BP.AdventureFramework.Convers**
- Response
- (BP.AdventureFramework.Convers**

- + **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

- + **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

- + **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

- + **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rende

- + **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

- + **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

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.Com

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.**

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

+ **BP.AdventureFramework.**

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	delta	Specify the delta. This can be applied to a conversation to direct the conversation after this paragraph.

▼

Commands

Properties

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conver

Get the delta. This can be applied to a conversation to direct the conversation after this paragraph.
Conversation

Declaration: [AdventureFramework.Convers](#)

ConversationActionCallback

(BP.AdventureFramework.Conver

LogItem

(BP.AdventureFramework.Conver

Property Value:
Paragraph

Type	Description
Participant int (https://learn.microsoft.com/dotnet/api/system/int32)	Provides a response to a conversation.

Response

(BP.AdventureFramework.Conver

Line

+ BP.AdventureFramework.

Extensions

Get the line.

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

Interpretation

Line { get; }

(BP.AdventureFramework.Inter

Property Value:

BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Logi string (https://learn.microsoft.com/dotnet/api/system/string)	Provides a response to a conversation.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Namespace BP.AdventureFramework.Extensions

▼ Filter by title

Classes

(BP.AdventureFramework.Ass

BP.AdventureFramework.

(BP.AdventureFramework.Extensions.DirectionExtensions.html)

(BP.AdventureFramework.Extensions.DirectionExtensions)

+ BP.AdventureFramework.

StringExtensions (BP.AdventureFramework.Extensions.StringExtensions.html)

(BP.AdventureFramework.Extensions.StringExtensions)

Provides extension methods for strings.

- 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

Inheritance

Assets.Locations

↳ **(BP.AdventureFramework.Asset)**

↳ **DirectionExtensions**

+ **BP.AdventureFramework.**

Inherited Members

Commands

↳ **(BP.AdventureFramework.Command)**

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

+ **BP.AdventureFramework.**

Conversations

↳ **(BP.AdventureFramework.Conversation)**

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

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

- **BP.AdventureFramework.**

object.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)

Name **DirectionExtensions**

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

Assembly **BPAdventureFramework.dll**

Syntax **(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

public static class DirectionExtensions

Interpretation

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

+ **BP.AdventureFramework.**

↳ **Logic**

Methods

↳ **(BP.AdventureFramework.Logic)**

+ **BP.AdventureFramework.**

Inverse(Direction)

Rendering

↳ **(BP.AdventureFramework.Rendering)**

↳ **(BP.AdventureFramework.**

Rendering.FrameBuilders

↳ **(BP.AdventureFramework.Rendering.FrameBuilders)**

↳ **public static Direction Inverse(this Direction value)**

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders.

Type

Color

↳ **(BP.AdventureFramework.Rendering.FrameBuilders)**

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

↳ **value**

The direction.

+ **BP.AdventureFramework.**

Returns

Rendering.Frames

↳ **(BP.AdventureFramework.Rendering.Frames)**

↳ **public static FrameBuilder<Direction> Frames(this FrameBuilder<Color> builder)**

↳ **builder.AddFrame<Direction>(value, direction)**

↳ **builder**

↳ **return builder**

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	The inverse direction.

▼

ASSETS.LOCATIONS

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

DirectionExtensions

(BP.AdventureFramework.Extensions.DirectionExtensions)

StringExtensions

(BP.AdventureFramework.Extensions.StringExtensions)

+ 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)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

ASSETS.LOCATIONS

+ **BP.AdventureFramework.**

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

↳ [StringExtensions](#)

+ **BP.AdventureFramework.**

Inherited Members

Commands

+ **(BP.AdventureFramework.Com**

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

+ **BP.AdventureFramework.**

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

+ **(BP.AdventureFramework.Com**

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

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

- **BP.AdventureFramework.**

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>)

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

Name **StringExtensions**

Description **BP.AdventureFramework** (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.html>).Extensions

(**BP.AdventureFramework.Extensions**)

Assembly **BPAdventureFramework.dll**

Syntax **BP.AdventureFramework.Extensions**

+ **BP.AdventureFramework.**

public static class StringExtensions

Interpretation

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

↳ **Logic**

Methods

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

↳ **CASEINSENSITIVECONTAINS(string, string)**

↳ **Rendering**

(**BP.AdventureFramework.Re**

↳ **BP.AdventureFramework.Re**

↳ **Rendering.FrameBuilders**

(**BP.AdventureFramework.Re**

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders.

Type

Color

(**BP.AdventureFramework.Re**

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

+ **BP.AdventureFramework.**

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

Rendering.Frames

(**BP.AdventureFramework.Re**

Table

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.

ASSETS.LOCATIONS

EnsureFinishedSentence(string)

+ **BP AdventureFramework.**

Ensure this string is a finished sentence, ending in either ?, ! or .

Commands

Declaration

(BP.AdventureFramework.Com

+ **BP AdventureFramework.**EnsureFinishedSentence(this string value)

Conversations

(BP.AdventureFramework.Con

Parameters

- **BP AdventureFramework.**

Extensions

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

(BP.AdventureFramework.Exte

Returns

(BP.AdventureFramework.Exten

Type StringExtensions

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

The finished string.

+ **BP.AdventureFramework.**

Interpretation

EqualExaminable(string, IExaminable)

+ **BP AdventureFramework.**EqualExaminable(IExaminable)

Logic

Declaration

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**EqualExaminable(this string value, IExaminable examinable)

Rendering

(BP.AdventureFramework.Ren

Parameters

+ **BP AdventureFramework.**

RenderingFrameBuilders

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

(BP.AdventureFramework.Ren

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

Name

value

Description

The value.

examinable

The examinable.

+ **BP.AdventureFramework.**

RenderingFrameBuilders.

Color

(BP.AdventureFramework.Ren

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

Description

True if this string equals the identifier, else false.

+ **BP.AdventureFramework.**

Rendering.Frames

(BP.AdventureFramework.Ren

EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

ASSETS.LOCATIONS

Parameters

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

Type	Name	Description
+ BP.AdventureFramework.		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

(**BP.AdventureFramework.Com**)

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

identifier

The identifier.

+ **BP.AdventureFramework.**

Returns

Conversations

Type	Description
- BP.AdventureFramework.	True if this string equals the identifier, else false.

Extensions

(**BP.AdventureFramework.Exten**

GetObjectifier(string)

ASSETS.LOCATIONS

(**BP.AdventureFramework.Exten**

Get an objectifier for a word.

StringExtensions

Declaration

+ **BP.AdventureFramework.**

```
public static string GetObjectifier(this string word)
```

Interpretation

(**BP.AdventureFramework.Inter**

Parameters

+ **BP.AdventureFramework.**

Type

Logic

(**BP.AdventureFramework.Logic**)

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

Name

Description

word

The word.

+ **BP.AdventureFramework.**

Returns

Rendering

(**BP.AdventureFramework.Render**

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

Description

The objectifier.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

IsPlural(string)

+ **BP.AdventureFramework.**

Get if word is plural.

Rendering.FrameBuilders.

Color

Declaration

(**BP.AdventureFramework.Render**

```
public static bool IsPlural(this string word)
```

Rendering.Frames

(**BP.AdventureFramework.Render**

Parameters

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

Returns

Type	Description
Assets.Locations https://learn.microsoft.com/dotnet/api/system.boolean (BP.AdventureFramework.Asset)	True if the word is plural.

+ BP.AdventureFramework.

Commands

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

Get if a character is a vowel.

+ BP.AdventureFramework.

Declarative

Conversations

(BP.AdventureFramework.Conversation)

public static bool IsVowel(this string value)

- BP.AdventureFramework.

Extensions

Parameters

(BP.AdventureFramework.Extensions)

Type	Name	Description
DirectionExtensions		

<https://learn.microsoft.com/dotnet/api/bp.adventureframework.extensions.directionextensions>

StringExtensions

<https://learn.microsoft.com/dotnet/api/bp.adventureframework.extensions.stringextensions>

Returns

+ BP.AdventureFramework.

Type

Interpretation

<https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation>

(BP.AdventureFramework.Interpretation)

True if the character is a vowel.

Type	Description
Interpretation https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation	True if the character is a vowel.

+ BP.AdventureFramework.

Logic

LineCount(string) <https://learn.microsoft.com/dotnet/api/bp.adventureframework.logic.linecount>

Determine the number of lines in this string.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Rendering)

public static int LineCount(this string value)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Name	Description
FrameBuilders https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders		The value.

Color

Returns

(BP.AdventureFramework.Rendering.Color)

Type	Description
Color https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.color	The number of lines in the string.

(BP.AdventureFramework.Rendering.Lines)

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

ASSETS.LOCATIONS

Parameters

(BP.AdventureFramework.Ass

Type	Name	Description
+ BP.AdventureFramework.		

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

value

The string to ensure isn't finished finish.

(BP.AdventureFramework.Com

Returns

+ BP.AdventureFramework.

Type

Conversations

(BP.AdventureFramework.Com

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

Description

The unfinished string.

- BP.AdventureFramework.

Extensions

ToDescription(string)

(BP.AdventureFramework.Exte

Returns

Dictionary<Extension, Description>

(BP.AdventureFramework.Exten

Declaration

StringExtensions

(BP.AdventureFramework.Exten

```
public static Description ToDescription(this string value)
```

+ BP.AdventureFramework.

Interpretation

Parameters

(BP.AdventureFramework.Inter

Type

+ BP.AdventureFramework.

Value

(BP.AdventureFramework.Logi

Returns

+ BP.AdventureFramework.

Type

Rendering

(BP.AdventureFramework.Render

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

Name

value

The value.

Description

This string as a description.

+ BP.AdventureFramework.

Rendering.FrameBuilders

ToIdentifier(string)

(BP.AdventureFramework.Render

Returns this string as an Identifier.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

```
public static Identifier ToIdentifier(this string value)
```

+ BP.AdventureFramework.

Parameters

Rendering.Frames

(BP.AdventureFramework.Render

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

Returns

Type	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	This string as an identifier.

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

+ [BP.AdventureFramework.Commands.ToSentenceCase\(string\)](#)

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

Converting to sentence case.

- [BP.AdventureFramework.Conversations](#)

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

- [BP.AdventureFramework.Extensions](#)

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

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

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

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

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

+ [BP.AdventureFramework.Logic.ToSpeech\(string\)](#)

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

- [BP.AdventureFramework.Rendering](#)

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

+ [BP.AdventureFramework.Rendering.FrameBuilders](#)

Parameters
Rendering
([BP.AdventureFramework.Rendering.FrameBuilders](#))

+ [BP.AdventureFramework.Rendering.Renderers](#)

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

+ [BP.AdventureFramework.Rendering.FrameBuilders](#)

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

+ [BP.AdventureFramework.Rendering.Renderers](#)

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

+ [BP.AdventureFramework.Rendering.FrameBuilders](#)

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

+ [BP.AdventureFramework.Rendering.Renderers](#)

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

+ [BP.AdventureFramework.Rendering.FrameBuilders](#)

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

+ [BP.AdventureFramework.Rendering.Renderers](#)

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

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

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The value in sentence case.

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

▼

ASSETS.LOCATIONS

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

DirectionExtensions

(BP.AdventureFramework.Extensions.Direction)

StringExtensions

(BP.AdventureFramework.Extensions.String)

+ 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)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

Classes

+ BP.AdventureFramework.

Commands

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)
(BP.AdventureFramework.Com)

Provides help for a command.

+ BP.AdventureFramework.

Conversations

CustomCommandInterpreter
(BP.AdventureFramework.Com)

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html)

+ BP.AdventureFramework.

Provides an object that can be used for interpreting custom commands.

Extensions

(BP.AdventureFramework.Exte

InterpretationResult

(BP.AdventureFramework.Com)

Interpretation

Represents the result of an interpretation.

(BP.AdventureFramework.Inte

Interfaces

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

IInterpreter

Represents any object that can act as an interpreter for input.

(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

+ BP.AdventureFramework.

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

↳ Commands

(**BP.AdventureFramework.Com**

Implements

+ **IEquatable<CommandHelp>**

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

(**BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.Object**

↳ 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.Exte**

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

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

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

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

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

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

(**BP.AdventureFramework.Inter**

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

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

(**BP.AdventureFramework.Inter**

Assembly: BP.AdventureFramework.dll

Interpreter

Syntax

(**BP.AdventureFramework.Interpret**

 InterpretationResult

 public class CommandHelp : IEquatable<CommandHelp>

+ **BP.AdventureFramework.**

Logic

Constructors

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

CommandHelp(string, string)

(**BP.AdventureFramework.Ren**

Initializes a new instance of the CommandHelp class.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

 public CommandHelp(string command, string description)

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders.

Color

Type

(**BP.AdventureFramework.Ren**

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

Name

Description

command

The command.

+ **BP.AdventureFramework.**

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

Properties

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Command)
Get the command.

+ **BP.AdventureFramework.**

Declaration
Conversations

(BP.AdventureFramework.Conversation)
public string Command { get; }

+ **BP.AdventureFramework.**

Extensions

Property Value

(BP.AdventureFramework.Extensions)
Type

- **BP.AdventureFramework.**

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

Interpretation

(BP.AdventureFramework.Interpreter)

Description

CommandHelp
(BP.AdventureFramework.Interpreter)

Get the description of the command.

(BP.AdventureFramework.Interpreter)
Declaration
Interpreter

(BP.AdventureFramework.Interpreter)
public string Description { get; }
InterpretationResult
(BP.AdventureFramework.Interpreter)

Property Value

(BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

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

Description

Provides help for a command.

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

Methods

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.**

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

Rendering.FrameBuilders.

Declaration

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

public bool Equals(CommandHelp other)

+ **BP.AdventureFramework.**

Parameters

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	other	An object to compare with this object.

>Returns

Type	Description
+ BP.AdventureFramework. Commands (BP.AdventureFramework.Com rossoft.com/dotne t/api/system.bool ear Conversations (BP.AdventureFramework.Con + BP.AdventureFramework. Implements Extensions IEquatable<T> (https://learn.microsoft.com/dotnet/api/system.iequatable-1)	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). + BP.AdventureFramework. ear Conversations (BP.AdventureFramework.Con + BP.AdventureFramework. Implements Extensions IEquatable<T> (https://learn.microsoft.com/dotnet/api/system.iequatable-1)

- 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

+ BP.AdventureFramework.

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

↳ [Commands](#)

↳ [CustomCommandInterpreter](#)

(**BP.AdventureFramework.Com**

Implements

BP.AdventureFramework.

↳ [IInterpreter](https://learn.microsoft.com/dotnet/api/system.interpretation.iiinterpreter) (<https://learn.microsoft.com/dotnet/api/system.interpretation.iiinterpreter.html>)

Conversations

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.**

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>)

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>)

CommandHelp

Namespace: BP (BP.html).AdventureFramework (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.html>).Interpretation

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

CustomCommandInterpreter

Assembly: BP.AdventureFramework.dll

([BP.AdventureFramework.Interpret](#)

Syntax

Interpreter

([BP.AdventureFramework.Interpret](#)

public class CustomCommandInterpreter : IInterpreter

([BP.AdventureFramework.Interpret](#)

+ **BP.AdventureFramework.**

Logic

Properties

([BP.AdventureFramework.Logi](#)

+ **BP.AdventureFramework.**

SupportedCommands

([BP.AdventureFramework.Renderer](#)

Get an array of all supported commands.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

([BP.AdventureFramework.Renderer](#)

public CommandHelp[] SupportedCommands { get; }

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Renderer](#)

+ **BP.AdventureFramework.**

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp. html) 	Provides an object that can be used for interpreting custom commands.

+ BPAdventureFramework.

Methods

(BP.AdventureFramework.Com)

BP-AdventureFramework

Contextual Conversations

Get contextual command help for a game, based on its current state.

Declaration capture Framework

Extensions

extensions-public.com

(BP.AdventureFramework.ExternalCommandExt)(Game game)

- **BP.AdventureFramework.**

Parameters Interpre

Interpretation Type

Type	Name	Description
(BP.AdventureFramework.Interpretation.CommandHelp.html)	game	The game.
(BP.AdventureFramework.Interpreter)	CustomCommandInterpreter	CustomCommandInterpreter
(BP.AdventureFramework.Interpreter)	Interpreter	Interpreter
(BP.AdventureFramework.Interpretation.CommandHelp.html)[]	Interpretation	The contextual help.

Introducing the Framework

Logic

Logic

(BP.AdventureFramework.Logi

Declaration

Declaration + BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render)

+ **BRAdventureFramework.**

Parameters

Renderi

Type (BB Adventure Framework)

Type	Name	Description
(BP.AdventureFramework.RenderGame) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
+ BP.AdventureFramework.Rendering.FrameBuilders Game (BP.AdventureFramework.Logic.Game.html)	<i>game</i>	The game.

Color

Returns

(BP.AdventureFramework.Render)

+ BP.AdventureFramework.

Type	Description
InterpretationResult (BP.AdventureFramework.Interpretation.InterpretationResult.html)	The result of the interpretation.

Implements

+ **BP.AdventureFramework.IInterpreter**
(BP.AdventureFramework.IInterpreter.html)

Commands

(BP.AdventureFramework.Commands.html)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

CommandHelp

(BP.AdventureFramework.Interpreter.CommandHelp.html)

CustomCommandInterpreter

(BP.AdventureFramework.Interpreter.CustomCommandInterpreter.html)

IInterpreter

(BP.AdventureFramework.Interpreter.IInterpreter.html)

InterpretationResult

(BP.AdventureFramework.InterpretationResult.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color.html)

+ BP.AdventureFramework.

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

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

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

public interface IInterpreter

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Properties

(BP.AdventureFramework.Exte

SupportedCommands

Interpretation

Get an array of all supported commands.

(BP.AdventureFramework.Inter

Declaration

CommandHelp

(BP.AdventureFramework.Interp

CommandHelp[] SupportedCommands { get; }

(BP.AdventureFramework.Interp

Interpreter

Property Value

(BP.AdventureFramework.Interp

Type

InterpretationResult

Description

(BP.AdventureFramework.Interp

CommandHelp

Represents any object that can act as an interpreter for input.

+ **BP.AdventureFramework.**

) Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

Methods

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

GetContextualCommandHelp(Game)

(BP.AdventureFramework.Render

Get contextual command help for a game, based on its current state.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders.

Color

CommandHelp[] GetContextualCommandHelp(Game game)

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Parameters

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

Returns

Type	Description
+ BP.AdventureFramework.CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]	The contextual help.

Commands

(BP.AdventureFramework.Com)

Interpret(string Game)

Conversations

Interpret a string.

(BP.AdventureFramework.Con)

Declaration

+ BP.AdventureFramework.

Extensions

InterpretationResult Interpret(string input, Game game)

(BP.AdventureFramework.Exte

Parameters

Type	Name	Description
(BP.AdventureFramework.Inter		
string (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.

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

Type	Name	Description
(BP.AdventureFramework.Inter		

Type	Description
IInterpreter	The result of the interpretation.

Return (BP.AdventureFramework.InterpretationResult)

Type	Description
IInterpreter	The result of the interpretation.

(BP.AdventureFramework.InterpretationResult)

+ 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.

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Commands

↳ InterpretationResult

(**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.Com**

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.**

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

Extensions

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

(**BP.AdventureFramework.Exte**

- **BP.AdventureFramework.**

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

Interpretation

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

(**BP.AdventureFramework.Inter**

Assembly: BPAdventureFramework.dll

Syntax

CustomCommandInterpreter

```
public class InterpretationResult
    IInterpreter
```

(**BP.AdventureFramework.Interpret**

InterpretationResult

Constructors

+ **BP.AdventureFramework.**

InterpretationResult(bool, ICommand)

(**BP.AdventureFramework.Logi**

Initializes a new instance of the InterpretationResult class.

+ **BP.AdventureFramework.**

Declaration

Rendering

(**BP.AdventureFramework.Ren**

```
public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters

(**BP.AdventureFramework.Ren**

Type

+ **BP.AdventureFramework.**

bool

Rendering.FrameBuilders

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

Color

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Name	Description
wasInterpretedSuccessfully	If interpretation was successful.

Type	Name	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	command	The command.

▼

Properties

Commands

(BP.AdventureFramework.Commands.Command)

+ BP.AdventureFramework.

Get the command.

Conversations

(BP.AdventureFramework.Conversations)

Declaration

+ BP.AdventureFramework.

```
public TCommand Command { get; }
```

Extensions

(BP.AdventureFramework.Extensions)

Property Value

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

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

Description

Represents the result of an interpretation.

CommandHelp

(BP.AdventureFramework.Interpretation.CommandHelp)

CustomCommandInterpreter

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter)

Get a interpreter result for failure.

Fail

(BP.AdventureFramework.Interpretation.Fail)

Get a default result for failure.

InterpretationResult

(BP.AdventureFramework.Interpretation.InterpretationResult)

Declaration

InterpretationResult

(BP.AdventureFramework.Interpretation.InterpretationResult)

public static InterpretationResult Fail { get; }

+ BP.AdventureFramework.

Logic

Property Value

(BP.AdventureFramework.Logic)

Type

+ BP.AdventureFramework.

InterpretationResult

(BP.AdventureFramework.Interpretation.InterpretationResult)

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

Description

Represents the result of an interpretation.

+ BP.AdventureFramework.

RenderingFrameBuilders

(BP.AdventureFramework.RenderingFrameBuilders)

Get if interpretation was successful.

+ BP.AdventureFramework.

Declaration

RenderingFrameBuilders

Color

```
public bool WasInterpretedSuccessfully { get; }
```

(BP.AdventureFramework.RenderingFrameBuilders)

+ BP.AdventureFramework.

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Represents the result of an interpretation.

▼

- + **BP.AdventureFramework.**
Commands
([BP.AdventureFramework.Commands](#))
- + **BP.AdventureFramework.**
Conversations
([BP.AdventureFramework.Conversations](#))
- + **BP.AdventureFramework.**
Extensions
([BP.AdventureFramework.Extensions](#))
- **BP.AdventureFramework.**
Interpretation
([BP.AdventureFramework.Interpretation](#))
 - CommandHelp
([BP.AdventureFramework.Interpretation.CommandHelp](#))
 - CustomCommandInterpreter
([BP.AdventureFramework.Interpretation.CustomCommandInterpreter](#))
 - IInterpreter
([BP.AdventureFramework.Interpretation.IInterpreter](#))
 - InterpretationResult
([BP.AdventureFramework.Interpretation.InterpretationResult](#))
- + **BP.AdventureFramework.**
Logic
([BP.AdventureFramework.Logic](#))
- + **BP.AdventureFramework.**
Rendering
([BP.AdventureFramework.Rendering](#))
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
([BP.AdventureFramework.Rendering.FrameBuilders](#))
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))
- + **BP.AdventureFramework.**

Namespace BP.AdventureFramework.Logic

Classes

Filter by title

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

Represents the result of an end check.

(BP.AdventureFramework.Con

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

Represents the structure of the game

(BP.AdventureFramework.Exte

Enums

(BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inte

ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

GameState (BP.AdventureFramework.Logic.GameState.html)

EndCheck

Enumeration of game states.

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

Delegates

(BP.AdventureFramework.Logic.De

ExitMode

(BP.AdventureFramework.Logic.Ex

EndCheck (BP.AdventureFramework.Logic.EndCheck.html)

Represents the callback used for end checks.

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

Represents the callback used for Game creation.

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

OverworldCreationCallback

(BP.AdventureFramework.Logic.Pla

OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)

+ BP.AdventureFramework.

Represents a callback for Overworld creation.

Rendering

(BP.AdventureFramework.Ren

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)

Rendering.FrameBuilders

Represents a callback for Player creation.

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

▼

- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Conversations**)
- + **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.**
Rendering.FrameBuilders.

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

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

(**BP.AdventureFramework** Component)

Assembly: BP.AdventureFramework.dll

\$BPAdventureFramework.

Extensions

public delegate EndCheckResult EndCheck(Game game)

+ **BP.AdventureFramework.**

Parameters

Interpretation

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game to check for end.

Logic

Returns

(**BP.AdventureFramework.Logic**)

Type	Description
EndCheck	
(BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.
EndCheckResult	
(BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.
ExitMode	
(BP.AdventureFramework.Logic.ExitMode.html)	
Game	
(BP.AdventureFramework.Logic.Game.html)	
GameCreationCallback	
(BP.AdventureFramework.Logic.GameCreationCallback.html)	
GameState	
(BP.AdventureFramework.Logic.GameState.html)	
OverworldCreationCallback	
(BP.AdventureFramework.Logic.OverworldCreationCallback.html)	
PlayerCreationCallback	
(BP.AdventureFramework.Logic.PlayerCreationCallback.html)	

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

+ **BP.AdventureFramework.**

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Conversations

↳ EndCheckResult

(**BP.AdventureFramework.Conversations**)

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)))

Extensions

(**BP.AdventureFramework.Extensions**)

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

+ **BP.AdventureFramework.**

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

Interpretation

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

(**BP.AdventureFramework.Interpretation**)

- **BP.AdventureFramework.**

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

Logic

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

(**BP.AdventureFramework.Logic**)

Assembly: BP.AdventureFramework.dll

EndCheck

Syntax

(BP.AdventureFramework.Logic.EndCheckResult)

EndCheckResult

public class EndCheckResult : BP.AdventureFramework.Logic.EndCheck

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

EndCheckResult(bool, string, string)

GameState

Initializes a new instance of the EndCheckResult class.

OverworldCreationCallback

Declaration

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

public EndCheckResult(bool isCompleted, string title, string description)

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

Parameters

Rendering

Type: BP.AdventureFramework.Rendering

Name

Description

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

isCompleted

If the game has ended.

+ **BP.AdventureFramework.**

RenderingFrameBuilders

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

title

A title to describe the end.

(**BP.AdventureFramework.RenderingFrameBuilders**)

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

description

A description of the end.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Properties

Description

Get a description of the end.

Declaration

+ BP.AdventureFramework.

public string Description { get; }

Conversations

(BP.AdventureFramework.Con

Property Value

+ BP.AdventureFramework.

Type

Extensions

(BP.AdventureFramework.Exten

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

Description

Represents the result of an end check.

+ BP.AdventureFramework.

Interpretation

HasEnded

(BP.AdventureFramework.Inter

Get if the game has come to an end.

BP.AdventureFramework.

Logic

Declaration

(BP.AdventureFramework.Logi

public bool HasEnded { get; }

(BP.AdventureFramework.Logic.

EndCheckResult

Property Value

(BP.AdventureFramework.Logic.

Type

ExitMode

(BP.AdventureFramework.Logic.

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

Description

Represents the result of an end check.

NotEnded

(BP.AdventureFramework.Logic.

GameState

Get a default result for not ended.

(BP.AdventureFramework.Logic.

OverworldCreationCallback

Declaration

(BP.AdventureFramework.Logic.

PlayerCreationCallback

public static EndCheckResult NotEnded { get; }

(BP.AdventureFramework.Logic.

+ BP.AdventureFramework.

Property Value

Rendering

(BP.AdventureFramework.Render

Description

+ BP.AdventureFramework.

(BP.AdventureFramework.Logic.

EndCheckResult.html)

Represents the result of an end

check.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

BP.AdventureFramework.

Rendering.FrameBuilders.

Get a title to describe the end.

Declaration

```
public string Title { get; }
```

Property Value

+ BP.AdventureFramework.	Description
Conversations <code>string (https://learn.microsoft.com/dotnet/api/system.string)</code> (BP.AdventureFramework.Conversations)	Represents the result of an end check.

+ **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.**

Rendering.FrameBuilders.

Class Game

Represents the structure of the game

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Conversations

↳ Game

(**BP.AdventureFramework.Conversations**)

Inherited Members

+ **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)))

Extensions

(**BP.AdventureFramework.Extensions**)

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

+ **BP.AdventureFramework.**

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

Interpretation

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

(**BP.AdventureFramework.Interpretation**)

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

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

- **BP.AdventureFramework.**

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

Logic

Assembly: BPAdventureFramework.dll

(**BP.AdventureFramework.Logic**)

Syntax

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

public sealed class Game

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)

Get the default error prefix

OverworldCreationCallback

Declaration

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

public const string DefaultErrorPrefix = "Oops"

(BP.AdventureFramework.Logic.DefaultErrorPrefix)

Properties

+ **BP.AdventureFramework.**

Rendering

Type (**BP.AdventureFramework.Rendering**)

Description

+ **BP.AdventureFramework.**

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

Represents the structure of the game

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

+ BP.AdventureFramework.

Property Value

Type	Description
(BP.AdventureFramework.Conversations.IConverser)	Represents the structure of the game

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Exten

Author

BP.AdventureFramework.

Interpretation

Get or set the name of the author.

(BP.AdventureFramework.Inter

Declaration

- BP.AdventureFramework.

Logic

```
public string Author { get; set; }
```

(BP.AdventureFramework.Logi

Property Value

Type	Description
EndCheckResult	Represents the structure of the game

EndCheck

(BP.AdventureFramework.Logic.End

Game

DefaultInterpreter

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

Get the default interpreter.

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

```
public static Interpreter DefaultInterpreter { get; }
```

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

Property Value

(BP.AdventureFramework.Logic.Pla

Type	Description
Interpreter	Represents the structure of the game

(BP.AdventureFramework.Render

Rendering

(BP.AdventureFramework.Rendering

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Size

Get the default size.

(BP.AdventureFramework.Render

Size

Declaration

Rendering.FrameBuilders.

```
public static Size DefaultSize { get; }
```

Property Value

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	Represents the structure of the game

+ BP.AdventureFramework.

Conversations

BP.AdventureFramework.Conversations

+ BP.AdventureFramework.

Extensions

Declaration

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	Represents the structure of the game

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

DisplayCommandListInSceneFrames

Get (BP.AdventureFramework.Logic.DisplayCommandListInSceneFrames)

ExitMode

Declaration

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

Property Value

GameState

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Represents the structure of the game

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

DisplaySize

+ BP.AdventureFramework.

Rendering

Get (BP.AdventureFramework.Rendering.DisplaySize)

Declaration

+ BP.AdventureFramework.

RenderingFrameBuilders

public Size DisplaySize { get; }

(BP.AdventureFramework.Rendering.DisplaySize)

Property Value

+ BP.AdventureFramework.

RenderingFrameBuilders

IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

+ BP.AdventureFramework.

Property Value

Conversations

Type
(BP.AdventureFramework.Con

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte
Name

+ BP.AdventureFramework.

Get the name.

Interpretation

Declaration
(BP.AdventureFramework.Inter

- BP.AdventureFramework.

public string Name { get; }

Logic

(BP.AdventureFramework.Logi

Property Value

EndCheck

Type
(BP.AdventureFramework.Logic.En

EndCheckResult

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

(BP.AdventureFramework.Logic.En

ExitMode

(BP.AdventureFramework.Logic.Ex

Overworld

Game

(BP.AdventureFramework.Logic.Ga

Get the overworld.

GameCreationCallback

Declaration
(BP.AdventureFramework.Logic.Ga

GameState

public OverworldID OverworldID { get; }

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

Property Value

PlayerCreationCallback

Type
(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

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

Rendering

(BP.AdventureFramework.Ren

PlayerAdventureFramework.

Rendering.FrameBuilders

Get the player.

(BP.AdventureFramework.Ren

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

```
public PlayableCharacter Player { get; }
```

Property Value

Type	Description
PlayableCharacter (BPAdventureFramework.Asets.Characters.PlayableCharacter.html)	Represents the structure of the game

Conversations

(BP.AdventureFramework.Conversations)

SceneMapKeyType

+ BP.AdvehtureFramework.

Extensions Type of key to use on the scene map.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

```
public KeyType SceneMapKeyType { get; set; }
```

Interpretation

(BP.AdventureFramework.Interpretation)

Property Value

- **BP.AdventureFramework.**

Type	Description
(BP.AdventureFramework.Logic) KeyType (BP.AdventureFramework.Rendering.KeyType.html)	Represents the structure of the game

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

Methods

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, EndCheck)

(BP.AdventureFramework.Logic.GameCreationCallback)

GameCreationCallback

Create a new callback for generating instances of a game.

(BP.AdventureFramework.Logic.GameState)

GameState

Declaration

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)
```

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

Parameters

Rendering

Type **(BP.AdventureFramework.Rendering)**

Type	Name	Description
(BP.AdventureFramework.Rendering) (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	The name of the game.
(BP.AdventureFramework.Rendering.FrameBuilders) (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
(BP.AdventureFramework.Rendering.FrameBuilders) (https://learn.microsoft.com/dotnet/api/system.string)		

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
+ BP.AdventureFramework. PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html) + BP.AdventureFramework.Extensions	<i>playerGenerator</i>	The function to generate the player with.
+ BP.AdventureFramework. EndCheck (BP.AdventureFramework.Logic.EndCheck.html) + BP.AdventureFramework.Extensions	<i>completionCondition</i>	The callback used to check game completion.
+ BP.AdventureFramework. EndCheck (BP.AdventureFramework.Logic.EndCheck.html) + BP.AdventureFramework.	<i>gameOverCondition</i>	The callback used to check game over.

Interpretation

Returns

Type	Description
- BP.AdventureFramework. GameCreationCallback Logic (BP.AdventureFramework.Logic.GameCreationCallback.html) + BP.AdventureFramework.Logi	A new GameCreationHelper that will create a GameCreator with the parameters specified.

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, EndCheck, Size, FrameBuilderCollection, ExitMode, string, IInterpreter)
([BP.AdventureFramework.Logic.GameCreationCallback.html](#))

Create a new callback for generating instances of a game.
([BP.AdventureFramework.Logic.GameCreationCallback.html](#))

Declaration

```
GameCreationCallback Create(string name, string introduction, string displaySize, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, FrameBuilderCollection frameBuilders, ExitMode exitMode, string errorPrefix, IInterpreter interpreter)  
PlayerCreationCallback  
(BP.AdventureFramework.Logic.GameCreationCallback.html)
```

Parameters

+ **BP.AdventureFramework.**

Type	Name	Description
Rendering (BP.AdventureFramework.Rendering.html)	<i>name</i>	The name of the game.
+ BP.AdventureFramework. Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)	<i>introduction</i>	An introduction to the game.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
+ BP.AdventureFramework. PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html) + BP.AdventureFramework.Con	<i>playerGenerator</i>	The function to generate the player with.
+ BP.AdventureFramework. EndCheck (BP.AdventureFramework.Logic.EndCheck.html) + BP.AdventureFramework.Exte	<i>completionCondition</i>	The callback used to check game completion.
BP.AdventureFramework.Exte (BP.AdventureFramework.Logic.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.
+ BP.AdventureFramework. Interpretation Size (BP.AdventureFramework.Assets.Size.html)	<i>displaySize</i>	The display size.
- BP.AdventureFramework. Interpre FrameBuilderCollection (BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
- BP.AdventureFramework. Logic ExitMode (BP.AdventureFramework.Logic (BP.AdventureFramework.Logic.ExitMode.html) EndCheck	<i>exitMode</i>	The exit mode.
string (BP.AdventureFramework.Logic.ErrorPrefix (https://learn.microsoft.com/dotnet/api/system.string) + BP.AdventureFramework.Logic.ExitMode IIInterpreter ExitMode (BP.AdventureFramework.Interpretation.IIInterpreter.html) Game	<i>errorPrefix</i>	A prefix to use when displaying errors.
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback.html)	<i>interpreter</i>	The interpreter.

Returns GameCreationCallback

Type	Description
GameState GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback.html) OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

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

DisplayAbout()
BP.AdventureFramework.
Rendering

Display the about frame.
([BP.AdventureFramework.Render](#)
Declaration

+ **BP.AdventureFramework.**
Rendering.FrameBuilders()
([BP.AdventureFramework.Render](#)

+ **BP.AdventureFramework.**
Rendering.FrameBuilders.

DisplayHelp()

Display the help frame.

Declaration

```
public void DisplayHelp()
```

+ BP.AdventureFramework.

Conversations

DisplayMap()

(BP.AdventureFramework.Con

Display the map frame.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Exte

public void DisplayMap()

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inte

DisplayTransition(string, string)

- BP.AdventureFramework.

Display a transition frame.

Logic

(BP.AdventureFramework.Logi

Declaration

EndCheck

(BP.AdventureFramework.Logic

EndCheckResult

(BP.AdventureFramework.Logic.Em

Parameters

ExitMode

Type	Name	Description
BP.AdventureFramework.Logic.Ex		
Game string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Logic.Ga	title	The title.

GameCreationCallback string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Logic.Ga	message	The message.
---	---------	--------------

GameState

(BP.AdventureFramework.Logic.Ga

Execute(GameCreationCallback)

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

Declaration

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

public static void Execute(GameCreationCallback creator)

Rendering

(BP.AdventureFramework.Ren

Parameters

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

GameCreationCallback

(BP.AdventureFramework.Ren

(BP.AdventureFramework.Logic.GameCreationCallback.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Type	Name	Description
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback.html)	creator	The creator to use to create the game.

FindInteractionTarget(string)

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```

+ BP.AdventureFramework.

Parameters

Conversations

Type
(BP.AdventureFramework.Conversation)

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

Name

Description

name

The targets name.

+ BP.AdventureFramework.

Extensions

Returns

(BP.AdventureFramework.Extensions)

Type

Description

+ BP.AdventureFramework.

Interpretation

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

The first IInteractWithItem object which has a name that matches the name parameter.

(BP.AdventureFramework.Interpretation)

Interpretation

- BP.AdventureFramework.

Logic

GetAllPlayerVisibleExaminables()

Get all Examinables that are currently visible to the player.

(BP.AdventureFramework.Logic.Examinable)

Declaration

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

public TExaminable[] GetAllPlayerVisibleExaminables()

(BP.AdventureFramework.Logic.GetAllPlayerVisibleExaminables)

Game

Returns
(BP.AdventureFramework.Logic.GameState)

Type
IExaminableCreationCallback

Description

(BP.AdventureFramework.Logic.GameState.IExaminableCreationCallback)

GameState

(BP.AdventureFramework.Assets.IExaminable.html)

(BP.AdventureFramework.Logic.GameState.IExaminable.html)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

An array of all examinables that are currently visible to the player.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Delegate GameCreationCallback

Represents the callback used for Game creation.

 Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

(BP.AdventureFramework.Exte

 public delegate Game GameCreationCallback()

+ BP.AdventureFramework.

Interpretation

Returns

(BP.AdventureFramework.Inter

Type

- BP.AdventureFramework.

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

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Enum GameState

Enumeration of game states.

Filter by title

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

Assembly: BP.ADVANTUREFRAMEWORK.dll

Syntax

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

BP.AdventureFramework.

Fields

Interpretation

Name	Description
- Active	Active.
- Finished	Finished.
- NotStarted	Not started.
- 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.Renderin

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

(BP.AdventureFramework.Exte

public delegate Overworld OverworldCreationCallback(PlayableCharacter pC)

+ BP.AdventureFramework.

Interpretation

Parameters

(BP.AdventureFramework.Inter

Type	Name	Description
- BP.AdventureFramework.	pC	The playable character that will appear in the Overworld.

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

(BP.AdventureFramework.Logi

EndCheck

Returns

EndCheckResult

Type

(BP.AdventureFramework.Logic.

ExitMode
OverWorld (BP.AdventureFramework.Assets.Locations.Overworld.html)
(BP.AdventureFramework.Logic.Exi

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

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

(BP.AdventureFramework.Exte

```
public delegate PlayableCharacter PlayerCreationCallback()
```

+ BP.AdventureFramework.

Interpretation

Returns

(BP.AdventureFramework.Inter

Type

- BP.AdventureFramework.

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

Logic

Description

A generated Player.

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Namespace BP.AdventureFramework. Rendering

▼ Filter by title

Enums

Commands

(BP.AdventureFramework.Com)

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

+ BP.AdventureFramework.

Enumeration of key types.

Conversations

(BP.AdventureFramework.Con)

RegionMapMode (BP.AdventureFramework.Rendering.RegionMapMode.html)

+ BP.AdventureFramework.

Enumeration of region map modes.

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.Renderi)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Renderi)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Renderi)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Renderi)

Enum KeyType

Enumeration of key types.

Filter by title

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

(**BP.AdventureFramework**.**KeyType**)

Assembly: BP.AdventureFramework.dll

System.Object

Commands

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

+ **BP.AdventureFramework.**

Conversations

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

Fields

+ **BP.AdventureFramework.**

Name	Description
Extensions	
Dynamic	Dynamic key, only show relevant key items.
None	No key.

(**BP.AdventureFramework**.**KeyType**)

+ **BP.AdventureFramework.**

Name	Description
Dynamic	Dynamic key, only show relevant key items.
None	No key.

(**BP.AdventureFramework**.**KeyType**)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework**.**Logic**)

- **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework**.**Rendering**)

KeyType

(**BP.AdventureFramework**.**Rendering**)

RegionMapMode

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework**.**Rendering**)

Enum RegionMapMode

Enumeration of region map modes.

Filter by title

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

(**BP.AdventureFramework**.**RegionMapMode**)

Assembly: BP.AdventureFramework.dll

Symbol: BP.AdventureFramework.RegionMapMode

Commands

(**BP.AdventureFramework**.**RegionMapMode**)

+ **BP.AdventureFramework.**

Conversations

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

Fields

+ **BP.AdventureFramework.**

Name	Description
Extensions	(BP.AdventureFramework . Extensions)
Detailed	Shows rooms at a detailed level.
Dynamic	Dynamic region map - uses detailed if there is room, else map will be undetailed.
Interpretation	Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.
(BP.AdventureFramework . Interpretation)	(BP.AdventureFramework . Interpretation)

Extensions

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

Detailed Shows rooms at a detailed level.

+ **BP.AdventureFramework.**

Dynamic

Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

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

Interpretation

Detailed Dynamic region map - uses detailed if there is room, else map will be undetailed.

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

- **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework**.**Logic**)

- **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework**.**Rendering**)

KeyType

(**BP.AdventureFramework**.**Rendering**)

RegionMapMode

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework**.**Rendering**)

Namespace BP.AdventureFramework.Rendering.FrameBuilders

▼ Filter by title

Classes

Extensions

(BP.AdventureFramework.Exte

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

Interpretation

Provides a collection of all of the frame builders required to run a game.

(BP.AdventureFramework.Inte

+ BP.AdventureFramework.FrameBuilderCollections

Logic

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections.html)

) (BP.AdventureFramework.Logi

+ BP.AdventureFramework

Rendering

(BP.AdventureFramework.Render

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)

) (BP.AdventureFramework.Render

Provides a class for building strings as part of a grid.

(BP.AdventureFramework.Render

Interfaces

FrameBuilderCollection

(BP.AdventureFramework.Renderir

FrameBuilderCollections

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

) (BP.AdventureFramework.Renderir

Represents an object that can build about frames.

IAboutFrameBuilder

(BP.AdventureFramework.Renderir

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.h

tml)

IConversationFrameBuilder

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

(BP.AdventureFramework.Renderir

) (BP.AdventureFramework.Renderir

RegionMapBuilder

(BP.AdventureFramework.Renderir

IGameOverFrameBuilder

(BP.AdventureFramework.Renderir

) (BP.AdventureFramework.Renderir

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

) (BP.AdventureFramework.Renderir

Represents an 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](#))

Represents any object that can build region maps.

Extensions

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

IRoomMapFrameBuilder

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

IRegionMapFrameBuilder

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

IRegionMapFrameBuilder

Represents any object that can build region map frames.

+ [BP.AdventureFramework](#).

Logic

IRoomMapBuilder

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

+ [BP.AdventureFramework](#).

Represents any object that can build room maps.

Rendering

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

ISceneFrameBuilder

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

Represents any object that can build scene frames.

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

ITitleFrameBuilder

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

Represents any object that can build title frames.

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

GridStringBuilder

([BP.AdventureFramework.Renderer.GridStringBuilder.html](#))

ITransitionFrameBuilder

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

Represents any object that can build transition frames.

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

IConversationFrameBuilder

([BP.AdventureFramework.Renderer.IConversationFrameBuilder.html](#))

IGameOverFrameBuilder

([BP.AdventureFramework.Renderer.IGameOverFrameBuilder.html](#))

IHelpFrameBuilder

([BP.AdventureFramework.Renderer.IHelpFrameBuilder.html](#))

IRoomMapBuilder

([BP.AdventureFramework.Renderer.IRoomMapBuilder.html](#))

IRoomMapFrameBuilder

([BP.AdventureFramework.Renderer.IRoomMapFrameBuilder.html](#))

ISceneFrameBuilder

([BP.AdventureFramework.Renderer.ISceneFrameBuilder.html](#))

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) (BP.AdventureFramework.External)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
IRegionMapFrameBuilder + BPAdventureFramework Interpretation (BP.AdventureFramework.Interpretation) IHelpFrameBuilder + BPAdventureFramework Logic (BP.AdventureFramework.Logic) ICompletionFrameBuilder + BPAdventureFramework Rendering (BP.AdventureFramework.Rendering) IGameOverFrameBuilder - BPAdventureFramework RenderingFrameBuilders IAboutFrameBuilder (BPAdventureFramework.Renderer) (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilderCollection) (BP.AdventureFramework.Renderer) ITransitionFrameBuilder FrameBuilderCollections (BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Renderer) .ITransitionFrameBuilder.html) GridStringBuilder IConversationFrameBuilder (BPAdventureFramework.Renderer) (BP.AdventureFramework.Rendering.FrameBuilders (BPAdventureFramework.Renderer) .IConversationFrameBuilder.html) ICompletionFrameBuilder (BP.AdventureFramework.Renderer) IConversationFrameBuilder (BP.AdventureFramework.Renderer) IGameOverFrameBuilder (BP.AdventureFramework.Renderer) IHelpFrameBuilder (BP.AdventureFramework.Renderer)	<i>regionMapFrameBuilder</i> <i>helpFrameBuilder</i> <i>completionFrameBuilder</i> <i>gameOverFrameBuilder</i> <i>aboutFrameBuilder</i> <i>transitionFrameBuilder</i> <i>conversationFrameBuilder</i>	The builder to use for building region map frames. The builder to use for building help frames. The builder to use for building completion frames. The builder to use for building game over frames. The builder to use for building about frames. The builder to use for building transition frames. The builder to use for building conversation frames.

Properties

AboutFrameBuilder

(BP.AdventureFramework.Renderer)

Get the builder to use for about frames.
(BP.AdventureFramework.Renderer)

Declaration
IRegionMapFrameBuilder

```
(BP.AdventureFramework.Renderer)
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

(BP.AdventureFramework.Renderer)
ISceneFrameBuilder
Property Value
(BP.AdventureFramework.Renderer)
ITitleFrameBuilder

Type	Description
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

▼

CompletionFrameBuilder (BP.AdventureFramework.External)

Get the builder to use for completion frames.

+ **BP.AdventureFramework.**

Declaration

(BP.AdventureFramework.Internal)

```
public ICompletionFrameBuilder CompletionFrameBuilder { get; }
```

+ **BP.AdventureFramework.**

Logic

Property Value

(BP.AdventureFramework.Logic)

Type	Description
+ BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

- **BP.AdventureFramework.**

Rendering.FrameBuilders

ConversationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders)

FrameBuilderCollection

Get the builder to use for conversation frames.

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

(BP.AdventureFramework.Rendering.GridStringBuilder)

```
public IConversationFrameBuilder ConversationFrameBuilder { get; }
```

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

Property Value

(BP.AdventureFramework.Rendering.ICompletionFrameBuilder)

(BP.AdventureFramework.Rendering.IConversationFrameBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

(BP.AdventureFramework.Rendering.IRoomMapBuilder)

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

Type	Description
IConversationFrameBuilder (BP.AdventureFramework.Rendering.IConversationFrameBuilder)	Provides a collection of all of the frame builders required to run a game.

GameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders)

IRoomMapBuilder

Get the builder to use for game over frames.

(BP.AdventureFramework.Rendering.GameOverFrameBuilder)

Declaration

(BP.AdventureFramework.Rendering.GameOverFrameBuilder)

```
public IGameOverFrameBuilder GameOverFrameBuilder { get; }
```

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

Property Value

(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

Type	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

▼

HelpFrameBuilder (BP.AdventureFramework.Exten

Get the builder to use for help frames.

+ **BP.AdventureFramework.**

Declaration

(BP.AdventureFramework.Inter

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

+ **BP.AdventureFramework.**

Logic

Property Value

(BP.AdventureFramework.Logi

Type	Description
+ BP.AdventureFramework. IHelpFrameBuilder Rendering (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

- **BP.AdventureFramework.**

Rendering.FrameBuilders

RegionMapFrameBuilder (BP.AdventureFramework.Render

FrameBuilderCollection

Get the builder to use for region map frames.

(BP.AdventureFramework.Renderin

Declaration

(BP.AdventureFramework.Renderin

GridStringBuilder

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

(BP.AdventureFramework.Renderin

IAboutFrameBuilder

Property Value

(BP.AdventureFramework.Renderin

Type	Description
ICompletionFrameBuilder (BP.AdventureFramework.Renderin IRoomMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

SceneFrameBuilder (BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

IRoomMapBuilder

```
public ISceneFrameBuilder SceneFrameBuilder { get; }
```

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

ITitleFrameBuilder

Property Value

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

▼

TitleFrameBuilder (BP.AdventureFramework.External)

Get the builder to use for title frames.
+ **BP.AdventureFramework.**

Declaration

(BP.AdventureFramework.Interfaces)

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

+ **BP.AdventureFramework.**

Logic

Property Value

(BP.AdventureFramework.Logic)

Type	Description
+ BP.AdventureFramework.	

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

- **BP.AdventureFramework.**

Rendering.FrameBuilders

TransitionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders)

FrameBuilderCollection

Get the builder to use for transition frames.
(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

(BP.AdventureFramework.Renderer)

GridStringBuilder

```
public ITransitionFrameBuilder TransitionFrameBuilder { get; }
```

(BP.AdventureFramework.Renderer)

IAboutFrameBuilder

Property Value

(BP.AdventureFramework.Renderer)

Type	Description
ITransitionFrameBuilder (BP.AdventureFramework.Renderer)	Provides a collection of all of the frame builders required to run a game.

ICompletionFrameBuilder

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

ICacheOverrameBuilder

(BP.AdventureFramework.Renderer)

IHelpFrameBuilder

(BP.AdventureFramework.Renderer)

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance tree

+ **(BP.AdventureFramework.Exte**

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

↳ FrameBuilderCollections

+ **BP.AdventureFramework.**

Inherited members

+ **(BP.AdventureFramework.Inte**

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.Logi**

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>)

Rendering

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

+ **(BP.AdventureFramework.Render**

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

Name: BP.AdventureFramework

Namespace: BP.AdventureFramework (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.html>).Rendering

Rendering.FrameBuilders

Assembly: BP.AdventureFramework.dll

+ **(BP.AdventureFramework.Render**

Syntax

```
FrameBuilderCollection  
  (BP.AdventureFramework.Renderin
```

```
public static class FrameBuilderCollections
```

```
  FrameBuilderCollections
```

```
    (BP.AdventureFramework.Renderin
```

```
    GridStringBuilder
```

```
    (BP.AdventureFramework.Renderin
```

```
    IAboutFrameBuilder
```

```
    (BP.AdventureFramework.Renderin
```

```
    ICompletionFrameBuilder
```

```
    (BP.AdventureFramework.Renderin
```

```
    IConversationFrameBuilder
```

```
Get the Default FrameBuilderCollection
```

```
  (BP.AdventureFramework.Renderin
```

```
  IGameOverFrameBuilder
```

```
  (BP.AdventureFramework.Renderin
```

```
  IHelpFrameBuilder
```

```
  public static FrameBuilderCollection Default { get; }
```

```
  (BP.AdventureFramework.Renderin
```

```
  IRegionMapBuilder
```

```
  (BP.AdventureFramework.Renderin
```

```
  IRegionMapFrameBuilder
```

```
Property Value
```

```
  (BP.AdventureFramework.Renderin
```

```
  FrameBuilderCollection
```

```
  (BP.AdventureFramework.Renderin
```

```
  ISceneFrameBuilder
```

```
  (BP.AdventureFramework.Renderin
```

```
  ITitleFrameBuilder
```

```
  (BP.AdventureFramework.Renderin
```

```
  ITitleFrameBuilder
```

Description

Provides a container from frame builder collections.

▼

EXCEPTIONS

(BP.AdventureFramework.Exce

- + **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
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Renderin
 - IRoomMapBuilder
(BP.AdventureFramework.Renderin
 - ISceneFrameBuilder
(BP.AdventureFramework.Renderin
 - ITitleFrameBuilder

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

(BP.AdventureFramework.Exte

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

↳ GridStringBuilder

+ BP.AdventureFramework.

Implementation

(BP.AdventureFramework.Inte

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.Logi

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>)

Rendering

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

(BP.AdventureFramework.Render

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

Namespaces

(BP.AdventureFramework (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.html>).Rendering

(BP.AdventureFramework.Rendering (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.html>).FrameBuilders (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.html>)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Render

Syntax

```
public class GridStringBuilder : FrameBuilderCollection
```

```
    public GridStringBuilder(IRegionMapBuilder<IRegion> frameBuilders)
```

```
    public GridStringBuilder(IRegionMapBuilder<IRegion> frameBuilders, ITitleFrameBuilder titleBuilder)
```

Constructors

GridStringBuilder(char, char, char)

(BP.AdventureFramework.Renderir

Initializes a new instance of the GridStringBuilder class.

Declaration

```
IRegionMapBuilder<IRegion> frameBuilders, ITitleFrameBuilder titleBuilder)
```

```
    public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharact
```

```
er = '|', char horizontalDividerCharacter = '-')
```

```
    (BP.AdventureFramework.Renderir
```

```
    IRegionMapBuilder<IRegion> frameBuilders, ITitleFrameBuilder titleBuilder)
```

Parameters

(BP.AdventureFramework.Renderir

Type	Name	Description
IRRegionMapFrameBuilder (BP.AdventureFramework.Renderir		

</div

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) (BP.AdventureFramework.Extensions)	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

+ BP.AdventureFramework.

Interpretation

Properties

BP.AdventureFramework.Interpretation

+ BP.AdventureFramework.

DisplaySize

(BP.AdventureFramework.Logging)

Get the display size.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Rendering)

```
public Size DisplaySize { get; }
```

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

Type	Description
FrameBuilderCollection Size (https://learn.microsoft.com/dotnet/api/system.size.html) (BP.AdventureFramework.Rendering)	Provides a class for building strings as part of a grid.

FrameBuilderCollections

(BP.AdventureFramework.Rendering)

HorizontalDividerCharacter

(BP.AdventureFramework.Rendering)

Get or set the character used for horizontal dividers.

(BP.AdventureFramework.Rendering)

Declaration

ICompletionFrameBuilder

```
public char HorizontalDividerCharacter { get; set; }  
IConversationFrameBuilder
```

(BP.AdventureFramework.Rendering)

Property Value

Type	Description
HelpFrameBuilder	

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) (BP.AdventureFramework.Rendering)	Provides a class for building strings as part of a grid.

IRegionMapBuilder

(BP.AdventureFramework.Rendering)

IRoomMapBuilder

(BP.AdventureFramework.Rendering)

Get or set the character used for left boundary.

(BP.AdventureFramework.Rendering)

Declaration

ISectionFrameBuilder

(BP.AdventureFramework.Rendering)

ITitleFrameBuilder


```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type		Name	Description
AnsiColor <small>(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm) (BP.AdventureFramework.Extensions)</small>		color	The color to draw the boundary.

+ BP.AdventureFramework.

Interpretation

DrawCentralisedWrapped(String, int, int, AnsiColor, out int, out int)

+ BP.AdventureFramework.

Draw a wrapped string.

Logic

Declaration
(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

isedWrapped(string value, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)

Rendering

(BP.AdventureFramework.Renderer)

- BP.AdventureFramework.

Rendering.FrameBuilders

Type		Name	Description
string <small>(https://learn.microsoft.com/dotnet/api/system.string)</small>		value	The string.
FrameBuilderCollection int <small>(https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)</small>		startY	The start y position.
FrameBuilderCollection int <small>(https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)</small>		maxWidth	The max width of the string.
StringBuilder AnsiColor <small>(BP.AdventureFramework.Renderer) (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm) (AboutFrameBuilder)</small>		color	The color to draw the text.
CompletionFrameBuilder int <small>(https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)</small>		endX	The end x position.
ConversationFrameBuilder int <small>(https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)</small>		endY	The end y position.

DrawHorizontalDivider(int, AnsiColor)

Declaration
(BP.AdventureFramework.Renderer)

IRegionMapBuilder

Declaration
(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

IRoomMapBuilder

Declaration
(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

Declaration
(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

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.

EXTENSIONS

(BP.AdventureFramework.Exte

DrawUnderline(int, int, int, AnsiColor)

+ **BP.AdventureFramework.**

Declaration

+ **BP.AdventureFramework.**

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

(BP.AdventureFramework.Logi

Parameters

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

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

Name

Description

x The position of the underline, in x.

- **BP.AdventureFramework.**

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

y

The position of the underline, in y.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

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

length

The length of the underline.

(BP.AdventureFramework.Renderir

AnsiColor

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm

(BP.AdventureFramework.Renderir

ml) GridStringBuilder

color

The color of the underline.

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

ICompletionFrameBuilder

DrawWrapped(string

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

Declaration

(BP.AdventureFramework.Renderir

IGameOverFrameBuilder

```
public void Drawwrapped(string value, int startX, int startY, int maxWidth, AnsiColo
```

(BP.AdventureFramework.Renderir

r color, out int endX, out int endY)

IHelpFrameBuilder

(BP.AdventureFramework.Renderir

Parame

RegionMapBuilder

Type		Name	Description
(BP.AdventureFramework.Renderir			
IRegionMapFrameBuilder			
string (https://learn.microsoft.com/dotnet/api/system.string)	value		The string.
IRoomMapBuilder			
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX		The start x position.
(BP.AdventureFramework.Renderir			
ISceneFrameBuilder			
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY		The start y position.
(BP.AdventureFramework.Renderir			
ITitleFrameBuilder			

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) + Extensions	color	The color to draw the text.
int (BP.AdventureFramework.OutputStream)	endX	The end x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end y position.

Interpretation

(BP.AdventureFramework.Interpretation)

Flush()

+ [BP.AdventureFramework](#).

Flush the buffer.

(BP.AdventureFramework.Logging)

Declaration

- [BP.AdventureFramework](#).

public void Flush()

(BP.AdventureFramework.Rendering)

- [BP.AdventureFramework](#).

GetCellColor(int, int)

(BP.AdventureFramework.Rendering)

Get a color for a cell.

FrameBuilderCollection

Declaration

(BP.AdventureFramework.Rendering)

FrameBuilderCollections

public AnsiColor GetCellColor(int x, int y)

GridStringBuilder

(BP.AdventureFramework.Rendering)

Parameters

IAboutFrameBuilder

Type **(BP.AdventureFramework.Rendering)**

ICompletionFrameBuilder

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

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

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

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

Return [GameOverFrameBuilder](#)

Type **(BP.AdventureFramework.Rendering)**

IHelpFrameBuilder

Ans([Black](#)) **(BP.AdventureFramework.Rendering)**

Rendering.FrameBuilders.Color.AnsiColor.html)

The cell color.

IRegionMapBuilder

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

IRoomMapBuilder

Get a character from the buffer.

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

Declaration

(SceneFrameBuilder)

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

ITitleFrameBuilder

```
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.

Returns

Interpretation

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	The character.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

GetNumberOfLines(string, int, int, int)

+ BP.AdventureFramework.

Get the number of lines a string will take up.

Rendering

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

```
public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

(BP.AdventureFramework.Render

Parameters

FrameBuilderCollection

Type	Name	Description
FrameBuilderCollection		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.

Returns

IConversationFrameBuilder

Type	Description
IGameOverFrameBuilder	
int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines the string will take up.

IHelpFrameBuilder

(BP.AdventureFramework.Render

Resize(Size)

(BP.AdventureFramework.Render

Resizes this builder

IRoomMapView

(BP.AdventureFramework.Render

Declaration

IRoomMapBuilder

(BP.AdventureFramework.Render

```
public void Resize(Size displaySize)
```

ISceneFrameBuilder

(BP.AdventureFramework.Render

ITitleFrameBuilder

Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	displaySize	The new size.

SetCell(int, int, char, AnsiColor)

(BP.AdventureFramework.Extensions.SetCell)

Set a cell.

Defined in [BP.AdventureFramework](#).

Interpretation

(BP.AdventureFramework.Interpreter) (int x, int y, char character, AnsiColor color)

+ BP.AdventureFramework.

Parameters

Logic

Type	Name	Description
BP.AdventureFramework.Logic		
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the cell.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the cell.
RenderingFrameBuilders	character	The character.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color of the character.

(BP.AdventureFramework.Renderer)

FrameBuilderCollections

(BP.AdventureFramework.Renderer)

GridStringBuilder

(BP.AdventureFramework.Renderer)

IAboutFrameBuilder

(BP.AdventureFramework.Renderer)

ICompletionFrameBuilder

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

IHelpFrameBuilder

(BP.AdventureFramework.Renderer)

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.InterpreterBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.LogicBuilder

Methods

+ **BP.AdventureFramework.**

Rendering

Build (string, Game, int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.RendererBuilder

IFrameBuilderCollection title, Game game, int width, int height)

(BP.AdventureFramework.RendererBuilder

FrameBuilderCollections

Parameters

(BP.AdventureFramework.RendererBuilder

Type GridStringBuilder

Name

Description

(BP.AdventureFramework.RendererBuilder

title

The title.

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

game

The game.

(BP.AdventureFramework.RendererBuilder

width

The width of the frame.

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

height

The height of the frame.

(BP.AdventureFramework.RendererBuilder

Returns IGameOverFrameBuilder

(BP.AdventureFramework.RendererBuilder

Type HelpFrameBuilder

Description

(BP.AdventureFramework.RendererBuilder

Represents any object that can build about frames.

IFrameBuilder

(BP.AdventureFramework.Rendering.Frames.IFrame.html)

(BP.AdventureFramework.RendererBuilder

IRegionMapBuilder

(BP.AdventureFramework.Rendering.Frames.IRegionMap.html)

(BP.AdventureFramework.RendererBuilder

IRoomMapBuilder

(BP.AdventureFramework.RendererBuilder

ISceneFrameBuilder

(BP.AdventureFramework.RendererBuilder

ITitleFrameBuilder

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpreter.IFrameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IFrameBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

Build(string, string, int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderer.ICompletionFrameBuilder)

IFrameBuilderCollection message, string reason, int width, int height)

(BP.AdventureFramework.Renderer.ICompletionFrameBuilder)

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderer.ICompletionFrameBuilder)

Type GridStringBuilder

Name

Description

(BP.AdventureFramework.Renderer.ICompletionFrameBuilder) string (https://learn.microsoft.com/dotnet/api/system.string) AboutFrameBuilder

message

The message to display to the user.

(BP.AdventureFramework.Renderer.ICompletionFrameBuilder) string (https://learn.microsoft.com/dotnet/api/system.string) EndGameFrameBuilder

reason

The reason the game ended.

(BP.AdventureFramework.Renderer.ICompletionFrameBuilder) int (https://learn.microsoft.com/dotnet/api/system.int32) GameWidth

width

The width of the frame.

(BP.AdventureFramework.Renderer.ICompletionFrameBuilder) int (https://learn.microsoft.com/dotnet/api/system.int32) GameHeight

height

The height of the frame.

Returns IGameOverFrameBuilder

(BP.AdventureFramework.Renderer.ICompletionFrameBuilder)

Type HelpFrameBuilder

Description

(BP.AdventureFramework.Renderer.ICompletionFrameBuilder) IFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html) RegionMapBuilder

Represents any object that can build completion frames.

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer.ICompletionFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Renderer.ICompletionFrameBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer.ICompletionFrameBuilder)

ITitleFrameBuilder

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IConversationFrameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IConversationFrameBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

Build(string, Conversation, CommandHelp[], int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.IConversationFrameBuilder)

IFrameBuilderCollection title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(BP.AdventureFramework.Rendering.IConversationFrameBuilder)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.IConversationFrameBuilder)

Parameters

GridStringBuilder

Type	Name	Description
BP.AdventureFramework.Rendering.IConversationFrameBuilder	title	The title to display to the user.
string	converser	The converser.
CommandHelp[]	contextualCommands	The contextual commands to display.
int	width	The width of the frame.
int	height	The height of the frame.

IRoomMapBuilder

Return(BP.AdventureFramework.Rendering.IConversationFrameBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.IConversationFrameBuilder)

ITitleFrameBuilder

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Represents any object that can build conversation frames.

▼

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)
 - IRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)
 - ISceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)
 - ITitleFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder)

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interfaces.IGameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.ILogicBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

Build(string, string, int, int)

BP.AdventureFramework.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)

IFrameBuilderCollection message, string reason, int width, int height)

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)

Type GridStringBuilder

Name

Description

Type GridStringBuilder		Name	Description
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	message	The message to display to the user.	
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	reason	The reason the game ended.	
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	width	The width of the frame.	
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	height	The height of the frame.	

Returns **IGameOverFrameBuilder**

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)

Type HelpFrameBuilder

Description

Type HelpFrameBuilder	Description
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)	Represents any object that can build game over frames.

IRoomMapBuilder

(BP.AdventureFramework.Rendering.Frames.IFrame.html)

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IHelpFrameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IHelpFrameBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

BUILD(string, string, CommandHelp[], int, int)

BUILDFrameBuilder

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderer.IHelpFrameBuilder)

IHelpFrameBuilderCollection title, string description, CommandHelp[] commandHelp, int width,
int height

i(BP.AdventureFramework.Renderer.IHelpFrameBuilder)

FrameBuilderCollections

(BP.AdventureFramework.Renderer.IHelpFrameBuilder)

Parameters

GridStringBuilder

Type (BP.AdventureFramework.Renderer.IHelpFrameBuilder)

Name

Description

IAboutFrameBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer.IHelpFrameBuilder)

title

The title.

ICompleteFrameBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer.IHelpFrameBuilder)

description

The description.

IConversationFrameBuilder CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html) (BP.AdventureFramework.Renderer.IHelpFrameBuilder)

commandHelp

The command help.

IGameOverFrameBuilder

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

width

The width of the frame.

IRoomMapBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer.IHelpFrameBuilder)

height

The height of the frame.

Return (BP.AdventureFramework.Renderer.IHelpFrameBuilder)

Type IRoomMapBuilder (BP.AdventureFramework.Renderer.IHelpFrameBuilder)

Description

IFrameSceneFrameBuilder (BP.AdventureFramework.Renderer.IHelpFrameBuilder)

Represents any object that can build help frames.

ITitleFrameBuilder

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EXCEPTIONS

(BP.AdventureFramework.Exce

- + **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
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Renderin
 - IRoomMapBuilder
(BP.AdventureFramework.Renderin
 - ISceneFrameBuilder
(BP.AdventureFramework.Renderin
 - ITitleFrameBuilder
(BP.AdventureFramework.Renderin

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.Exte
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.IRegionMapBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

Methods

+ **BP.AdventureFramework.**

Rendering

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

BuildRegionMap(GridStringBuilder)

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, BP.AdventureFramework.RegionHeight)

FrameBuilderCollections

(BP.AdventureFramework.Renderin

Parameters

GridStringBuilder

Type	Name	Description
IRegionMapBuilder GridStringBuilder (BP.AdventureFramework.Renderin (BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder rs.GridStringBuilder.html) (BP.AdventureFramework.Renderin	gridStringBuilder	The string builder to use.
RegionConversationFrameBuilder (BP.AdventureFramework.Renderin	region	The region.
int IHelpFrameBuilder (https://learn.microsoft.com/dotnet/api/system.int3 (BP.AdventureFramework.Renderin 2) IRegionMapBuilder	x	The x position to start building at.
int (BP.AdventureFramework.Renderin IRegionMapFrameBuilder (https://learn.microsoft.com/dotnet/api/system.int3 2) (BP.AdventureFramework.Renderin	y	The y position to start building at.
IRoomMapBuilder int (BP.AdventureFramework.Renderin (https://learn.microsoft.com/dotnet/api/system.int3 ISceneFrameBuilder 2) (BP.AdventureFramework.Renderin	maxWidth	The maximum horizontal space available in which to build the map.
ITitleFrameBuilder		

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.

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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)
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)
 - ISceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)
 - ITitleFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder)

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interfaces.IRegionMapFrameBuilder)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.IRegionMapFrameBuilder)

Methods

+ BP.AdventureFramework.

Rendering

BuildRegionFrame(IRegion, int, int) (BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

IFrameBuilderCollection<IRegion> BuildRegionFrame(IRegion region, int width, int height)

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

Type GridStringBuilder

Name

Description

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

region

The region.

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

width

The width of the frame.

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

height

The height of the frame.

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

Type ConversationFrameBuilder

Description

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

GameOverFrameBuilder

Represents any object that can build region map

HelpFrameBuilder

frames.

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

ITitleFrameBuilder

Interface IRoomMapBuilder

Represents any object that can build room maps.

 Filter by title

Namespace: BP_(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.Exe
Assembly: BP_AdventureFramework.dll

Assembly: BF.AventureFramework.dll

+ **BPAdventureFramework**

Interpretation

(B) Adventure Framework Interder

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Methods

WIGI.ROG + BP.AdventureFramework.

Rendering

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

- BP.AdventureFramework.

Build a map for your Beginner FrameBuilders

(BPAdventureFramework Ben)

Declaration unter Rahmenrichtung

```
FrameBuilderCollection  
void AddFrameWork(FrameWorkBuilder gridStringBuilder, Room room, ViewPoint viewPoint  
FrameBuilderCollection startX, int startY, out int endX, out int endY)
```

(BP.AdventureFramework.Renderer
GridStringBuilder

Type	Name	Description
(BP.AdventureFramework.Renderer.ICompletionFrameBuilder)(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)(BP.AdventureFramework.Renderer.html)(BP.AdventureFramework.Renderer.IConversationFrameBuilder)	gridStringBuilder	The string builder to use.
Room (BP.AdventureFramework.Renderer.Assets.Locations.Room.html)	room	The room.
IGameOverFrameBuilder ViewPoint (BP.AdventureFramework.Renderer.html)(BP.AdventureFramework.Assets.Locations.ViewPoint.html) IHelpFrameBuilder	viewPoint	The viewpoint from the room.
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
IRRegionMapBuilder int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
IRRegionMapFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, y.
IRRegionMapBuilder int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
IRRegionMapFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, y.
ISceneFrameBuilder		
(BP.AdventureFramework.Renderer.ITitleFrameBuilder)		

▼

EXENSIONS

(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
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Renderin
 - IRoomMapBuilder
(BP.AdventureFramework.Renderin
 - ISceneFrameBuilder
(BP.AdventureFramework.Renderin
 - ITitleFrameBuilder

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

 Filter by title

Namespace: BP_(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.Exe
Assembly: BP_AdventureFramework.dll

Assembly: BF.AventureFramework.dll

+ **BPAdventureFramework**.

Interpretation

(BP_Adventure)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi Methods

Methods

+ BP.AdventureFramework.

Rendering

B(BDARoom, ref Point, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

- BP.AdventureFramework.

Build a frame Rendering.FrameBuilders

(BPAdventureFramework Ben)

Declaration of Non-Commission

```
FrameBuilderCollection  
IBrainAdventureFramework.Renderer Point viewPoint, PlayableCharacter player, string message  
eFrameBuilderCollection contextualCommands, KeyType keyCode, int width, int height)
```

(BP.AdventureFramework.Renderir

GridStringBuilder

Type		Name	Description
>AboutFrameBuilder	(BP.AdventureFramework.Renderir Room ICompletionFrameBuilder (BP.AdventureFramework.Assets.Locations.Room.html) (BP.AdventureFramework.Renderir	room	Specify the Room.
ViewPoint	ConversationFrameBuilder (BP.AdventureFramework.Assets.Renderir ml) IGameOverFrameBuilder	viewPoint	Specify the viewpoint from the room.
PlayableCharacter	(BP.AdventureFramework.Renderir HelpFrameBuilder (BP.AdventureFramework.Assets.Characters.PlayableCha (BP.AdventureFramework.Renderir racter.html) IRegionMapBuilder	player	Specify the player.
string	(BP.AdventureFramework.Renderir (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderir CommandHelp IRegionMapFrameBuilder (BP.AdventureFramework.Interpretation.CommandHelp.ht ml) ISceneFrameBuilder [] (BP.AdventureFramework.Renderir	message	Any additional message.
	ITitleFrameBuilder	contextualCommands	The contextual commands to display.

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.

EXTENSIONS

(BP.AdventureFramework.Extensions)

+ TYPE BP.AdventureFramework.	Description
Interpretation IFrame (BP.AdventureFramework.Rendering.IFrames(IFrame.html))	Represents any object that can build scene frames.

+ 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)

ITitleFrameBuilder

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.InterpreterBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.LogicBuilder

Methods

+ **BP.AdventureFramework.**

Rendering

Build(string, string, int, int)

BP.AdventureFramework.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderer

IFrameBuilderCollection title, string description, int width, int height)

(BP.AdventureFramework.Renderer

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderer

Type GridStringBuilder

(BP.AdventureFramework.Renderer

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

AboutFrameBuilder

Name

Description

title

The title.

description

The description.

width

The width of the frame.

height

The height of the frame.

Returns IGameOverFrameBuilder

(BP.AdventureFramework.Renderer

Type HelpFrameBuilder

(BP.AdventureFramework.Renderer

IFrame

(BP.AdventureFramework.Rendering.Frames.IFrame.html)

(BP.AdventureFramework.Renderer

Description

Represents any object that can build title frames.

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer

IRoomMapBuilder

(BP.AdventureFramework.Renderer

ISceneFrameBuilder

(BP.AdventureFramework.Renderer

ITitleFrameBuilder

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpreter) IFrameBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic) IFrameBuilder

Methods

+ **BP.AdventureFramework.**

Rendering

Build (string, string, int, int) IFrameBuilder

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderer) IFrameBuilderCollection

IFrameBuilderCollection title, string message, int width, int height)

(BP.AdventureFramework.Renderer) IFrameBuilderCollection

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderer) IFrameBuilderCollection

Type GridStringBuilder

Name

Description

(BP.AdventureFramework.Renderer) GridStringBuilder

title

The title to display to the user.

(BP.AdventureFramework.Renderer) GridStringBuilder

message

The message to display to the user.

(BP.AdventureFramework.Renderer) GridStringBuilder

width

The width of the frame.

(BP.AdventureFramework.Renderer) GridStringBuilder

height

The height of the frame.

Returns IGameOverFrameBuilder

(BP.AdventureFramework.Renderer) IGameOverFrameBuilder

Type HelpFrameBuilder

Description

(BP.AdventureFramework.Renderer) HelpFrameBuilder

Represents any object that can build transition frames.

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer) IRegionMapFrameBuilder

IRoomMapBuilder

(BP.AdventureFramework.Renderer) IRoomMapBuilder

ISceneFrameBuilder

(BP.AdventureFramework.Renderer) ISceneFrameBuilder

ITitleFrameBuilder

Namespace BP.AdventureFramework.Rendering.FrameBuilders.Color

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Extensions

ColorAboutFrameBuilder

([BP.AdventureFramework.ExternalAPI.html](#)) ([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html](#)) ([BP.AdventureFramework.html](#))

Interpretation

Provides a builder of color about frames.

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

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html](#)) ([BP.AdventureFramework.Logical.html](#))

Provides a builder of color completion frames.

+ **BP.AdventureFramework.**

Rendering

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html](#)) ([BP.AdventureFramework.html](#))

Rendering.FrameBuilders

Provides a builder of color conversation frames.

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

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html](#))

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

Provides a builder of color game over frames.

AnsiColor

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

ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html](#))

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

Provides a builder of color help frames.

ColorConversationFrameBuilder

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

ColorRegionMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html](#))

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

Provides a color builder for regions.

ColorRegionMapBuilder

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

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html](#))

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

/RD_AdventureFramework_Rendering

Provides a builder of color region map frames.

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html)

Provides a color room map builder.

+ BP.AdventureFramework.

ColorSceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html)

+ BP.AdventureFramework.

Provides a builder for color scene frames.

Interpretation

(BP.AdventureFramework.Interpretation)

ColorTitleFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html)

(BP.AdventureFramework.Logging)

Provides a builder of color title frames.

+ BP.AdventureFramework.

ColorTransitionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html)

+ BP.AdventureFramework.

Provides a builder of color transition frames.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Enums

- BP.AdventureFramework.

Rendering.FrameBuilders.

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Enumeration of ANSI colors.

AnsiColor

(BP.AdventureFramework.Renderer)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderer)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderer)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)

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)

Extensions

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Extensions)

Syntax

+ BP.AdventureFramework.

public enum AnsiColor

(BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

Logic

Fields

(BP.AdventureFramework.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.**
Extensions
(**BP.AdventureFramework.Exte**
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**
- **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**
 - AnsiColor
(**BP.AdventureFramework.Renderin**
 - ColorAboutFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorCompletionFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorConversationFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorGameOverFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorHelpFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRegionMapBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRegionMapFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRoomMapBuilder
(**BP.AdventureFramework.Renderin**

Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

↳ Extensions

↳ ColorAboutFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

↳ IAboutFrameBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.iaboutframebuilder.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.**

↳ Logic

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.Logi**

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

+ **BP.AdventureFramework.**

↳ Rendering

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

(**BP.AdventureFramework.Ren**

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)

↳ **Rendering.FrameBuild**

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

↳ **Rendering.FrameBuild**

public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

/BP.AdventureFramework.Renderin

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Renderin	gridStringBuilder	A builder to use for the string layout.

Properties

AuthorColor

Get or set the author color.

Declaration

+ **BP.AdventureFramework.**

public AnsiColor AuthorColor { get; set; }

Extensions
(BP.AdventureFramework.Exte

Property Value

+ **BP.AdventureFramework.**

Type
Interpretation

(BP.AdventureFramework.Inter

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html

+ **BP.AdventureFramework.**

)
Logic

(BP.AdventureFramework.Logi

BackgroundColor

Rendering

Get or set the background color.

(BP.AdventureFramework.Render

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

public AnsiColor BackgroundColor { get; set; }

(BP.AdventureFramework.Render

BP.AdventureFramework.

Property Value

Rendering.FrameBuilders.

Type
Color

AnsiColor

(BP.AdventureFramework.Render

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html

AnsiColor

)
(BP.AdventureFramework.Render

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

Declaration

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

public AnsiColor BorderColor { get; set; }

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

Property Value

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapFrameBuilder

(BP.AdventureFramework.Render

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a builder of color about frames.

三

DescriptionColor

Extensions

Extensions
Get or set the description color

(BP.AdventureFramework.ExternalDeclaration)

+ BP.AdventureFramework.

Interpretation color DescriptionColor { get; set; }
(BP.AdventureFramework.Intel

Property Value + BPAAdventureFramework.

Type	Description
(BP.AdventureFramework.Logi AhsIColor + (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Rendering	Provides a builder of color about frames.

± BPAdventureFramework-

Adventure Framework

NameColor

Rendering.FrameBuilders

GetBP.AdventureFramework.Render

Declaration of the BPA Venture Framework.

Rendering.FrameBuilders.

```
    public AnsiColor NameColor { get; set; }
```

(BB AdventureFramework Rep)

Property: Value

PRIMER

Type	Description
ColorAboutFrameBuilder	
AnsiColorAboutFrameBuilder	
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html ColorCompletionFrameBuilder)	Provides a builder of color about frames.
) (BP.AdventureFramework.Renderir	

Title Color

TitleColor
(BP.AdventureFramework.Renderir

[Get Color Help](#) [FrameBuilder](#)

(BP.AdventureFramework.Renderir

Declaration ColorRegionMapBuilder

(BP.AdventureFramework.Renderer)
public class ApiColor : TitleColor {

ColorRegionMapFrameBuilder

(BP.AventureFramework.Render)
ColorBeamMapBuilder

PropertyValue (RPG Adventure Framework Rendering)

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html))	Provides a builder of color about frames.

▼

+ BP.AdventureFramework.Extensions

(BP.AdventureFramework.Extensions.Build(string, Game, int, int))
+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.InterpretationDeclaration)

+ BP.AdventureFramework.

Logic public IFrame Build(string title, Game game, int width, int height)

(BP.AdventureFramework.Logic)

Parameters

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

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

Name

Description

title

The title.

Game

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

game

The game.

FrameBuilders

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

width

The width of the frame.

(BP.AdventureFramework.Rendering)

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

height

The height of the frame.

- BP.AdventureFramework.

Rendering.FrameBuilders.

Returns

Color

(BP.AdventureFramework.Rendering)

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

Description

Provides a builder of color about frames.

(BP.AdventureFramework.Renderer)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderer)

ColorCompletionFrameBuilder

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

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderer)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Extensions

↳ ColorCompletionFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

ICompletionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.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.**

Logic

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.Logi**

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

+ **BP.AdventureFramework.**

Rendering

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

(**BP.AdventureFramework.Ren**

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

(**BP.AdventureFramework.Rendering.html**).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

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

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Ren**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder

Color

(**BP.AdventureFramework.Ren**

Constructors

AnsiColor ([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder(GridStringBuilder)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder) ([BP.AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapBuilder

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

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuil](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

/RD_AdventureFramework_Renderin

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuil	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **BP.AdventureFramework.**

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions

(**BP.AdventureFramework.Exte**

Property Value

+ **BP.AdventureFramework.**

Type

Interpretation

(**BP.AdventureFramework.Inter**

AnsiColor

(**BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.h**

+ **BP.AdventureFramework.**

tml)

Logic

(**BP.AdventureFramework.Logi**

Description

Provides a builder of color completion frames.

+ **BP.AdventureFramework.**

Rendering

Get or set the border color.

(**BP.AdventureFramework.Render**

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

```
public AnsiColor BorderColor { get; set; }
```

(**BP.AdventureFramework.Render**

Property Value

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Type

Color

(**BP.AdventureFramework.Render**

(**BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.h**

AnsColor

(**BP.AdventureFramework.Renderi**

ColorAboutFrameBuilder

(**BP.AdventureFramework.Renderi**

ColorConversationFrameBuilder

(**BP.AdventureFramework.Renderi**

Declaration

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Renderi**

```
public AnsiColor DescriptionColor { get; set; }
```

ColorHelpFrameBuilder

(**BP.AdventureFramework.Renderi**

Property Value

+ **BP.AdventureFramework.**

ColorRegionMapBuilder

(**BP.AdventureFramework.Renderi**

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Renderi**

ColorRoomMapBuilder

(**BP.AdventureFramework.Renderi**

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.h tml)	Provides a builder of color completion frames.

▼

TitleColor (BP.AdventureFramework.

Extensions
Get or set the title color.

**(BP.AdventureFramework.Exte
Declaration**

+ BP.AdventureFramework.

Interpretation color TitleColor { get; set; }

(BP.AdventureFramework.Inter

PropertyValue (BP.AdventureFramework.

Type

**(BP.AdventureFramework.Logi
AhsIColor**

**+ BP.AdventureFramework.
Rendering.FrameBuilders
Rendering**

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

**BP.AdventureFramework.
Build(string, string, int, int)
Rendering.FrameBuilders.**

Build a frame.

Color

(BP.AdventureFramework.Render

Declaration

AnsiColor

p(BP.AdventureFramework.Render message, string reason, int width, int height)

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

Parameters

ColorCompletionFrameBuilder

Type	Name	Description
ColorConversationFrameBuilder	message	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
ColorGameOverFrameBuilder	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

Returns
ColorRegionMapFrameBuilder
(BP.AdventureFramework.Render
ColorRoomMapBuilder
(BP.AdventureFramework.Render
ColorRegionMapBuilder
(BP.AdventureFramework.Render
ColorRoomMapBuilder
(BP.AdventureFramework.Render

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Provides a builder of color completion frames.

Implements

+ **IColorCompletionFrameBuilder**
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

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)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder)

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	gridStringBuilder	A builder to use for the string layout.

▼

+ BP.AdventureFramework. Properties

Extensions

(BP.AdventureFramework.Exte

BackgroundColor

+ BP.AdventureFramework.

Get or set the background color.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

public AnsiColor BackgroundColor { get; set; }

(BP.AdventureFramework.Logi

Property Value

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

AnsiColor

+ BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.

html)

Rendering.FrameBuilders

(BP.AdventureFramework.Render

BorderColor

Rendering.FrameBuilders.

Get or set the border color.

Color

(BP.AdventureFramework.Render

Declaration

AnsiColor

public ColorAboutFrameBuilder { get; set; }

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

Property Value

ColorCompletionFrameBuilder

Type

ColorConversationFrameBuilder

AnsiColor

(BP.AdventureFramework.Render

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.

ColorGameOverFrameBuilder

html)

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

(BP.AdventureFramework.Render

Get or set the input color.

ColorInputMapBuilder

(BP.AdventureFramework.Render

Declaration

ColorRoomMapBuilder

(BP.AdventureFramework.Render

```
public AnsiColor InputColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a builder of color conversation frames.

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

NonPlayerMessageColor

Interpretation

Get(BP.AdventureFramework.Interpretation)

Declaration

BP.AdventureFramework.

Logic

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Rendering

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a builder of color conversation frames.

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Get or set the player message color.

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

Declaration

AnsiColor

```
(BP.AdventureFramework.Renderer  
public AnsiColor PlayerMessageColor { get; set; })
```

(BP.AdventureFramework.Renderer
ColorCompletionFrameBuilder)

Property Value

(BP.AdventureFramework.Renderer
colorConversationFrameBuilder)

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a builder of color conversation frames.

(BP.AdventureFramework.Renderer
ColorHelpFrameBuilder)

(BP.AdventureFramework.Renderer
ColorRegionMapBuilder)

ResponseColor

(BP.AdventureFramework.Renderer
ColorRegionMapFrameBuilder)

Get or set the response color.

(BP.AdventureFramework.Renderer
ColorRoomMapBuilder)

Declaration

/RD_AdventureFramework_Renderer

Type	Name	Description
IConverser (BP.AdventureFramework.Assets.Characters.IConverser.html)	converser	The converser.
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	contextualCommands	The contextual commands to display.
+ BP.AdventureFramework.Extensions		
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.

Interpretation

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

Type	Description
+ BP.AdventureFramework.Extensions	
IFrameLogic (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Provides a builder of color conversation frames.

+ BP.AdventureFramework.

Implementations

[\(BP.AdventureFramework.Rendering.IConversationFrameBuilder\)](#)

+ [\(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

Rendering.FrameBuilders

[\(BP.AdventureFramework.Rendering.IColorFrameBuilder\)](#)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

[\(BP.AdventureFramework.Rendering.IAnsiColor\)](#)

AnsiColor

(BP.AdventureFramework.Rendering.IColorAboutFrameBuilder)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.IColorCompletionFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.IColorConversationFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.IColorGameOverFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.IColorHelpFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.IColorRegionMapBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.IColorRegionMapFrameBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.IColorRoomMapBuilder)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.IColorRoomMapFrameBuilder)

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Extensions

↳ ColorGameOverFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IGameOverFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.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.**

Logic

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.Logi**

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

+ **BP.AdventureFramework.**

Rendering

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

(**BP.AdventureFramework.Ren**

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)

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

ColorGameOverFrameBuilder(**GridStringBuilder**)

Initializes a new instance of the ColorGameOverFrameBuilder class.

ColorConversationFrameBuilder

Declaration (**BP.AdventureFramework.Renderin**

ColorGameOverFrameBuilder

public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder) (**BP.AdventureFramework.Renderin**

ColorHelpFrameBuilder

(**BP.AdventureFramework.Renderin**

ColorRegionMapBuilder

Type (**BP.AdventureFramework.Renderin**

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Rendering.FrameBuilders.GridString**

Builder.html)

/BP.AdventureFramework.Renderin

Type		Name	Description
ColorRegionMapFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.GridString	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **BP.AdventureFramework.**

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions

(**BP.AdventureFramework.Exte**

Property Value

+ **BP.AdventureFramework.**

Type

Interpretation

(**BP.AdventureFramework.Inter**

AnsiColor

(**BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.h**

+ **BP.AdventureFramework.**

tml)

Logic

(**BP.AdventureFramework.Logi**

BP.AdventureFramework.

Rendering

Get or set the border color.

(**BP.AdventureFramework.Render**

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

```
public AnsiColor BorderColor { get; set; }
```

(**BP.AdventureFramework.Render**

BP.AdventureFramework.

Property Value

Rendering.FrameBuilders.

Type

Color

(**BP.AdventureFramework.Render**

(**BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.h**

tml)

(**BP.AdventureFramework.Renderi**

ColorAboutFrameBuilder

(**BP.AdventureFramework.Renderi**

ColorConversationFrameBuilder

(**BP.AdventureFramework.Renderi**

Declaration

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Renderi**

```
public AnsiColor DescriptionColor { get; set; }
```

ColorHelpFrameBuilder

(**BP.AdventureFramework.Renderi**

Property Value

ColorRegionMapBuilder

(**BP.AdventureFramework.Renderi**

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Renderi**

ColorRoomMapBuilder

(**BP.AdventureFramework.Renderi**

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.h tml)	Provides a builder of color game over frames.

▼

TitleColor (BP.AdventureFramework.

Extensions
Get or set the title color.

**(BP.AdventureFramework.Exte
Declaration**

+ BP.AdventureFramework.

Interpretation color TitleColor { get; set; }
(BP.AdventureFramework.Inter

PropertyValue (BP.AdventureFramework.

Type	Description
AnsIColor (BP.AdventureFramework.Logi AnsIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.h tml)	Provides a builder of color game over frames.

**+ BP.AdventureFramework.
Rendering.FrameBuilders**

**(BP.AdventureFramework.Render
Build(string, string, int, int)
Rendering.FrameBuilders.**

Build a frame.
Color
(BP.AdventureFramework.Render

**ColorAboutFrameBuilder
(BP.AdventureFramework.Render**

**ColorCompletionFrameBuilder
(BP.AdventureFramework.Render**

Type	Name	Description
ColorConversationFrameBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Render	message	The message to display to the user.
ColorGameOverFrameBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Render	reason	The reason the game ended.
ColorHelpFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) ColorRegionMapBuilder	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) ColorRegionMapBuilder	height	The height of the frame.

Returns
ColorRegionMapFrameBuilder
(BP.AdventureFramework.Render
ColorRoomMapBuilder
(BP.AdventureFramework.Render

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Provides a builder of color game over frames.

Implements

+ **IGameOverFrameBuilder**
(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

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)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder)

/RD_AdventureFramework_Rendering

Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Extensions

↳ ColorHelpFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.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.**

Logic

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.Logi**

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

+ **BP.AdventureFramework.**

Rendering

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

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

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

(**BP.AdventureFramework.Rendering**) ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

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

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

AnsiColor

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

ColorAboutFrameBuilder

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

ColorCompletionFrameBuilder

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

ColorConversationFrameBuilder

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

ColorGameOverFrameBuilder

public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)

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

ColorHelpFrameBuilder

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

Parameters

ColorRegionMapBuilder

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

Type

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

ColorRegionMapFrameBuilder

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

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#)

Builder.html)

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

GridStringBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#)

Builder.html)

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

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.GridString	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **BP.AdventureFramework.**

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions

(**BP.AdventureFramework.Exte**

Property Value

+ **BP.AdventureFramework.**

Type

Interpretation

(**BP.AdventureFramework.Inter**

AnsiColor

(**BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html**)

Description

Provides a builder of color help frames.

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

BorderColor

+ **BP.AdventureFramework.**

Get or set the border color.

Rendering

(**BP.AdventureFramework.Render**

Declaration

+ **BP.AdventureFramework.**

```
public AnsiColor BorderColor { get; set; }
```

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

Property Value

- **BP.AdventureFramework.**

Type

Rendering.FrameBuilders.

AnsiColor

(**BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html**)

Description

Provides a builder of color help frames.

AnsiColor

(**BP.AdventureFramework.Render**

CommandColor

(**BP.AdventureFramework.Render**

Get or set the command color.

ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**

ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**

```
public AnsiColor CommandColor { get; set; }
```

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**

ColorHelpFrameBuilder

(**BP.AdventureFramework.Render**

ColorRegionMapBuilder

(**BP.AdventureFramework.Render**

(**BP.AdventureFramework.Render**

Description

Provides a builder of color help frames.

(**BP.AdventureFramework.Render**

ColorRoomMapBuilder

(**BP.AdventureFramework.Render**

/RD AdventureFramework.Render

CommandDescriptionColor

Get or set the description color.

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions	Description
Type (BP.AdventureFramework.Extensions)	Provides a builder of color help frames.

Interpretation

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

DescriptionColor

Logic

Get or set the description color.

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

Declaration

+ BP.AdventureFramework.

Rendering

```
public AnsiColor DescriptionColor { get; set; }
```

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

+ BP.AdventureFramework.

Property Value

Rendering.FrameBuilders	Description
Type (BP.AdventureFramework.Rendering.FrameBuilders)	Provides a builder of color help frames.

Rendering.FrameBuilders.

Color

[\(BP.AdventureFramework.Rendering.FrameBuilders.Color\)](#)

TitleColor

AnsiColor

Get or set the title color.

[\(BP.AdventureFramework.Rendering.FrameBuilders.Color.TitleColor\)](#)

Declaration

ColorAboutFrameBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder\)](#)

ColorCompletionFrameBuilder

```
public ANSIColor Titlecolor { get; set; }
```

[\(BP.AdventureFramework.Rendering.FrameBuilders.ColorTitlecolor\)](#)

ColorConversationFrameBuilder

Property Value

[\(BP.AdventureFramework.Rendering.FrameBuilders.ColorTitlecolor\)](#)

ColorGameOverFrameBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder\)](#)

AnsiColor

ColorHelpFrameBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder\)](#)

Description

Provides a builder of color help frames.

ColorRegionMapBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder\)](#)

ColorRegionMapFrameBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder\)](#)

ColorRoomMapBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder\)](#)

ColorTextBuilder

[\(BP.AdventureFramework.Rendering.FrameBuilders.ColorTextBuilder\)](#)

Methods

Build(string, string, CommandHelp[], int, int)

Build a frame.

Declaration

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

+ BP.AdventureFramework.

Parallel Extensions

(BP.AdventureFramework.Exte Type		Name	Description
+ BP.AdventureFramework. String (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>		The title.
Interpretation string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Inte	<i>description</i>		The description.
CommandHelp + BP.AdventureFramework. (BP.AdventureFramework.Interpretation.CommandHelp.html) Logic	<i>commandHelp</i>		The command help.
(BP.AdventureFramework.Logi int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>		The width of the frame.
+ BP.AdventureFramework. Rendering int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Render	<i>height</i>		The height of the frame.

+ BP.AdventureFramework.

Returns

Rendering.FrameBuilders

Type	Description
IPB.AdventureFramework.Rendering.IFrame.html	Provides a builder of color help frames.

Rendering.FrameBuilders.

Color

Implementation

--(EF.AdventureFramework.Ren

[Help](#) | [About](#) | [Builder](#) (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)

```
(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
ColorRoomMapBuilder
(BP.AdventureFramework.Renderir
```

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

 ↳ Extensions

 ↳ ColorRegionMapBuilder

(BP.AdventureFramework.Exte

Implements

+ **BP.AdventureFramework.**

IRegionMapBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.irregionmapbuilder.html>)

Interpretation

Inherited Members

(BP.AdventureFramework.Inter

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.**

Logic

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.Logi

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

+ **BP.AdventureFramework.**

Rendering

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

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

Namespace: BP (BP.html).AdventureFramework (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.html>)

(BP.AdventureFramework.Rendering.html).FrameBuilders (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.html>).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Rendering.FrameBuilders

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Render

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

 public sealed class ColorRegionMapBuilder : IRegionMapBuilder

Color

(BP.AdventureFramework.Render

 AnsiColor

(BP.AdventureFramework.Renderir

 ColorAboutFrameBuilder

(BP.AdventureFramework.Renderir

 ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderir

 Get Color the character frame for the current floor.

(BP.AdventureFramework.Renderir

 Declaration

 ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderir

 public char CurrentFloorIndicator { get; set; }

(BP.AdventureFramework.Renderir

 ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

 Property Value

(BP.AdventureFramework.Renderir

 Type ColorRegionMapFrameBuilder

Description

(BP.AdventureFramework.Renderir

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

 ColorRoomMapBuilder

(BP.AdventureFramework.Renderir

/RD AdventureFramework.Renderir

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type

(BP.AdventureFramework.Exte

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

Description

Provides a color builder for region maps.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

HorizontalBoundary

+ BP.AdventureFramework.

Get or set the character to use for horizontal boundaries.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

```
public char HorizontalBoundary { get; set; }
```

Rendering

(BP.AdventureFramework.Rendering)

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

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

Description

Provides a color builder for region maps.

- BP.AdventureFramework.

Rendering.FrameBuilders.

LockedExit

Color

(BP.AdventureFramework.Rendering)

Get or set the color for representing a locked exit.

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

```
public char LockedExit { get; set; }
```

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Property Value

BP.AdventureFramework.Renderin

Type

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

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

Description

Provides a color builder for region maps.

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

Get or set the locked exit color.

ColorRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

/RD_AdventureFramework_Renderin

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Extensions	Provides a color builder for region maps.

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

+ **BP.AdventureFramework.**

LowerLevelInterpretation

Gets or sets the lower level interpretation levels.

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

Declaration

([BP.AdventureFramework.](#)

Logic
public char LowerLevel { get; set; }

+ **BP.AdventureFramework.**

Property Value

Rendering

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

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	Provides a color builder for region maps.

+ **BP.AdventureFramework.**

LowerLevelColor

- **BP.AdventureFramework.**

Gets or sets the lower level color.

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

Color

Declaration

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

```
public AnsiColor LowerLevelColor { get; set; }
```

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

ColorAboutFrameBuilder

Property Value ([BP.AdventureFramework.Renderer.html](#))

Type colorCompletionFrameBuilder

Type	Description
colorCompletionFrameBuilder (BP.AdventureFramework.Renderer.html) AnsiColor ColorConversationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Renderer.html) ColorGameOverFrameBuilder	Provides a color builder for region maps.

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

ColorHelpFrameBuilder

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

Player

ColorRegionMapBuilder

Get or set the character to use for indicating the player.

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

ColorRegionMapFrameBuilder

Declaration ([BP.AdventureFramework.Renderer.html](#))

ColorRoomMapBuilder

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

/RD AdventureFramework.Renderer

```
public char Player { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	Provides a color builder for region maps.

+ BP.AdventureFramework.

Extensions

PlayerAdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Property Value

Type	Description
AnsiColor ((BP.AdventureFramework.Render)	Provides a color builder for region maps.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

ShowLowerFloors

- BP.AdventureFramework.

Get or set if lower floors should be shown.

Color

Declaration

(BP.AdventureFramework.Render

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

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

Property Value

(BP.AdventureFramework.Renderin

Type

colorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

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

ColorConversationFrameBuilder

Description

Provides a color builder for region maps.

UnLockedExit

ColorHelpFrameBuilder

Get or set the character used for representing an unlocked exit.

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

```
public char UnLockedExit { get; set; }
```

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	Provides a color builder for region maps.

▼ UnvisitedBoundaryColor

+ BP.AdventureFramework.

Get or set the unvisited room boundary color.

Extensions

Declaration

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

+ BP.AdventureFramework.

public AnsiColor UnvisitedBoundaryColor { get; set; }

Interpretation

(BP.AdventureFramework.Interpretation)

Property Value

+ BP.AdventureFramework.

Type

Logic

AnsiColor

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

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Rendering

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

VerticalBoundary

+ BP.AdventureFramework.

Rendering.FrameBuilders

Get or set the character to use for vertical boundaries.

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

Declaration

- BP.AdventureFramework.

public char VerticalBoundary { get; set; }

Color

(BP.AdventureFramework.Rendering)

Property Value

Type

AnsiColor

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

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

(BP.AdventureFramework.Renderer)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

Get or set the visited room boundary color.

ColorGameOverFrameBuilder

Declaration

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder

public AnsiColor VisitedBoundaryColor { get; set; }

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

Property Value

ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)

ColorRoomMapBuilder

(RP_AdventureFramework_Renderer)

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html))	Provides a color builder for region maps.

▼

+ BP.AdventureFramework.Extensions

(BP.AdventureFramework.Exte

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

Bu

Interpretation

Declaration

+ BP.AdventureFramework.

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int
    int y, int maxWidth, int maxHeight)
(BP.AdventureFramework.Logi
```

+ BP.AdventureFramework.

Parameters

Rendering

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	The string builder to use.
Region (BP.AdventureFramework.Renderin	region	The region.
int (BP.AdventureFramework.Renderin	x	The x position to start building at.
int (BP.AdventureFramework.Renderin	y	The y position to start building at.
int (BP.AdventureFramework.Renderin	maxWidth	The maximum horizontal space available in which to build the map.
int (BP.AdventureFramework.Renderin	maxHeight	The maximum vertical space available in which to build the map.

Implements

IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)

ColorRoomMapBuilder

/RD_AdventureFramework_Renderin

▼

- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**
- **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**
 - AnsiColor
(**BP.AdventureFramework.Renderin**
 - ColorAboutFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorCompletionFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorConversationFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorGameOverFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorHelpFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRegionMapBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRegionMapFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRoomMapBuilder
(**BP.AdventureFramework.Renderin**

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Extensions

↳ ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IRegionMapFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.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.**

Logic

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

(**BP.AdventureFramework.Logi**

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

+ **BP.AdventureFramework.**

Rendering

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.Ren**

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](#))

Rendering.FrameBuilders

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

AnsiColor ([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBu

lder regionMapBuilder)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

/RD AdventureFramework.Renderin

ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

Initializes a new instance of the ColorRegionMapFrameBuilder class.

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBu

lder regionMapBuilder)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

/RD AdventureFramework.Renderin

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionM apBuilder.html)	<i>regionMapBuilder</i>	A builder for region maps.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Properties

Interpretation

(BP.AdventureFramework.Inter

BackgroundColor

+ BP.AdventureFramework.

Get or set the background color.

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

Rendering

(BP.AdventureFramework.Render

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

- BP.AdventureFramework.

(BP.AdventureFramework.Render

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.
html)

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

BorderColor

AnsiColor

Get or set the border color.

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

```
public AnsiColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

ColorTitleFrameBuilder

(BP.AdventureFramework.Render

TitleColor

(BP.AdventureFramework.Render

Type	Description
ColorAboutFrameBuilder (BP.AdventureFramework.Render ColorAboutFrameBuilder.html)	Provides a builder of color region map frames.

Type	Description
ColorHelpFrameBuilder (BP.AdventureFramework.Render ColorHelpFrameBuilder.html)	Provides a builder of color region map frames.

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

+ BP.AdventureFramework.	Description
Extensions AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a builder of color region map frames.
+ BP.AdventureFramework.	

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

Methods

Logic

[\(BP.AdventureFramework.Logic.html\)](#)
Build(Region, int, int)

+ BP.AdventureFramework.

Build a frame
Rendering

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

+ BP.AdventureFramework.

[public IFrame Build\(Region region, int width, int height\)](#)
Rendering.FrameBuilders

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

Parameters

- BP.AdventureFramework.

Type
Rendering.FrameBuilders.

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

Name

Description

region

The region.

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

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

width

The width of the frame.

AnsiColor
[\(BP.AdventureFramework.Renderer.html\)](#)

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

height

The height of the frame.

ColorAboutFrameBuilder

Returns
[\(BP.AdventureFramework.Renderer.html\)](#)

Type
ColorCompletionFrameBuilder

[\(BP.AdventureFramework.Renderer.html\)](#)

IFrame
[\(BP.AdventureFramework.Rendering.Frames.IFrame.html\)](#)

[\(BP.AdventureFramework.Renderer.html\)](#)

Description

Provides a builder of color region map frames.

ColorGameOverFrameBuilder

[\(BP.AdventureFramework.Renderer.html\)](#)

ColorConversationFrameBuilder

[\(BP.AdventureFramework.Rendering.Frames.IFrame.html\)](#)

[\(BP.AdventureFramework.Renderer.html\)](#)

ColorGameOverFrameBuilder

[\(BP.AdventureFramework.Renderer.html\)](#)

ColorRegionMapFrameBuilder

[\(BP.AdventureFramework.Renderer.html\)](#)

ColorRoomMapBuilder

[\(BP.AdventureFramework.Renderer.html\)](#)

ColorRegionMapBuilder

[\(BP.AdventureFramework.Renderer.html\)](#)

ColorRoomMapBuilder

[\(BP.AdventureFramework.Renderer.html\)](#)

Implements

[\(BP.AdventureFramework.Renderer.html\)](#)

IRegionMapFrameBuilder
[\(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html\)](#)

ColorRegionMapBuilder

[\(BP.AdventureFramework.Renderer.html\)](#)

ColorRoomMapBuilder

[\(BP.AdventureFramework.Renderer.html\)](#)

ColorRoomMapBuilder

[\(BP.AdventureFramework.Renderer.html\)](#)

ColorRegionMapBuilder

[\(BP.AdventureFramework.Renderer.html\)](#)

▼

- + **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**
- **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**
 - ColorRoomMapBuilder
(**BP.AdventureFramework.Renderin**

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a color room map builder.

Corner

+ **BP.AdventureFramework.**
Get or set the character to use for corners.

Extensions

Declaration
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**
public char Corner { get; set; }

Interpretation

(BP.AdventureFramework.Inter

Property Value

+ **BP.AdventureFramework.**

Type
(BP.AdventureFramework.Logi

Type	Description
Logic char (https://learn.microsoft.com/dotnet/api/system.char) (BP.AdventureFramework.Logi	Provides a color room map builder.

+ **BP.AdventureFramework.**

Rendering

HorizontalBoundary

(BP.AdventureFramework.Render

Get or set the character to use for horizontal boundaries.

+ **BP.AdventureFramework.**

Declaration
Rendering.FrameBuilders

(BP.AdventureFramework.Render

public char HorizontalBoundary { get; set; }

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Property Value

Color

(BP.AdventureFramework.Render

Type	Description
ANSIColor char (https://learn.microsoft.com/dotnet/api/system.char) (BP.AdventureFramework.Render	Provides a color room map builder.

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

Get or set the character to use for horizontal exit borders.

ColorConversationFrameBuilder

Declaration
(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

public char HorizontalExitBorder { get; set; }

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

Property Value
(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

Type	Description
ColorRegionMapFrameBuilder char (https://learn.microsoft.com/dotnet/api/system.char) (BP.AdventureFramework.Render	Provides a color room map builder.

ColorRoomMapBuilder

/RD_AdventureFramework_Renderir

ItemOrCharacterColor

Get or set the item or character color.

Declaration

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Type	Description
(BP.AdventureFramework.Renderer.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a color room map builder.

- BP.AdventureFramework.

(BP.AdventureFramework.Interpreter)

ItemOrCharacterInRoom

Logic

Get or set the character used for representing there is an item or a character in the room.

(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

Rendering

```
public char ItemOrCharacterInRoom { get; set; }
```

(BP.AdventureFramework.Renderer.Rendering.FrameBuilders.Character.InRoom.html)

+ BP.AdventureFramework.

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	Provides a color room map builder.

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

KeyPadding

(BP.AdventureFramework.Renderer.Rendering.FrameBuilders.Character.KeyPadding.html)

Get or set the padding between the key and the map.

AnsiColor

Declaration

ColorAboutFrameBuilder

```
public int KeyPadding { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer.Rendering.FrameBuilders.Character.KeyPadding.html)

Property Value

ColorConversationFrameBuilder

Type	Description
ColorConversationFrameBuilder	Provides a color room map builder.

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

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer.Rendering.FrameBuilders.Character.KeyPadding.html)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer.Rendering.FrameBuilders.Character.KeyPadding.html)

LockedExit

Get or set the character used for representing a locked exit.

(BP.AdventureFramework.Renderer.Rendering.FrameBuilders.Character.LockedExit.html)

Declaration

ColorRoomMapBuilder

(BP.AdventureFramework.Renderer.Rendering.FrameBuilders.Character.LockedExit.html)

```
public char LockedExit { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	Provides a color room map builder.

+ BP.AdventureFramework.

Extensions

LockedExitColor

+ BP.AdventureFramework.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Property Value

Type	Description
AnsiColor ((BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html))	Provides a color room map builder.

+ BP.AdventureFramework.

Rendering.FrameBuilders

UnvisitedExitColor

Get or set the character to use for unvisited boundaries.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

```
public AnsiColor UnvisitedExitColor { get; set; }
```

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

Property Value

Type	Description
AnsiColor ((BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html))	Provides a color room map builder.

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

VerticalBoundary

Get or set the character to use for vertical boundaries.

(BP.AdventureFramework.Rendering.FrameBuilders.VerticalBoundary)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder)

```
public char VerticalBoundary { get; set; }
```

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder)

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	Provides a color room map builder.

▼ VerticalExitBorder

+ BP.AdventureFramework.

Get or set the character to use for vertical exit borders.

Extensions

Declaration:

([BP.AdventureFramework.Exte](#)

+ BP.AdventureFramework.

public char VerticalExitBorder { get; set; }

Interpretation

([BP.AdventureFramework.Inte](#)

Property Value

+ BP.AdventureFramework.

Type

Logic

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

([BP.AdventureFramework.Logi](#)

Description

Provides a color room map builder.

+ BP.AdventureFramework.

Rendering

VisitedExitColor

([BP.AdventureFramework.Render](#)

Get or set the visited exit color.

+ BP.AdventureFramework.

Declaration:

[Rendering.FrameBuilders](#)

([BP.AdventureFramework.Render](#)

public AnsiColor VisitedExitColor { get; set; }

- BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

Color

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

Description

AnsiColor

Provides a color room map

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

builder.

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderin](#)

Methods

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

([BP.AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

BuildRoomMapForRoom

([BP.AdventureFramework.Renderin](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

Parameters

Type	Name	Description
GridStringBuilder + BP.AdventureFramework.Extensions (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	The string builder to use.
Room + BP.AdventureFramework.Interpretation (BP.AdventureFramework.AsciiAssets.Locations.Room.html)	room	The room.
ViewPoint + BP.AdventureFramework.Interpretation (BP.AdventureFramework.AsciiAssets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
KeyType + BP.AdventureFramework.Rendering (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
int (https://learn.microsoft.com/dotnet/api/system.int32) + BP.AdventureFramework.Rendering (BP.AdventureFramework.Rendering.LogicalPosition.html)	startX	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32) + BP.AdventureFramework.Rendering (BP.AdventureFramework.Rendering.Position.html)	endX	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32) + BP.AdventureFramework.Rendering (BP.AdventureFramework.Rendering.Position.html)	endY	The end position, x.

+ BP.AdventureFramework.

Implementations

(BP.AdventureFramework.Rendering.IRoomMapBuilder)

IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

AnsiColor

(BP.AdventureFramework.Rendering.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.ColorHelpFrameBuilder)

(BP.AdventureFramework.Rendering.ColorRegionMapBuilder)

(BP.AdventureFramework.Rendering.ColorRegionMapFrameBuilder)

(BP.AdventureFramework.Rendering.ColorRoomMapBuilder)

(BP.AdventureFramework.Rendering.IRoomMapBuilder)

Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

 ↳ Extensions

 ↳ ColorSceneFrameBuilder

(BP.AdventureFramework.Exte

Implements

+ **BP.AdventureFramework.**

 ↳ ISceneFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.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.**

 ↳ Logic

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.Logi

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

+ **BP.AdventureFramework.**

 ↳ Rendering

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

 ↳ (BP.AdventureFramework.Ren

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

↳ (BP.AdventureFramework.Rendering.html).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

 ↳ (BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Render

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

 public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder

Color

(BP.AdventureFramework.Render

Constructors

AnsiColor

(BP.AdventureFramework.Render

 ColorAboutFrameBuilder

(BP.AdventureFramework.Render

 ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

 ColorConversationFrameBuilder

Declaration **(BP.AdventureFramework.Render**

 ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

 ColorHelpFrameBuilder

(BP.AdventureFramework.Render

Parameters **(BP.AdventureFramework.Render**

 ColorRegionMapBuilder

(BP.AdventureFramework.Render

 ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

 ColorRoomMapBuilder

(BP.AdventureFramework.Render

Get or set the commands color.

Declaration

```
public AnsiColor CommandsColor { get; set; }
```

Property Value

+ BP.AdventureFramework.	Description
Extensions AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm)	Provides a builder for color scene frames.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpreter.DisplayMessagesInIsolation)

+ BP.AdventureFramework.

Get or set if messages should be displayed in isolation.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

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

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Property Value

Type

Rendering.FrameBuilders

b(BP.AdventureFramework.Rendering) ([/BP.AdventureFramework.Rendering/api/system.boolean](#))

Description

Provides a builder for color scene frames.

- BP.AdventureFramework.

Rendering.FrameBuilders.

InputColor
Color

(BP.AdventureFramework.Rendering)

Get or set the input color.

AnsiColor

Declaration

```
(BP.AdventureFramework.Renderer)
```

ColorAboutFrameBuilder

```
public AnsiColor InputColor { get; set; }
```

ColorCompletionFrameBuilder

```
(BP.AdventureFramework.Renderer)
```

Property Value

Type

(BP.AdventureFramework.Renderer)

AnsiColor

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm)

I) ColorHelpFrameBuilder

```
(BP.AdventureFramework.Renderer)
```

ColorRegionMapBuilder

```
(BP.AdventureFramework.Renderer)
```

SuppressMovementMessages
ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)

Get or set if movement messages should be suppressed.

```
ColorRoomMapBuilder
```

(BP.AdventureFramework.Renderer)

Description

Provides a builder for color scene frames.

Type	Name	Description
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	<i>viewPoint</i>	Specify the viewpoint from the room.
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)	<i>player</i>	Specify the player.
+ BP.AdventureFramework.		
Extensions (BP.AdventureFramework.Extensions.IExtensionSystem.string)	<i>message</i>	Any additional message.
+ BP.AdventureFramework.		
Interpretation (BP.AdventureFramework.Interpretation.CommandHelp.html)	<i>contextualCommands</i>	The contextual commands to display.
+ BP.AdventureFramework.		
Logic (BP.AdventureFramework.Rendering.KeyType.html)	<i>keyType</i>	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
+ BP.AdventureFramework.		
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

(BP.AdventureFramework.Rendering.IFrameBuilder)
Returns

Type	Description
Rendering.FrameBuilders ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	Provides a builder for color scene frames.

- **BP.AdventureFramework.**

Implementations

Color

ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

(BP.AdventureFramework.Rendering.FrameBuilders)

- AnsiColor
(BP.AdventureFramework.Rendering.FrameBuilders.AnsiColor.html)
- ColorAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)
- ColorCompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)
- ColorConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)
- ColorGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)
- ColorHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)
- ColorRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder.html)
- ColorRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder.html)
- ColorRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder.html)

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **BP.AdventureFramework.**

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions

(**BP.AdventureFramework.Exte**

Property Value

+ **BP.AdventureFramework.**

Type

Interpretation

(**BP.AdventureFramework.Inter**

AnsiColor

(**BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html**)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

BorderColor

+ **BP.AdventureFramework.**

Get or set the border color.

Rendering

(**BP.AdventureFramework.Render**

Declaration

+ **BP.AdventureFramework.**

```
public AnsiColor BorderColor { get; set; }
```

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

Property Value

- **BP.AdventureFramework.**

Type

Rendering.FrameBuilders.

AnsiColor

(**BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html**)

AnsiColor

(**BP.AdventureFramework.Render**

DescriptionColor

(**BP.AdventureFramework.Render**

Get or set the description color.

ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**

ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**

```
public AnsiColor DescriptionColor { get; set; }
```

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**

Property Value

ColorHelpFrameBuilder

(**BP.AdventureFramework.Render**

Type

ColorRegionMapBuilder

AnsiColor

(**BP.AdventureFramework.Render**

(**BP.AdventureFramework.Render**

(**BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html**)

(**BP.AdventureFramework.Render**

ColorRoomMapBuilder

(**BP.AdventureFramework.Render**

Description

Provides a builder of color title frames.

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions	Description
Type (BP.AdventureFramework.Extensions)	Provides a builder of color title frames.

+ BP.AdventureFramework.

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Interpretation

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

+ BP.AdventureFramework.

Methods

Logic

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

Build(string, string, int, int)

[BP.AdventureFramework](#)

Rendering

Build a frame.

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

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders

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

Parameters

BP.AdventureFramework.

Rendering.FrameBuilders.

Type	Name	Description
Type Color	title	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description.
Type AnsiColor		
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
ColorAboutFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

ColorCompletionFrameBuilder

[BP.AdventureFramework.Renderer](#)

Type ColorConversationFrameBuilder

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

IFrameBuilder

[\(BP.AdventureFramework.Rendering.Frames.IFrame.html\)](#)

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

[ColorHelpFrameBuilder](#)

Implementation

[ColorRegionMapBuilder](#)

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

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

[ColorRegionMapFrameBuilder](#)

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

[ColorRoomMapBuilder](#)

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

▼

- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**
- **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**
 - AnsiColor
(**BP.AdventureFramework.Renderin**
 - ColorAboutFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorCompletionFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorConversationFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorGameOverFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorHelpFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRegionMapBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRegionMapFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRoomMapBuilder
(**BP.AdventureFramework.Renderin**

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a builder of color transition frames.

三

TitleColor
+ BPAAdventureFramework.

Extensions

titleColor
Get or set the title color.

(BP.AdventureFramework.ExternalDeclaration)

+ BP.AdventureFramework.

```
InterpretationColor TitleColor { get; set; }  
(BP.AdventureFramework.Inte
```

Property Value + BPAAdventureFramework.

Type	Description
(BP.AdventureFramework.Logi Ahsicolor) + (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.ht m) Rendering	Provides a builder of color transition frames.

(BP.AdventureFramework.Render)

+ BP.AdventureFramework.

Methods

RenderingFrameBuilders (BP.AdventureFramework.Render)

Build(String, String, int, int)
Rendering FrameBuilders

Rendering

Build a frame

Color

દાસત્વાધ્યાત્મક

AnsiColor

P(BP_AdventureFriends)

ColorAboutFrameBuilder
(BP_AdventureFramework.Renderer)
Parameters

Type	Name	Description
BP.AdventureFramework.Renderer ColorConversationFrameBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer)	<i>title</i>	The title to display to the user.
String ColorGameOverFrameBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer)	<i>message</i>	The message to display to the user.
int ColorHelpFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
int (BP.AdventureFramework.Renderer)	<i>height</i>	The height of the frame.

Returns
 ColorRegionMapFrameBuilder
 (BP.AdventureFramework.Renderer)
 ColorRoomMapBuilder
 (BP.AdventureFramework.Renderer)

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Provides a builder of color transition frames.

Implements

IFrame
(BP.AdventureFramework.Rendering.Frames.IFrame.html)

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.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AboutFrameBuilder.html)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.CompletionFrameBuilder.html)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.GameOverFrameBuilder.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.HelpFrameBuilder.html)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.RegionMapBuilder.html)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.RegionMapFrameBuilder.html)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.RoomMapBuilder.html)

/RD_AdventureFramework_Rendering_FrameBuilders_Color.html

Namespace BP.AdventureFramework.Rendering.Frames

▼ Filter by title

Classes

(BP.AdventureFramework.Ass

+ BP.AdventureFramework.

GridTextFrame (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)

Commands

Provides a grid based frame for displaying a command based interface.

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

TextFrame (BP.AdventureFramework.Rendering.Frames.TextFrame.html)

Conversations

(BP.AdventureFramework.Con) or displaying a command based interface.

+ BP.AdventureFramework.

Interfaces

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.Renderin

TextFrame

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

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

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

+ **BP.AdventureFramework.**

↳ GridTextFrame

Commands

Implements

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

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

+ **BP.AdventureFramework.**

Inherited Members

Conversations

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

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

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

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

Interpretation

NameSpace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering ([BP.AdventureFramework.Rendering.html](#)).Frames ([BP.AdventureFramework.Rendering.Frames.html](#))

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Logic

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

public sealed class GridTextFrame : IFrame

+ **BP.AdventureFramework.**

Rendering

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

+ **BP.AdventureFramework.**

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

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

Initializes a new instance of the GridTextFrame class.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders.

Color

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, backgroundcolor)

- **BP.AdventureFramework.**

Rendering.Frames

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

Type

GridTextFrame

GridStringBuilder

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

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

IFrame

Builder.html

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

TextFrame

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) (BP.AdventureFramework.Ass	<i>backgroundColor</i>	The background color.

+ BP.AdventureFramework.

Commands

Properties

+ BP.AdventureFramework.

AcceptsInput

(BP.AdventureFramework.Con

Get or set if this Frame accepts input.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Exte

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

+ BP.AdventureFramework.

Interpretation

Property Value

(BP.AdventureFramework.Inter

Type

+ BP.AdventureFramework.

bool

Logic

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

(BP.AdventureFramework.Logi

olean)

Description

Provides a grid based frame for displaying a command based interface.

+ BP.AdventureFramework.

Rendering

BP.AdventureFramework.Render

BP.AdventureFramework.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Property Value

(BP.AdventureFramework.Render

Type

- BP.AdventureFramework.

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

Description

Provides a grid based frame for displaying a command based interface.

GridTextFrame

(BP.AdventureFramework.Renderin

CursorLeft

(BP.AdventureFramework.Renderin

TextFrame

Get the cursor left position.

Declaration

```
public int CursorLeft { get; }
```

Property Value
Type

+ **BP.AdventureFramework.Commands**
[int](https://learn.microsoft.com/dotnet/api/system.int32?view=dotnet-plat-ext-3.1)
(<https://learn.microsoft.com/dotnet/api/system.int32?view=dotnet-plat-ext-3.1>)
BP.AdventureFramework.Com

Description

Provides a grid based frame for displaying a command based interface.

+ **BP.AdventureFramework.**

Conversations

CursorTop
(**BP.AdventureFramework.Con**

Get the cursor top position.

+ **BP.AdventureFramework.**

Extensions

Declaration
(**BP.AdventureFramework.Exte**

+ **public int CursorTop { get; }**

+ **BP.AdventureFramework.**

Interpretation

Property Value
(**BP.AdventureFramework.Inter**

Type

+ **BP.AdventureFramework.**
[int](https://learn.microsoft.com/dotnet/api/system.int32?view=dotnet-plat-ext-3.1)
Logic
(<https://learn.microsoft.com/dotnet/api/system.int32?view=dotnet-plat-ext-3.1>)

Description

Provides a grid based frame for displaying a command based interface.

+ **BP.AdventureFramework.**

Rendering

ShowCursor
(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Get or set if the cursor should be shown.

Rendering.FrameBuilders

Declaration
(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

[public bool ShowCursor { get; set; }](https://learn.microsoft.com/dotnet/api/system.boolean?view=dotnet-plat-ext-3.1)
Rendering.FrameBuilders.

Color

Property Value
(**BP.AdventureFramework.Render**

Type

- **BP.AdventureFramework.**
[bool](https://learn.microsoft.com/dotnet/api/system.boolean?view=dotnet-plat-ext-3.1)
Rendering.Frames
(<https://learn.microsoft.com/dotnet/api/system.boolean?view=dotnet-plat-ext-3.1>)

Description

Provides a grid based frame for displaying a command based interface.

GridTextFrame

(**BP.AdventureFramework.Renderir**

IFrame

(**BP.AdventureFramework.Renderir**

TextFrame

Methods

Render(TextWriter)

Render this frame on a writer.

Declaration
Type

(BP.AdventureFramework.Ass

+ BP.AdventureFramework.

Commands

Parameters
(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

Type (https://learn.microsoft.com/dotnet/api/system.io.textwriter)

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

ToString()

Extensions

(BP.AdventureFramework.Exte

Returns a string that represents the current object.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inter

public string ToString() { return string.Empty; }

+ BP.AdventureFramework.

Returns

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

ToString()

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

+ BP.AdventureFramework.

Rendering.FrameBuilders

Implements

(BP.AdventureFramework.Render

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

GridTextFrame

(BP.AdventureFramework.Renderin

IFrame

(BP.AdventureFramework.Renderin

TextFrame

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)

Assembly: BP.AdventureFramework.dll

Syntax

Commands

(**BP.AdventureFramework.Com**

 public interface IFrame

+ **BP.AdventureFramework.**

Conversations

 (**BP.AdventureFramework.Con**

Properties Framework.

Extensions

 (**BP.AdventureFramework.Exte**

AcceptsInput

+ **BP.AdventureFramework.**

 Get or set if this Frame accepts input.

Interpretation

 (**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

 bool AcceptsInput { get; set; }

Logic

 (**BP.AdventureFramework.Logi**

 Property Value

+ **BP.AdventureFramework.**

Type

Rendering

 (**BP.AdventureFramework.Render**

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

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

 (**BP.AdventureFramework.Render**

CursorsLeft

 (**BP.AdventureFramework.**

Rendering.FrameBuilders.

 Get the cursor left position.

Color

 Declaration

 (**BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

 int CURSORLEFT { get; }

Rendering.Frames

 (**BP.AdventureFramework.Render**

 Property Value

 GridTextFrame

 (**BP.AdventureFramework.Render**

 IFrame

 (**BP.AdventureFramework.Render**

 TextFrame

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	Represents any object that is a frame that can display a command based interface.

▼

CursorTop

+ BP.AdventureFramework.

Get the cursor top position.

Commands

Declaration

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

+ BP.AdventureFramework.

Conversations

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

+ BP.AdventureFramework.

Extensions

int

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

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

+ BP.AdventureFramework.

Interpretation

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

ShowCursor

+ BP.AdventureFramework.

Get **Logic** if the cursor should be shown.

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

Declaration

+ BP.AdventureFramework.

Rendering

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

Property Value

+ BP.AdventureFramework.

Type

[Rendering.FrameBuilders](#)

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

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

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

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

Methods

BP.AdventureFramework.

Rendering.Frames

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

Render(TextWriter)

GridTextFrame

Render this frame on a writer.

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

IFrame

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

TextFrame

```
void Render(TextWriter writer)
```

Parameters

Type		Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter) (BP.AdventureFramework.Renderer)		writer	The writer.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

GridTextFrame

(BP.AdventureFramework.Rendering.Frames.GridTextFrame)

IFrame

(BP.AdventureFramework.Rendering.Frames.IFrame)

TextFrame

Class TextFrame

Provides a simple text based frame for displaying a command based interface.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

+ **BP.AdventureFramework.**

↳ TextFrame

Commands

Implements

(**BP.AdventureFramework.Com**

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html))

+ **BP.AdventureFramework.**

Inherited Members

Conversations

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

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

(**BP.AdventureFramework.Exte**

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

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

Interpretation

NameSpace: BP (<https://learn.microsoft.com/dotnet/api/BP>).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html)).Rendering ([BP.AdventureFramework.Rendering.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.html)).Frames ([BP.AdventureFramework.Rendering.Frames.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.html))

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Logic

(**BP.AdventureFramework.Logi**

public sealed class TextFrame : IFrame

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

TextFrame(StringBuilder)

(**BP.AdventureFramework.Render**

Initializes a new instance of the TextFrame class.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders.

Color

public TextFrame(string frameData, int cursorLeft, int cursorTop)

(**BP.AdventureFramework.Render**

BP.AdventureFramework.

Parameters

Rendering.Frames

Type (**BP.AdventureFramework.Render**

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

Name

Description

frameData

The data the frame provides.

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

cursorLeft

The cursor left position.

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

cursorTop

The cursor top position.

TextFrame

Properties

AcceptsInput

Get or set if this Frame accepts input.

Declaration

(**BP.AdventureFramework.Ass**

+ **BP.AdventureFramework.**

Commands

Property Value

(**BP.AdventureFramework.Com**

Type	Description
+ BP.AdventureFramework.	

Conversations

(**BP.AdventureFramework.Con**

boolean)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

CursorLeft

+ **BP.AdventureFramework.**

Get the cursor left position.

Interpretation

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

public int CursorLeft { get; }

Logic

(**BP.AdventureFramework.Logi**

Property Value

+ **BP.AdventureFramework.**

Type **Rendering**

(**BP.AdventureFramework.Render**

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

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

CursorTop

(**BP.AdventureFramework.**

Rendering.FrameBuilders.

Get the cursor top position.

Color

Declaration

(**BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

public int CursorTop { get; }

Rendering.Frames

(**BP.AdventureFramework.Render**

Property Value

GridTextFrame

(**BP.AdventureFramework.Renderin**

IFrame

(**BP.AdventureFramework.Renderin**

TextFrame

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	Provides a simple text based frame for displaying a command based interface.

▼

BP.AdventureFramework.Ass

+ **BP.AdventureFramework.**
Get or set if the cursor should be shown.

Commands

Declaration

(BP.AdventureFramework.Com

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

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

bool

(BP.AdventureFramework.Exte

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

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Render(TextWriter)

+ **BP.AdventureFramework.**

Render this frame on a writer.

Rendering

(BP.AdventureFramework.Render

Declaration

+ **BP.AdventureFramework.**

public void Render(TextWriter writer)

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Parameters

+ **BP.AdventureFramework.**

Type **Rendering.FrameBuilders**.

Color (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Name	Description
writer	The writer.

(BP.AdventureFramework.Render

- **BP.AdventureFramework.**

Tostring()

Rendering.Frames

(BP.AdventureFramework.Render

Returns a string that represents the current object.

GridTextFrame

Declaration

(BP.AdventureFramework.Render

IFrame

(BP.AdventureFramework.Render

TextFrame

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

Returns

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

Overrides
[Object.ToString\(\)](#)

Commands
(BP.AdventureFramework.Commands)

Implements
+ **BP.AdventureFramework.**

IConversation
[\(BP.AdventureFramework.Rendering.Frames.IFrame.html\)](#)

Conversations
(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

- **BP.AdventureFramework.**

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

GridTextFrame

(BP.AdventureFramework.Rendering.Frames.GridTextFrame)

IFrame

(BP.AdventureFramework.Rendering.Frames.IFrame)

TextFrame

Namespace BP.AdventureFramework. Utilities

▼ Filter by title

Classes

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.OverWorldMaker (BP.AdventureFramework.Utilities.OverworldMaker.html)

Conversations

Provides a class for helping to make Regions.
(BP.AdventureFramework.Com)

+ BP.AdventureFramework.RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)

Extensions

Provides a class for helping to make Regions.
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

IAssetTemplate<T> (BP.AdventureFramework.Utilities.IAssetTemplate-1.html)

+ BP.AdventureFramework.

Represents any object that is a template for an asset.
Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rende

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilit

IAssetTemplate<T>

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)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Type Conversations

(**BP.AdventureFramework.Con**

+ **BP.AdventureFramework.** The type of asset being templated.

Extensions

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

Methods

Interpretation

(**BP.AdventureFramework.Inter**

Instantiate()

+ **BP.AdventureFramework.**

Logic

Instantiate a new instance of the templated asset.

(**BP.AdventureFramework.Logi**

Declaration

+ **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**

IAssetTemplate<T>

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

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

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

+ **BP.AdventureFramework.**

↳ OverworldMaker

Commands

Inherited Members

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

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

+ **BP.AdventureFramework.**

Conversations

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

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

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

+ **BP.AdventureFramework.**

Extensions

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

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

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

Assembly: BP.AdventureFramework.dll

Interpretation

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

+ **BP.AdventureFramework.**

public sealed class OverworldMaker

Logic

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

OverworldMaker

Rendering

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

OverworldMaker(Identifier, Description, params RegionMaker[])

+ **BP.AdventureFramework.**

Initializes a new instance of the OverworldMaker class.

Rendering.FrameBuilders

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

+ **BP.AdventureFramework.**

public OverworldMaker(Identifier identifier, Description description, params RegionM
aker[] regionMakers)

Color

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

Parameters

+ **BP.AdventureFramework.**

Type

Rendering.Frames

Identifier

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

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

- **BP.AdventureFramework.**

Description

Utilities

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

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

IAssetTemplate<T>

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.OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Commands

Declaration

(BP.AdventureFramework.Commands.OverworldMaker)

+ BP.AdventureFramework.OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)

Conversations

(BP.AdventureFramework.Conversations.OverworldMaker)

Parameters

+ BP.AdventureFramework.OverworldMaker.

Type		Name	Description
Extensions			
(BP.AdventureFramework.OverworldMaker)	string identifier	identifier	An identifier for the region.
+ BP.AdventureFramework.OverworldMaker.	string description	description	A description for the region.
Interpretation			
(BP.AdventureFramework.OverworldMaker)	string identifier	identifier	An identifier for the region.
+ BP.AdventureFramework.OverworldMaker.	string description	description	A description for the region.
RegionMaker			
(BP.AdventureFramework.Utilities.RegionMaker.html)	RegionMaker regionMakers	regionMakers	The region makes to use to construct regions.
Logic			
[](BP.AdventureFramework.Logic.OverworldMaker)			

+ BP.AdventureFramework.

Rendering

Methods

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.OverworldBuilder)

Make an overworld.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.OverworldBuilder

Color

public Overworld Make()

(BP.AdventureFramework.Rendering.FrameBuilders.OverworldBuilder)

+ BP.AdventureFramework.

Rendering.Frames

Type

(BP.AdventureFramework.Rendering.Frames.OverworldBuilder)

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

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilities.AssetTemplate)

IAssetTemplate<T>

Description

The created overworld.

▼

- (BP.AdventureFramework.Asses
- + BP.AdventureFramework.
Commands
(BP.AdventureFramework.Com
- + BP.AdventureFramework.
Conversations
(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
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.Frames
(BP.AdventureFramework.Rend
- BP.AdventureFramework.
Utilities
(BP.AdventureFramework.Utilit

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

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

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

+ **BP.AdventureFramework.**

↳ RegionMaker

Commands

Inherited Members

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

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

+ **BP.AdventureFramework.**

Conversations

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

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>)

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

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

Assembly: BP.AdventureFramework.dll

Interpretation

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

+ **BP.AdventureFramework.**

public sealed class RegionMaker

Logic

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

Constructors

Rendering

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

RegionMaker(Identifier, Description)

+ **BP.AdventureFramework.**

Initializes a new instance of the RegionMaker class.

Rendering.FrameBuilders

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

+ **BP.AdventureFramework.**

public RegionMaker(Identifier identifier, Description description)

Rendering.FrameBuilders

Color

Parameters

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

Type

+ **BP.AdventureFramework.**

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

Name

Description

identifier

An identifier for the region.

Rendering.Panes

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

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

description

A description for the region.

- **BP.AdventureFramework.**

Utilities

RegionMaker(string, string)

IAssetTemplate<T>

Initializes a new instance of the RegionMaker class.

Declaration

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



Parameters

Type	Name	Description
+ BP.AdventureFramework.Asset string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	An identifier for the region.
+ BP.AdventureFramework.Commands string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description for the region.

+ **BP.AdventureFramework.**

Conversations

Properties

+ **BP.AdventureFramework.**

Extensions

this[int, int]

(**BP.AdventureFramework.Exte**

Get or set the room at a location.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inter**

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

+ **BP.AdventureFramework.**

Logic

Parameters

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

Rendering.FrameBuilders

Property Value

(**BP.AdventureFramework.Render**

Type

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

Color

(**BP.AdventureFramework.Render**

Methods

Rendering.Frames

(**BP.AdventureFramework.Render**

CanPlaceRoom(int, int, int)

- **BP.AdventureFramework.**

Determines if a room can be placed at a location

Utilities

(**BP.AdventureFramework.Utilit**

Declaration

IAssetTemplate<T>

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

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Assets.RoomPosition.html)	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32) + BP.AdventureFramework.Commands	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Commands)	z	The Z position.

Returns
(BP.AdventureFramework.Commands)

Type	Description
Conversations	

GetRoomPositions()
(BP.AdventureFramework.Extensions)

Get all current room positions.

+ BP.AdventureFramework.

Declaration:

Interpretation

(BP.AdventureFramework.Interpretation)

```
public RoomPosition[] GetRoomPositions()
```

+ BP.AdventureFramework.

Logic

Returns
(BP.AdventureFramework.Logic)

Type	Description
RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition.html)[]	The room positions.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Make()

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

Declaration:

+ BP.AdventureFramework.

Rendering.FrameBuilders

```
public Region Make()
```

Color

(BP.AdventureFramework.Rendering)

Returns

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering)

Type	Description
Region (BP.AdventureFramework.Assets.Locations.Region.html)	The created region.

- BP.AdventureFramework.

Utilities

Make(RoomPosition) **(BP.AdventureFramework.Util)**

IAssetTemplate<T>

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```



Parameters

Type	Name	Description
+ BP.AdventureFramework. RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition.html) (BP.AdventureFramework.Com	startPosition	The start position.

Returns

+ **BP.AdventureFramework.**

Type

Conversations

(BP.AdventureFramework.Con

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

Description

The created region.

+ **BP.AdventureFramework.**

Extensions

+ **BP.AdventureFramework.**

Interpretation

Declaration

(BP.AdventureFramework.Inter

```
public Region Make(int x, int y, int z)
```

Logic

+ **BP.AdventureFramework.**

Parameters

(BP.AdventureFramework.Logi

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

(BP.AdventureFramework.Render

Returns

+ **BP.AdventureFramework.**

Type

Rendering.FrameBuilders

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

Description

The created region.

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.Frames

(BP.AdventureFramework.Render

- **BP.AdventureFramework.**

Utilities

(BP.AdventureFramework.Utilit

IAssetTemplate<T>