

# Namespace NetAF.Adapters

## Classes

Filter by title

### **SystemConsoleAdapter (NetAF.Adapters.SystemConsoleAdapter.html)**

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

IIOAdapter

## Interfaces

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

SystemConsoleAdapter

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

### **IIOAdapter (NetAF.Adapters.IIOAdapter.html)**

#### + NetAF.Assets

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

#### + NetAF.Assets.Attributes

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

#### + NetAF.Assets.Characters

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

#### + NetAF.Assets.Interaction

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

#### + NetAF.Assets.Locations

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

#### + NetAF.Commands

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

#### + NetAF.Commands.

Persistence

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

#### + NetAF.Conversations

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

#### + NetAF.Conversations.

Instructions

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

#### + NetAF.Extensions

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

#### + NetAF.Interpretation

# Interface IIOAdapter

Represents any object that provides an adapter for input.

Filter by title

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

Assemblies

Syntax

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

+ NetAF.Assets

Methods

+ NetAF.Assets.Attributes

RenderFrame (Attributes.html)

+ NetAF.Assets.Characters

Declaration  
(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

RenderFrame (Interaction.html)

+ NetAF.Assets.Locations

Parameters  
(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

IFrame (NetAF.RenderEngine.IFrame.html)

Name

Description

frame

The frame to render.

+ NetAF.Commands.

Persistence

Setup(Game)

(NetAF.Commands.Persistence.html)

Setup for a game.

+ NetAF.Conversations

Declaration  
(NetAF.Conversations.html)

+ NetAF.Conversations.

void Setup(Game game)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

Type  
(NetAF.Extensions.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

WantsACKnowledge()

(NetAF.Logic.html)

Name

Description

game

The game to set up for.

Wait for acknowledgment.

Declaration

```
bool WaitForAcknowledge()
```

>Returns

Type	Description
<b>bool</b> <a href="#">(NetAF.Adapters.html)</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) n) <a href="#">(NetAF.Adapters.IIOAdapter.html)</a> SystemConsoleAdapter (NetAF.Adapters.SystemConsoleAdap	True if the acknowledgment was received correctly, else false.

## + [NetAF.Assets](#)

[\(NetAF.Assets.html\)](#)  
Wait for input.

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

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

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

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

Returns

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

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

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

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

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

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

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

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

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

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

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

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

# Class SystemConsoleAdapter

Provides an adapter for the System.Console.

Filter by title

Inheritance

## + NetAF.Adapters

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

Implements

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

SystemConsoleAdapter

Inherited Members

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

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

## + NetAF.Assets

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

## + NetAF.Assets.Attributes

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

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

## + NetAF.Assets.Characters

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

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

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

## + NetAF.Assets.Interaction

Assembly: [NetAF.dll](#)

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

Syntax

## + NetAF.Assets.Locations

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

public sealed class SystemConsoleAdapter : IIOAdapter

## + NetAF.Commands

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

## t NetAF.Commands.

## Methods

Persistence

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

## RenderFrame(IFrame)

+ NetAF.Conversations

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

## D NetAF.Conversations.

### Instructions

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

## + NetAF.Extensions

Parameters

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

Type

## + NetAF.Interpretation

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

## + NetAF.Logic

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

Type	Name	Description
IFrame ( <a href="#">NetAF.Interpretation.Frames(IFrame.html)</a> )	frame	The frame to render.

## Setup(Game)

Setup for a game.

Declaration

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

### Part: NetAFAdapters

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

### + NetAFAssets

#### WaitForAcknowledge()

Type	Description
WaitForAcknowledge (NetAFAssets.html)	

### De: NetAFAssets.Attributes

Type	Description
WaitForAcknowledge (NetAFAssets.Attributes.html)	public bool WaitForAcknowledge()

### + NetAFAssets.Characters

Type	Description
WaitForAcknowledge (NetAFAssets.Characters.html)	Returns

### + NetAFAssets.Interaction

Type	Description
WaitForAcknowledge (NetAFAssets.Interaction.html)	True if the acknowledgment was received correctly, else false.

### + NetAFCommands

Type	Description
WaitForAcknowledge (NetAFCommands.html)	

#### WaitForInput()

Type	Description
WaitForAcknowledge (NetAFCommands.html)	

### Persistence

Type	Description
WaitForAcknowledge (NetAFCommands.Persistence.html)	Declaration

### + NetAFConversations

Type	Description
WaitForAcknowledge (NetAFConversations.html)	public string WaitForInput()

### + NetAFConversations.

Type	Description
WaitForAcknowledge (NetAFConversations.Instructions.html)	Returns

#### Instructions

Type	Description
WaitForAcknowledge (NetAFConversations.Instructions.html)	string (https://learn.microsoft.com/dotnet/api/system.string)

### + NetAFExtensions

Type	Description
WaitForAcknowledge (NetAFExtensions.html)	The input.

### Implementation

Type	Description
WaitForAcknowledge (NetAFInterpretation.html)	IIOAdapter (NetAF.Adapters.IIOAdapter.html)

### + NetAFLogic

Type	Description
WaitForAcknowledge (NetAFLogic.html)	

▼

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

# Namespace NetAF.Assets

## Classes

Filter by title ▾

### **ConditionalDescription (NetAF.Assets.ConditionalDescription.html)**

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

### - NetAF.Assets

### **Description (NetAF.Assets.Description.html)**

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

(NetAF.Assets.Description.html)

### **ExaminableObject (NetAF.Assets.ExaminableObject.html)**

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

(NetAF.Assets.ExaminableObject.html)

### **ExaminationRequest (NetAF.Assets.ExaminationRequest.html)**

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

(NetAF.Assets.ExaminationRequest.html)

### **ExaminationResult (NetAF.Assets.ExaminationResult.html)**

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

(NetAF.Assets.ExaminationScene.html)

### **ExaminationScene (NetAF.Assets.ExaminationScene.html)**

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

(NetAF.Assets.IItemContainer.html)

### **Identifier (NetAF.Assets.Identifier.html)**

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

(NetAF.Assets.Identifier.html)

### **Item (NetAF.Assets.Item.html)**

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

#### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

## Structs

#### + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

#### **Size (NetAF.Assets.Size.html)**

#### + NetAF.Assets.Interaction

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

#### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

#### + NetAF.Commands

# Interfaces

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

Represents any object that is examinable.



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

### + NetAF.Adapters

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

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

### (NetAF.Assets.html)

Represents any object that is visible to a player.

ConditionalDescription

(NetAF.Assets.ConditionalDescriptor)

Description

(NetAF.Assets.Description.html)

ExaminableObject

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

### (NetAF.Assets.ExaminableObject.h)

Represents the callback for examinations.

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

(NetAF.Assets.ExaminationReques

ExaminationResult

(NetAF.Assets.ExaminationResult.I

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

### + NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

# Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ **NetAF.Adapters**

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

- **NetAF.Assets** Description

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

Inherited Members

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

Assembly: [NetAF.dll](#)

Syntax:

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

## Constructors

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

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

**ConditionalDescription(string, string, Condition)**

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

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

Declaration:

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

Parameters:

+ **NetAF.Assets.Interaction**

Type	Name	Description
<a href="#">(NetAF.Assets.Interaction.html)</a>		
<a href="#">string</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>trueDescription</i>	The true description.

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

## Properties

### + NetAF.Adapters

(NetAF.Adapters.html)  
Condition

### - NetAF.Assets

Get or set the condition

(NetAF.Assets.html)

Declaration

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

(NetAF.Assets.Description.html)

Property Value

(NetAF.Assets.ExaminableObject.h)

### Type ExaminationCallback

(NetAF.Assets.ExaminationCallback)

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

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

(NetAF.Assets.ExaminationResult.I)

ExaminationScene

(NetAF.Assets.ExaminationScene.I)

IExaminable

(NetAF.Assets.IExaminable.html)

## Methods

### GetDescription()

Get the description.

(NetAF.Assets.IItemContainer.html)

Declaration

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

public override string GetDescription()

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Returns

Size (NetAF.Assets.Size.html)

### Type

### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

### Description

The description.

### + NetAF.Assets.Characters

Overrides

(NetAF.Assets.Characters.html)

Description.GetDescription() (NetAF.Assets.Description.html#NetAF\_Assets\_Description\_GetDescription)

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

# Class Description

Represents a description of an object.

Filter by title

Inheritance

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

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

- **NetAF.Assets**

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

Inherited Members

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

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

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

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

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

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

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

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

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

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

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

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

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

ExaminationResult

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

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

Assembly: NetAF

ExaminationScene

Syntax: `NetAF.Assets.ExaminationScene.I`

IExaminable

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

ItemContainer

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

IPlayerVisible

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

Identifier

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

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

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

Represents a description of an object.

+ **NetAF.Assets.Attributes**

Declaration

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

+ **NetAF.Assets.Characters**

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

Parameters

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	description	The description

# Properties

## DefaultDescription

Get or set the description.

Declaration

(NetAF.Adapters.html)

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

- NetAF.Assets

(NetAF.Assets.html)

Property Value

ConditionalDescription

Type	Description
(NetAF.Assets.ConditionalDescriptor.html)	

Description

string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Assets.Description.html)	
---	--

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

Empty

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

Get an empty description.

ExaminationRequest

Declaration

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

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

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Property Value

IExaminable

Type	Description
(NetAF.Assets.IExaminable.html)	

Description

ItemContainer	
---------------	--

Description ( <a href="https://learn.microsoft.com/dotnet/api/system.description">https://learn.microsoft.com/dotnet/api/system.description</a> )	
---	--

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

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

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

## GetDescription()

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Declaration

(NetAF.Assets.Attributes.html)

>Returns

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Returns

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	
--	--

The description.

+ NetAF.Commands

(NetAF.Commands.html)

▼

## (NetAF.Adapters.html)

### - NetAF.Assets

#### (NetAF.Assets.html)

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

### + NetAF.Assets.Attributes

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

### + NetAF.Assets.Characters

#### (NetAF.Assets.Characters.htm

### + NetAF.Assets.Interaction

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

### + NetAF.Assets.Locations

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

### + NetAF.Commands

#### (NetAF.Commands.html)

# Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

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

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

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

Implements

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

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

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

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

(NetAF.Assets.ExaminationResult.html)

Inherited Members

ExaminationScene

object (NetAF.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)))

Examinable

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

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

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

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

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

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

Assembly: NetAF.dll

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

Syntax

+ [NetAF.Assets.Attributes](#)

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

+ [NetAF.Assets.Characters](#)

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

+ [NetAF.Assets.Interaction](#)

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

+ [NetAF.Assets.Locations](#)

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

+ [NetAF.Commands](#)

Get the attribute manager for this object.

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

Declaration

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

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

## Property Value

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

## - NetAF.Assets

### (NetAF.Assets.html)

#### Commands

ConditionalDescription

Get (NetAF.Assets.Commands.html)

Description

Declaration (NetAF.Assets.Description.html)

ExaminableObject

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

ExaminationCallback

Property Value (NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

Type (NetAF.Assets.ExaminationRequest.html)

ExaminationResult

CustomCommand (NetAF.Commands.CustomCommand.html)

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

#### Description

IExaminable

(NetAF.Assets.IExaminable.html)

Get or set a description of this object.

ItemContainer

Declaration (NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

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

Identifier

(NetAF.Assets.Identifier.html)

Property Value

Item (NetAF.Assets.Item.html)

Type Size (NetAF.Assets.Size.html)

#### + NetAF.Assets.Attributes

Description (NetAF.Assets.Description.html)

(NetAF.Assets.Attributes.html)

#### + NetAF.Assets.Characters

Examination (NetAF.Assets.Characters.html)

#### • NetAF.Assets.Interaction

All examination of this object.

(NetAF.Assets.Interaction.html)

#### + NetAF.Assets.Locations

ExaminationCallback Examination { get; set; }

(NetAF.Assets.Locations.html)

#### + NetAF.Commands

Property Value

(NetAF.Commands.html)

#### - NetAF.Commands

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

## Identifier

Get this objects identifier.

### - NetAF.Assets

Declaration

#### (NetAF.Assets.html)

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

Description

Property Value  
(NetAF.Assets.Description.html)

### Type ExaminableObject

(NetAF.Assets.ExaminableObject.html)

Identifier (NetAF.Assets.Identifier.html)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

Get one if this is visible to the player.

IsPlayerVisible (NetAF.Assets.ExaminationScene.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IExaminable

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

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

### Type Identifier

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

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

## Methods

### NetAF.Assets.Attributes

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

### NetAF.Assets.Characters

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

Examine this object.

### + NetAF.Assets.Interaction

Declaration

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

### + NetAF.Assets.Locations

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

Parameters

### + NetAF.Commands

#### (NetAF.Commands.html)

### + NetAF.Commands





- **NetAF.Assets**

**(NetAF.Assets.html)**

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

- + **NetAF.Assets.Attributes**

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

- + **NetAF.Assets.Characters**

**(NetAF.Assets.Characters.htm**

- + **NetAF.Assets.Interaction**

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

- + **NetAF.Assets.Locations**

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

- + **NetAF.Commands**

**(NetAF.Commands.html)**

# Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

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

- **NetAF.Assets**

Assembly: NetAF.dll

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

Syntax

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

Parameters

Type	Name	Description
ExaminationCallback	request	The examination request.

Returns

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

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

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

# Class ExaminationRequest

Represents a request to examine an IExaminable.

Filter by title

Inheritance

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

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

Inherited Members

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

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

Assembly: NetAF.dll

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

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

    Identifier

## Constructors

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

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

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

**ExaminationRequest(IExaminable, ExaminationScene)**

+ NetAF.Assets.Attributes

Represents a request to examine an IExaminable.

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

Declaration

+ NetAF.Assets.Characters

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

    public ExaminationRequest(IExaminable examinable, ExaminationScene scene)

+ NetAF.Assets.Interaction

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

Parameters

+ NetAF.Assets.Locations

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

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

Name

Description

examinable

The object being examined.

+ NetAF.Commands

ExaminationScene

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

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

scene

The scene the object is being examined from.

+ NetAF.Commands.

Persistence

## ExaminationRequest(IExaminable, Game)

Initializes a new instance of the ExaminationRequest class.

Declaration

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

### (NetAF.Assets.html)

Parameters

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

ConditionalDescription  
(NetAF.Assets.ExaminableObject.html)

ExaminationCallback  
(NetAF.Assets.ExaminationCallback.html)

## Properties

ExaminationRequest  
(NetAF.Assets.ExaminationRequest.html)

ExaminationResult  
(NetAF.Assets.ExaminationResult.html)

Examinable  
(NetAF.Assets.Examinable.html)

ExaminationScene  
(NetAF.Assets.ExaminationScene.html)

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

IExaminable  
(NetAF.Assets.IExaminable.html)

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

IPlayerVisible  
(NetAF.Assets.IPlayerVisible.html)

Properties  
(NetAF.Assets.IPlayerVisible.html)

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

## + NetAF.Assets.Attributes

Scope  
(NetAF.Assets.Attributes.html)

## NetAF.Assets.Characters

Declaration  
(NetAF.Assets.Characters.html)

## + NetAF.Assets.Interaction

public ExaminationScene Scene { get; }  
(NetAF.Assets.Interaction.html)

## + NetAF.Assets.Locations

Property Value  
(NetAF.Assets.Locations.html)

Type

## + NetAF.Commands

ExaminationScene  
(NetAF.Assets.ExaminationScene.html)

## + NetAF.Commands.

### Persistence



## (NetAF.Assets.html)

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

### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

### + NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Commands.

Persistence

# Class ExaminationResult

Represents the result of an examination.

Filter by title

## Inheritance

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

## Inherited Members

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

## ItemContainer

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

## Syntax

IPlayerVisible  
(NetAF.Assets.IPlayerVisible.html)

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

## Constructors

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

ExaminationResult(string)

+ NetAF.Assets.Characters

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

## Declarations

### NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public ExaminationResult(string description)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

Type

(NetAF.Commands.html)

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

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

Name	Description
description	A description of the result.



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

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

**Persistence**

(NetAF.Commands.Persistence.html)

# Class ExaminationScene

Represents a scene that an examination occurs in.

Filter by title

Inheritance

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

Inherited Members

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

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

Assembly: NetAF.dll  
NetAFHandler

Syntax

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

## Constructors

### + NetAF.Assets.Attributes

ExaminationScene(Character, Room)

### + NetAF.Assets.Characters

Represents a scene that an examination occurs in.

(NetAF.Assets.Characters.html)  
Declaration

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

### + NetAF.Assets.Locations

Parameters

(NetAF.Assets.Locations.html)

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

### + NetAF.Conversations

## ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

  ↳ Conditional description

Parameters

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

## Properties

### Examiner

Get the EXAMINER.

Declaration

(NetAF.Assets.IExaminable.html)

IItemContainer

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Property Value

Identifier

Type (NetAF.Assets.Identifier.html)

Description

Item (NetAF.Assets.Item.html)

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

Size (NetAF.Assets.Size.html)

### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

### + NetAF.Assets.Characters

Get a default value for when there is no scene.

(NetAF.Assets.Characters.html)

Declaration

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

Description

ExaminationScene (NetAF.Assets.ExaminationScene.html)

### + NetAF.Commands.

Persistence

Room

(NetAF.Commands.Persistence.html)

### + NetAF.Conversations

Get the room the examinable is being examined from.

## Declaration

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

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

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

## + NetAF.Assets.Attributes

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

## + NetAF.Assets.Characters

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

## + NetAF.Assets.Interaction

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

## + NetAF.Assets.Locations

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

## + NetAF.Commands

**(NetAF.Commands.html)**

## + NetAF.Commands.

**Persistence**

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

## + NetAF.Conversations

# Interface IExaminable

Represents any object that is examinable.

 Filter by title

## Inherited Members

```
Description  
IPlayerVisible.IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF_Assets_IPlayerVisible_IsPlayerVisible)  
(NetAF.Assets.Description.html)  
IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)  
ExaminableObject  
(NetAF.Serialization.IRestoreFromObjectSerialization-  
(NetAF.Assets.ExaminableObject.r  
1.html#NetAF_Serialization_IRestoreFromObjectSerialization_1_RestoreFrom__0_)  
ExaminationCallback
```

Namespace: [NetAE](#) ([NetAE.html](#))\Assets ([NetAE\Assets.html](#))

#### Associate Material Request

## Assessment Request

## EXHIBIT 10.1 SPECIAL ASSETS EXHIBIT

```
(NetAF.Assets.ExaminationResult)
public interface IExaminable : IPlayerVisible, IRotateFromObjectSerialization<ExaminationScene>
(NetAF.Assets.ExaminationScene.IExaminable
(NetAF.Assets.IExaminable.html)
```

# Properties

## IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

### Attributes

## (NetAE Assets Identifier.html)

Get the attribute manager for this object:

Item (NetAF.Assets.Item.Item)

## Declaration

## + NetAF.Assets.Attributes

(NetAEAssets.Attributes.html) AttributeManager Attributes [ get; ]

+ NetAEAssets.Characters

[Net Assets Characters](#)

Type	Description
+ <a href="#">NetAF.Assets.Interaction</a>	<a href="#">AttributeManager (NetAF.Assets.Attributes.AttributeManager.html)</a>

#### + NetAE Assets - Locations

(NetAE Assets Locations.html)

# NETBIOS Commands

## + NetAF.Commands

(NetAF.)

### **Declaration**

NetAF.Com

**Persistence** & `! command[] Commands [set|set|?]`

## CustomCommand[] Commands { get; } **(NetAE Commands Persistence)**

#### **† NetAE Corrections**

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

## Description

Get or set a description of this object.

Description

Declaration  
(NetAF.Assets.Description.html)

ExaminableObject

DeclarativeNetAFAssetsExaminableObject { get; set; }

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

Property Value

ExaminationRequest

Type  
NetAF.Assets.ExaminationRequest

Description

ExaminationResult

Description (NetAF.Assets.Description.html)

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

## Identifier

IExaminable

(NetAF.Assets.IExaminable.html)

Get the object's identifier.

Identifier

Declaration  
(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier Identifier { get; }

(NetAF.Assets.Identifier.html)

Property Value

Item (NetAF.Assets.Item.html)

Type  
Size (NetAF.Assets.Size.html)

Description

## + NetAF.Assets.Attributes

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.Attributes.html)

## + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

## Methods

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Examine(ExaminationScene)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## - NetAF.Commands

(NetAF.Commands.html)

ExaminationResult Examine(ExaminationScene scene)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

## + NetAF.Conversations

(NetAF.Conversations.html)

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

Returns

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

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

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

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

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

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

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

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

+ **NetAF.Conversations**

# Interface IItemContainer

Represents any object that is a container of items.

▼ Filter by title

## Inherited Members

(NetAF.Assets.Description.html)  
IExaminable.Identifier (NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Identifier)  
ExaminableObject  
IExaminable.Description (NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Description)  
(NetAF.Assets.ExaminableObject.r)  
IExaminable.Commands (NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Commands)  
ExaminationCallback  
IExaminable.Attributes (NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Attributes)  
(NetAF.Assets.ExaminationCallback)  
IExaminable.Examine (ExaminationScene)  
ExaminationRequest  
(NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Examine\_NetAF\_Assets\_ExaminationScene\_)  
(NetAF.Assets.ExaminationRequest)  
IPlayerVisible.IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF\_Assets\_IPlayerVisible\_IsPlayerVisible)  
ExaminationResult  
IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)  
(NetAF.Assets.ExaminationResult.)  
(NetAF.Serialization.IRestoreFromObjectSerialization-  
ExaminationScene  
1.html#NetAF\_Serialization\_IRestoreFromObjectSerialization\_1\_RestoreFrom\_\_0\_)  
(NetAF.Assets.ExaminationScene.)  
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html)

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

ItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

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

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

## Properties

### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

### Items

### + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Get the items.

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

### + NetAF.Commands

Type (NetAF.Commands.html)

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

### + NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

## Methods

### + NetAF.Conversations

(NetAF.Conversations.html)

## Description

## AddItem(Item)

Add an item.

Declaration

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

  Description

Parameters  
**Type** (NetAF.Assets.Description.html)

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

## RemoveItem(Item)

Remove an item.  
Parameters

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

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

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

### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

### + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

# Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

**Assembly:** NetAF.dll

**Syntax** (NetAF.Assets.ExaminableObject.h)

ExaminationCallback

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

(NetAF.Assets.ExaminationRequest.h)

ExaminationResult

(NetAF.Assets.ExaminationResult.h)

ExaminationScene

(NetAF.Assets.ExaminationScene.h)

IExaminable

(NetAF.Assets.IExaminable.html)

ItemContainer

Get (NetAF.Assets.ItemContainer.html)

IPlayerVisible

Declaration (NetAF.Assets.IPlayerVisible.html)

Identifier

bool IsPlayerVisible { get; set; }

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Property Value

## + **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

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

Description

## + **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

## + **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

## + **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

## + **NetAF.Commands**

(NetAF.Commands.html)

## + **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

## + **NetAF.Conversations**

(NetAF.Conversations.html)

## + **NetAF.Conversations.**



# Properties

## Empty

Get an empty identifier.

Declaration

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

Property Value

(NetAF.Assets.ExaminationRequest)

Type ExaminationResult

(NetAF.Assets.ExaminationResult)

Identifier (NetAF.Assets.Identifier.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

## IdentifiableName

(NetAF.Assets.Examinable.html)

IItemContainer

Get the name as a case insensitive identifier.

(NetAF.Assets.ItemContainer.html)

Declaration

(NetAF.Assets.IPlayerVisible.html)

Type Identifier

public string IdentifiableName { get; }

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Property Value

Size (NetAF.Assets.Size.html)

Type

## + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Name

+ NetAF.Assets.Interaction

Get the name

(NetAF.Assets.Interaction.html)

Declaration

## + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public string Name { get; }

+ NetAF.Commands

(NetAF.Commands.html)

Property Value

+ NetAF.Commands.

Type

Persistence

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

(NetAF.Commands.Persistence)

Description

+ NetAF.Conversations

(NetAF.Conversations.html)

## Methods

+ NetAF.Conversations.

Instructions

Description

## Equals(Identifier)

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

Declaration

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

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

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

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

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

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

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

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

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

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

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

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

Declaration

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

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

+ **NetAF.Assets.Locations**

`(NetAF.Assets.Locations.html)`

+ **NetAF.Commands**

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

`(NetAF.Commands.Persistence.html)`

+ **NetAF.Conversations**

`(NetAF.Conversations.html)`

`ToString()`

+ **NetAF.Conversations**.

`Instructions`

Returns a string that represents the current object.

Declaration

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

>Returns

Type	Description
<a href="#">ExaminableObject</a> <a href="#">ExaminationCallback</a> <a href="#">string</a> ( <a href="#">https://learn.microsoft.com/dotnet/api/system.string</a> ) ( <a href="#">NetAF.Assets.ExaminationCallback</a> )	A string that represents the current object.

Overrides

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

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

## Implements

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

### + NetAF.Assets.Attributes

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

### + NetAF.Assets.Characters

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

### + NetAF.Assets.Interaction

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

### + NetAF.Assets.Locations

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

### + NetAF.Commands

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

### + NetAF.Commands.

[Persistence](#)

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

### + NetAF.Conversations

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

### + NetAF.Conversations.

[Instructions](#)

# Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance [System.Object](#)

ExaminationCallback

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

Implementation

ExaminationResult

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

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

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

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

IInteractWithItem ([NetAF.Assets.html](#))<Action.IInteractWithItem.html>

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

(NetAF.Serialization.AssetContainerSerialization.html)>

IPlayerVisible

Inherited Members  
(NetAF.Assets.IPlayerVisible.html)

ExaminableObject.Examination

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examination)

ExaminableObject.ToString () ([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_ToString](#))

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Identifier](#))

ExaminableObject.Description

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

ExaminableObject.Commands

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Commands)

+ NetAF.Assets.Characters

ExaminableObject.Attributes

(NetAF.Assets.Characters.html)

ExaminableObject.Examine (ExaminationScene)

(NetAF.Assets.Interaction.html)  
(NetAF.Assets.ExaminableObject.Examine\_NetAF\_Assets\_ExaminationScene\_)

ExaminableObject.IsPlayerVisible

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_RestoreFrom\_NetAF\_Serialization\_AssetContainerSerialization)

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

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

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

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

(NetAF.Commands.Persistence.html)

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

+ NetAF.Conversations  
(NetAF.Conversations.html)

Assets (NetAF.Assets.html)

Instructions

(NetAF.Commands.Instructions.html)

## Syntax

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



## Constructors

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

### Item(Identifier, Description, bool)

(NetAF.Assets.ExaminationReques

ExaminationResult

Initializes a new instance of the Item class.

(NetAF.Assets.ExaminationResult.I

Declaration

ExaminationScene

(NetAF.Assets.ExaminationScene.I

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

(NetAF.Assets.IExaminable.html)

ItemContainer

Parameters

(NetAF.Assets.IItemContainer.html)

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

## + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

### Item(String, string, bool)

## + NetAF.Assets.Characters

Initializes a new instance of the Item class.

(NetAF.Assets.Characters.htm

Declaration

## + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

## + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

## + NetAF.Conversations

(NetAF.Conversations.html)

## Properties

### + NetAF.Conversations.

#### Instructions

(NetAF.Conversations.Instructions.html)

## Interaction

Get or set the interaction.

Declaration

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

Property Value

Type	Description
(NetAF.Assets.ExaminationCallback)	

IsTakeable

Get or set if this is takeable.

(NetAF.Assets.IExaminable.html)

Declaration

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

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

Identifier

Property Value

(NetAF.Assets.Identifier.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Interact(item)

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Declaration

+ NetAF.Commands

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

+ NetAF.Commands.

Parameters

Persistence

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

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.html)

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

## RestoreFrom(ItemSerialization)

Restore this object from a serialization:

ExaminationCallback

Declaration  
NetAF.Assets.ExaminationCallback

ExaminationRequest

(NetAF.Assets.ExaminationRequest.Serialization serialization)

ExaminationResult

(NetAF.Assets.ExaminationResult.I

Parameters

ExaminationScene

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

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Implementation  
NetAF.Assets.IPlayerVisible.html

Identifier

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

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Item (NetAF.Assets.Item.html)

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

Size (NetAF.Assets.Size.html)

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

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

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

# Struct Size

Represents a size.



#### Inherited Members.....

(NetAF.Assets.ExaminationCallbac  
Value.Type.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.valuetype.equals>)  
ExaminationRequest  
Value.Type.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode>)  
(NetAF.Assets.ExaminationRequires  
Value.Type.ToString() (<https://learn.microsoft.com/dotnet/api/system.valuetype.tostring>)  
ExaminationResult  
object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals>)  
(NetAF.Assets.ExaminationResult.I  
equals(system-object-system-object))  
ExaminationScene  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
(NetAF.Assets.ExaminationScene.I  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
IExaminable  
Namespace: NetAF (NetAF.html), Assets (NetAF.Assets.html)

Asset-Holder Networks

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

### **IPlayerVisible**

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

## (NetAF.Assets.Identifier.html) Item (NetAF Assets Item.html)

Constructors ([Assets](#) ([Size](#) [html](#)))

#### **+ NetAE Assets Attributes**

## **s\NetAF\Assets\Attributes**

## **S&E(Net, Net)**

### **+ NetΔE Assets**

**(NetAF.Assets.Characters.htm)**

## Declaration

+ NetAF.A

## (Net) Assets Interaction

## + NetAF.Assets.Locations

## NETFA. ASSETS.LUC

## + Type [NetAE.Commands](#)

Type	Name	Description
+ <b>NetAF.Commands</b> <a href="#">(NetAF.Commands.htm)</a>	<i>width</i>	The width.
+ <b>NetAF.Commands</b> <a href="#">(NetAF.Commands.htm)</a>	<i>height</i>	The height.

## Persistence

## (NetAF.Commands.Persistence)

## + NetAF Conversations Properties

## Properties (NetAF.Conversations.html)

## +.NetAF.Conversations.

# Height Instructions

#### Get Not Afraid Conversations Instructions

## Declaration

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

### Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Assets.ExaminationCallback)	

### Width

Declaration  
ExaminationRequest  
(NetAF.Assets.ExaminationRequest)

ExaminationResult  
(NetAF.Assets.ExaminationResult)

GetExaminationScene  
(NetAF.Assets.ExaminationScene)

Declaration  
IExaminable

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

ItemContainer  
(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Property Value  
(NetAF.Assets.IPlayerVisible.html)

Type  
Identifier

(NetAF.Assets.Identifier.html)

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

## + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

## + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

## + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

## + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## + NetAF.Commands

(NetAF.Commands.html)

## + NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

## + NetAF.Conversations

(NetAF.Conversations.html)

## + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

# Namespace NetAF.Assets.Attributes

## Classes

Filter by title

+ NetAF.Adapters

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

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

Provides a description of an attribute.

+ NetAF.Assets

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

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

- NetAF.Assets.Attributes

Provides a class for managing attributes.

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

Attribute

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

AttributeManager

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

# Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

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

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

↳ Attribute

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

Implements

- **NetAFAssets.Attributes**

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

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

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

Attribute

Inherited Members

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

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

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

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

+ **NetAFAssets.Characters**

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

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

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

+ **NetAFAssets.Interaction**

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

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

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

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

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

+ **NetAFAssets.Locations**

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

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

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

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

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

Persistence

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

Constructors

NetAF.Conversations

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

Attribute(string, string, int, int)

Instructions

Provides a description of an attribute.

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

Declaration

+ **NetAF.Extensions**

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

name, string description, int minimum, int maximum)

+ **NetAF.Interpretation**

Parameters

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

Type

+ **NetAF.Logic**

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

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

+ **NetAF.Persistence**

Type		Name	Description
+ <b>NetAF.Logic</b>	( <a href="#">NetAF.Logic.html</a> )	name	Specify the name of the attribute.

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

## + NetAF.Assets

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

### - NetAF.Assets.Attributes

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

Attribute

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

AttributeManager

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

### NetAF.Assets.Characters

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

public string Description { get; }

## + NetAF.Assets.Interaction

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

Property Value

## + NetAF.Assets.Locations

Type

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

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

## + NetAF.Commands

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

### NetAF.Commands.

[Persistence](#)

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

Declaration

## + NetAF.Conversations

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

public int Maximum { get; }

## + NetAF.Conversations.

[Instructions](#)

Property Value

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

Type

## + NetAF.Extensions

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

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

## + NetAF.Interpretation

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

## + NetAF.Logic

Get the minimum limit of the attribute.

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

Declaration

## + NetAF.Persistence

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

[Description](#)

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

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

## Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <a href="#">(NetAF.Adapters.html)</a>	

## + NetAF.Assets

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

### - NetAF.Assets.Attributes

Get the name of the attribute.

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

Declaration  
Attribute

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

AttributeManager

(NetAF.Assets.Attributes.AttributeM

## Property Value

### + NetAF.Assets.Characters

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

Description

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

## + NetAF.Assets.Locations

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

## Methods

### + NetAF.Commands

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

### FromSerialization(AttributeSerialization)

### + NetAF.Commands.

Create a new Attribute from a serialization.

Persistence

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

## + NetAF.Conversations

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

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

## Partial Type Instructions

Type	Name	Description
<a href="#">(NetAF.Conversations.Instruct.html)</a>		

AttributeSerialization

+ NetAF.Extensions  
[\(NetAF.Extensions.Attributes.AttributeSerialization.html\)](#)

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

Returns

### + NetAF.Interpretation

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

Description

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

## + NetAF.Persistence

## RestoreFrom(AttributeSerialization)

Restore this object from a serialization.

Declaration

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

(NetAF.Adapters.html)

Parameters

+ **NetAF.Assets**

Type  
(NetAF.Assets.html)

AttributeSerialization

- **NetAF.Assets.Attributes**

(NetAF.Serialization.Assets.AttributeSerialization.html)

(NetAF.Assets.Attributes.html)

Name

Description

serialization

The serialization to restore from.

Attribute

### Implements

NetAF.Assets.Attributes.Attribute.html

AttributeManager

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

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

# Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

## + NetAF.Assets

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

## NetAF.Assets.Attributes

Implements

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

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

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

(NetAF.Assets.Attributes.Attribute.html)

Inherited Members

AttributeManager

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

## + NetAF.Assets.Characters

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

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

## + NetAF.Assets.Interaction

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

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

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

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

## + NetAF.Assets.Locations

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

Assembly: NetAF.dll

## + NetAF.Commands

Syntax

**(NetAF.Commands.html)**

## + NetAF.Commands

public sealed class AttributeManager : IRestoreFromObjectSerialization<AttributeManager>

### Persistence

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

## + NetAF.Conversations

**(NetAF.Conversations.html)**

## Properties

### + NetAF.Conversations.

Instructions

Count

**(NetAF.Conversations.Instruct.html)**

Get the number of attributes this manager has.

## + NetAF.Extensions

**(NetAF.Extensions.html)**

## + NetAF.Interpretation

public int Count { get; }

**(NetAF.Interpretation.html)**

## + NetAF.Logic

Property Value

**(NetAF.Logic.html)**

Type

Description

## + NetAF.Persistence

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

**(NetAF.Persistence.html)**

# Methods

## Add(Attribute, int)

Add a value to an attribute.

Declaration

### + NetAF.Assets

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

### - NetAF.Assets.Attributes

Parameters

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

Type

Attribute

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

AttributeManager

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

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

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

### + NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)  
**Add(String, int)**

### + NetAF.Assets.Interaction

Add a value to an attribute.

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

Declaration

### + NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)  
`public void Add(string attributeName, int value)`

### + NetAF.Commands

Parameters

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

### + NetAF.Commands.

#### Persistence

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

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

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

	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>attributeName</i>	The name of the attribute.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>value</i>	The value.

### + NetAF.Conversations

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

## GetAsDictionary()

#### Instructions

Get all attributes as a dictionary.

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

Declaration

### + NetAF.Extensions

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

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

### + NetAF.Interpretation

Result

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

### + NetAF.Logic

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

### + NetAF.Persistence

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

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

## + NetAF.Assets

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

### - NetAF.Assets.Attributes

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

Declaration

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

## R NetAF.Assets.Characters

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

### + NetAF.Assets.Interaction

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

Description

An array of attributes.

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

### + NetAF.Assets.Locations

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

Get the value of an attribute.

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

### + NetAF.Commands.

**Persistence**  
public int GetValue(Attribute attribute)

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

Parameters

### + NetAF.Conversations

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

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

Name

Description

[+ NetAF.Conversations.](#)

attribute

The attribute.

### Instructions

Returns

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

Type

### + NetAF.Extensions

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

Description

The value.

### + NetAF.Interpretation

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

**GetValue(String)**

### + NetAF.Logic

Get the value of an attribute.

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

Declaration

### + NetAF.Persistence

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

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

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	attributeName	The name of the attribute.

## + NetAF.Assets

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

Type	Description
<b>NetAF.Assets.Attributes</b> <a href="#">(NetAF.Assets.Attributes.html)</a>	

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

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

## Remove(Attribute)

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

Remove an attribute.

## + NetAF.Assets.Characters

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

## + NetAF.Assets.Interaction

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

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

## + NetAF.Assets.Locations

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

Type	Name	Description
Attribute ( <a href="#">NetAF.Assets.Attributes.Attribute.html</a> )	attribute	The attribute.

## + NetAF.Commands.

### Remove(string)

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

Remove an attribute.

## + NetAF.Conversations

Declaration

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

## + NetAF.Conversations.

### Instructions

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

Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	attributeName	The name of the attribute.

## + NetAF.Interpretation

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

## + NetAF.Logic

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

## + NetAF.Persistence

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

```
public void RemoveAll()
```

## RestoreFrom(AttributeManagerSerialization)

Restore this object from a serialization.

### + NetAF.Assets

Declaration

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

### - NetAF.Assets.Attributes

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

Parameters

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

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

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

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

### + NetAF.Assets.Characters

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

## Subtract(Attribute, int)

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

Subtract a value from an attribute.

### + NetAF.Assets.Locations

Declaration

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

### + NetAF.Commands

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

Parameters

### + NetAF.Commands.

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

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

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

Name

Description

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

### + NetAF.Conversations

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

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

Name

Description

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

### + NetAF.Conversations.

## Subtract(string, int)

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

Subtract a value from an attribute.

### + NetAF.Extensions

Declaration

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

### + NetAF.Interpretation

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

Parameters

### + NetAF.Logic

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

Name

Description

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

### + NetAF.Persistence

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

attributeName

The name of the attribute.

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	value	The value.

## Implements

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

+ **NetAF.Assets**

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

- **NetAF.Assets.Attributes**

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

Attribute

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

AttributeManager

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

**Persistence**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

**Instructions**

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Persistence**

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

# Namespace NetAF.Assets.Characters

## Classes

Filter by title

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

#### + **NetAF.Assets**

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

#### + **NetAF.Assets.Attributes**

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

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

#### - **NetAF.Assets.Characters**

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

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

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

IConverser

## Interfaces

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

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

#### + **NetAF.Assets.Interaction**

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

#### + **NetAF.Assets.Locations**

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

#### + **NetAF.Commands**

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

#### + **NetAF.Commands.**

Persistence

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

#### + **NetAF.Conversations**

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

#### + **NetAF.Conversations.**

Instructions

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

#### + **NetAF.Extensions**

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

#### + **NetAF.Interpretation**

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

# Class Character

Represents a generic in game character.

Filter by title

Inheritance

+ **NetAF.Assets**

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

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

+ **NetAF.Assets.Attributes**

↳ Character

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

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

- **NetAF.Assets.Characters**

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

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

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

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

IConverser

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

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

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

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

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

Inherited Members

+ **NetAF.Assets.Interaction**

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

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examination)

+ **NetAF.Assets.Locations**

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

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Identifier](#))

ExaminableObject.Description

+ **NetAF.Commands**

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Description)

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

ExaminableObject.Commands

([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Commands](#))

ExaminableObject.Attributes

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Attributes)

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

ExaminableObject.Examine(ExaminationScene)

+ **NetAF.Conversations**

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

ExaminableObject.IsPlayerVisible

([NetAF.Conversations.Object.html#NetAF\\_Assets\\_ExaminableObject\\_IsPlayerVisible](#))

ExaminableObject.RestoreFrom(ExaminableSerialization)

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_RestoreFrom\_NetAF\_Serialization\_Assets\_ExaminableSerialization\_)

+ **NetAF.Extensions**

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

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

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

+ **NetAF.Interpretation**

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

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

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

+ **NetAF.Logic**

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

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

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

**Assembly:** NetAF.dll

Syntax



+ **NetAF.Assets**  
+ **NetAF.Assets.Attributes**  
+ **NetAF.Assets.Characters**  
+ **NetAF.Assets.Locations**  
+ **NetAF.Assets.Interaction**  
+ **NetAF.Assets.Conversations**  
+ **NetAF.Extensions**  
+ **NetAF.Logic**

(NetAF.Assets.Attributes.html)  
(NetAF.Assets.Characters.html)  
(NetAF.Assets.Locations.html)  
(NetAF.Assets.Interaction.html)  
(NetAF.Assets.Conversations.html)  
(NetAF.Extensions.html)  
(NetAF.Logic.html)

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

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

Get (NetAF.Assets.Characters.IConverser.html)  
NonPlayableCharacter  
Declaration  
(NetAF.Assets.Characters.NonPlayableCharacter.html)  
PlayableCharacter  
public InteractionCallback Interaction { get; set; }  
(NetAF.Assets.Characters.PlayableCharacter.html)

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

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

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

+ **NetAF.Commands.Persistence**  
Get if this character is alive.  
Persistence  
(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**  
public bool IsAlive { get; protected set; }  
(NetAF.Conversations.html)

+ **NetAF.Conversations.**  
Property Value  
Instructions  
(NetAF.Conversations.Instructions.html)

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

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

**NetAF.Interpretation**  
(NetAF.Interpretation.html)  
Get the items.

+ **NetAF.Logic**

(NetAF.Logic.html)

## Declaration

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

### Property Value

Type	Description
Item (NetAF.Assets.Item.html) <a href="#">(NetAF.Assets.html)</a>	

### + NetAF.Assets.Attributes

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

## Methods

- NetAF.Assets.Characters

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

### AddItem(item)

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

Declaration  
NetAF.Assets.Characters.IConverser

NonPlayableCharacter

[public abstract class NonPlayableCharacter : IConverser](#)

PlayableCharacter

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

Parameters

### + NetAF.Assets.Interaction

Type

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

Item (NetAF.Assets.Item.html)

### + NetAF.Assets.Locations

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

## FIndItem(string, out Item, bool)

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

Find an item.

### + NetAF.Commands.

Declaration

## Persistence

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

[public virtual bool FindItem\(string itemName, out Item item, bool includeInvisibleItems, bool ignoreCase\)](#)

### + NetAF.Conversations

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

Parameters

### + NetAF.Conversations.

Type Instructions

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

string

Name

Description

The items name.

### + NetAF.Extensions

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

Item (NetAF.Assets.Item.html)

### + NetAF.Interpretation

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

### + NetAF.Logic

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

>Returns

Type	Description
<b>(NetAF.Assets.html)</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item was found.

#### + NetAF.Assets.Attributes

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

#### GiveItemToCharacter

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

Give an item to another in game Character.

Character

Declaration  
`(NetAF.Assets.Characters.Character)`

IConverser

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

NonPlayableCharacter

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

PlayableCharacter

Type  
`(NetAF.Assets.Characters.PlayableCharacter)`

Name

Description

#### + NetAF.Assets.Interaction

*item*

The item to give.

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

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

*character*

The Character to give the item to.

#### + NetAF.Assets.Locations

Returns

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

#### + NetAF.Commands

Description

##### **(NetAF.Commands.html)**

True if the transaction completed OK, else false.

#### + NetAF.Commands.

##### Persistence

#### HasItem(item, bool)

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

Determine if this PlayableCharacter has an item.

#### + NetAF.Conversations

Declaration  
`(NetAF.Conversations.html)`

#### + NetAF.Conversations.

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

##### Instructions

##### **(NetAF.Conversations.Instruct.html)**

Parameters

#### + NetAF.Extensions

##### **(NetAF.Extensions.html)**

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

#### + NetAF.Interpretation

##### **(NetAF.Interpretation.html)**

#### + NetAF.Logic

##### **(NetAF.Logic.html)**

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

>Returns

Type	Description
<b>(NetAF.Assets.html)</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item is found, else false.

#### + NetAF.Assets.Attributes

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

#### **Interact(\$item).Characters**

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

Interact with an item.

Character

Declaration:

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

IConverser

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

NonPlayableCharacter

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

Parameters:

PlayableCharacter

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

Name

Description

#### + NetAF.Assets.Interaction

*item*

The item to interact with.

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

Returns

#### + NetAF.Assets.Locations

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

Description

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

The result of the interaction.

#### + NetAF.Commands

##### **(NetAF.Commands.html)**

#### Persistence

Interact with a specified item.

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

Declaration:

#### + NetAF.Conversations

##### **(NetAF.Conversations.html)**

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

#### + NetAF.Conversations.

#### Instructions

Parameters:

##### **(NetAF.Conversations.Instruction.html)**

Name

Description

Type

#### + NetAF.Extensions

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

##### **(NetAF.Extensions.html)**

*item*

The item to interact with.

#### + NetAF.Interpretation

##### **(NetAF.Interpretation.html)**

#### + NetAF.Logic

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



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



+ **NetAF.Assets**

(NetAF.Assets.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.htm

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

# Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

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

IExaminable.Identifier ([NetAF.Assets.IExaminable.html](#)#NetAF\_Assets\_IExaminable\_Identifier)

+ **NetAF.Assets.Attributes**

IExaminable.Description ([NetAF.Assets.IExaminable.html](#)#NetAF\_Assets\_IExaminable\_Description)

IExaminable.Commands ([NetAF.Assets.IExaminable.html](#)#NetAF\_Assets\_IExaminable\_Commands)

IExaminable.Attributes ([NetAF.Assets.IExaminable.html](#)#NetAF\_Assets\_IExaminable\_Attributes)

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

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

([NetAF.Assets.IExaminable.html](#)#NetAF\_Assets\_IExaminable\_Examine\_NetAF\_Assets\_ExaminationScene\_)

Character

IPlayerVisible.IsPlayerVisible ([IPlayerVisible.html](#)#NetAF\_Assets\_IPlayerVisible\_IsPlayerVisible)

IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)

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

1.html#NetAF\_Serialization\_IRestoreFromObjectSerialization\_1\_RestoreFrom\_\_0\_

NonPlayableCharacter

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

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

Assembly: NetAF.dll

PlayableCharacter

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

**Properties**

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

+ **NetAF.Commands.**

**Conversation**

Persistence

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

Get or set the conversation.

Declaration:

+ **NetAF.Conversations**

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

Conversation Conversation { get; set; }

+ **NetAF.Conversations.**

**Instructions**

Property Value

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

Type

+ **NetAF.Extensions**

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

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

Description

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

▼

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

# Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

+ **NetAF.Assets.Attributes**

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

- **NetAF.Assets.Characters**

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

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

Implements

Character

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

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

IConverser

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

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

NonPlayableCharacter

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

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

PlayableCharacter

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

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

+ **NetAF.Assets.Interaction**

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

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

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

+ **NetAF.Assets.Locations**

Inherited Members

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

Character.IsAlive ([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_IsAlive)

+ **NetAF.Commands**

Character.Interaction

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

([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_Interaction)

Character.Kill () ([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_Kill)

Character.AddItem (Item, bool)

**Persistence**

([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_Persistence)

System.Boolean\_

Character.FindItem (string, out Item, bool)

([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_FindItem\_System\_String\_NetA

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

F\_Assets\_Item\_\_System.Boolean\_

+ **NetAF.Conversations**

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

([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_Give\_NetAF\_Assets\_Item\_Net

AF\_Assets\_Characters\_Character\_)

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

Character.Interact (Item)

+ **NetAF.Extensions**

Characters.Character ([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_Interact\_NetAF\_Assets\_Item\_)

Character.AddItem (Item) ([NetAF.Extensions.html](#))

Character.AddItem (Item)

+ **NetAF.Interpretation**

([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_AddItem\_NetAF\_Assets\_Item\_)

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

Character.RemoveItem (Item)

([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_RemoveItem\_NetAF\_Assets\_I

+ **NetAF.Logic**

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

+ **NetAF.Persistence**

Character.RestoreFrom(CharacterSerialization)  
(NetAF.Assets.Characters.Character.html#NetAF\_Assets\_Characters\_Character\_RestoreFrom\_NetAF\_Serialization\_on\_Assets\_CharacterSerialization\_)

ExaminableObject.Examination  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examination)

ExaminableObject.ToString() (NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_ToString)  
ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Identifier)

ExaminableObject.Description  
+ **NetAF.Assets.Attributes**  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Description)

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

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Commands)

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

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Attributes)

ExaminableObject.Examine(ExaminationScene)  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_ExaminationScene\_Converser)

ExaminableObject.IsPlayerVisible  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_RestoreFrom\_NetAF\_Serialization\_Assets\_ExaminableSerialization)

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

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

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

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

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

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

Na(NetAF.Commands.html)

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

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

+ **NetAF.Conversations.**

**Instructions**  
(NetAF.Conversations.Instruct)

**CONSTRUCTORS**

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

**NonPlayableCharacter(Identifier, Description, Conversation)**

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

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

+ **NetAF.Persistence**

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

#### Parameters

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

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

(NetAF.Assets.Characters.NonPlayableCharacter)

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Assets.Characters.Playable)

Declaration

#### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

#### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

#### Parameters

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

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

#### + NetAF.Logic

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Logic.html)

Declaration

#### + NetAF.Persistence

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

## Parameters

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

## + NetAF.Assets.Locations

**NonPlayableCharacter(string, string, Conversation)**

## + NetAF.Commands

Initializes a new instance of the NonPlayableCharacter class.

**(NetAF.Commands.html)**

Declaration

## + NetAF.Commands.

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

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

## + NetAF.Conversations

Parameters

**(NetAF.Conversations.html)**

### Type

## + NetAF.Conversations.

### Instructions

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

## + NetAF.Extensions

string

**(NetAF.Extensions.html)**

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

## + NetAF.Interpretation

**(NetAF.Interpretation.html)**

Conversation  
(NetAF.Conversations.Conversation.html)

## + NetAF.Logic

**(NetAF.Logic.html)**

## + NetAF.Persistence

# Properties

## Conversation

Get or set the conversation.

Declaration

### + NetAF.Assets.Attributes

public Conversation Conversation { get; set; }

(NetAF.Assets.Attributes.html)

### - NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

Character

Description

Conversation<T> Conversation<T> (NetAF.Assets.Characters.Conversation.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

## Methods

### + NetAF.Assets.Interaction.RestoreFrom(NonPlayableCharacterSerialization)

(NetAF.Assets.Interaction.html)

Restore this object from a serialization.

### + NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

Parameters

### + NetAF.Commands.

Type

Persistence

Name

Description

(NetAF.Commands.Persistence.html)

serialization

The serialization to restore from.

### + NetAF.Conversations

(NetAF.Conversations.html)

## Implements

### + NetAF.Conversations.

#### Instructions

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

(NetAF.Conversations.Instruction.html)

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

### + NetAF.Extensions

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

(NetAF.Extensions.html)

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

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

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

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Persistence

▼

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

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

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

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

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

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

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

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

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

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

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

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

+ **NetAF.Persistence**

# Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- ([NetAFAssets.Attributes.html](#))
  - ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- **NetAFAssets.Characters**
  - ↳ ExaminableObject ([NetAFAssets.ExaminableObject.html](#))
    - ↳ Character ([NetAFAssets.Characters.Character.html](#))
      - ↳ PlayableCharacter
  - Character
  - Implements
    - ([NetAFAssets.Characters.Character.html](#))
    - IInteractWithItem ([NetAFAssets.Interaction.IInteractWithItem.html](#))
    - ItemContainer ([NetAFAssets.ItemContainer.html](#))
    - IConverger
    - IExaminable ([NetAFAssets.IExaminable.html](#))
    - NonPlayableView ([NetAFAssets.NonPlayableVisible.html](#))
    - IPlayerVisible ([NetAFAssets.IPlayerVisible.html](#))
    - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ExaminableSerializable ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>
    - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CharacterSerializable ([NetAF.Serialization.Assets.CharacterSerialization.html](#))>
  - + **NetAFAssets.Interaction**
    - ([NetAFAssets.Interaction.html](#))
  - Inherited Members
- + **NetAFAssets.Locations**
  - Character.IsAlive ([NetAFAssets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_IsAlive)
  - ([NetAFAssets.Locations.html](#))
- CharacterInteraction
- ([NetAFAssets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_Interaction)
- + **NetAFCommands**
  - Character.Kill() ([NetAFAssets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_Kill)
  - ([NetAFCommands.html](#))
- Character.HasItem(item, bool)
- ([NetAFAssets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_HasItem\_NetAF\_Assets\_Item\_System\_Boolean\_)
- + **NetAFCommands**
  - Character.FindItem(string, out Item, bool)
  - ([NetAFCommands.Persistence.html](#))
- ([NetAFAssets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_FindItem\_System\_String\_NetAF\_Assets\_Item\_System\_Boolean\_)
- + **NetAFConversations**
  - Character.Give(item, Character)
  - ([NetAFConversations.html](#))
- ([NetAFAssets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_Give\_NetAF\_Assets\_Item\_NetAF\_Assets\_Character)
- + **NetAFConversations.Instructions**
  - Character.Items (NetAFAssets.Characters.Character.html#NetAF\_Assets\_Characters\_Character\_Items)
- + **NetAFExtensions**
  - Character.AddItem(item)
  - ([NetAFExtensions.html](#))
- Character.RemoveItem(item)
- + **NetAFInterpretation**
  - Character.RestoreFrom(CharacterSerialization)
  - ([NetAFAssets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_RestoreFrom\_NetAF\_Serialization\_Assets\_CharacterSerialization\_)
  - ([NetAFInterpretation.html](#))
- + **NetAFLogic**
  - Character.RestoreFrom(CharacterSerialization)
  - ([NetAFAssets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_RestoreFrom\_NetAF\_Serialization\_Assets\_CharacterSerialization\_)
  - ([NetAFLogic.html](#))
- + **NetAFPersistence**
  - ([NetAFPersistence.html](#))

ExaminableObject.Examination  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examination)  
ExaminableObject.ToString() (NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_ToString)  
ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Identifier)  
ExaminableObject.Description  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Description)  
ExaminableObject.Commands  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Commands)  
**NetAF.Assets.Attributes.html**  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Attributes)  
**- NetAF.Assets.Characters**  
ExaminableObject.Examine(ExaminationScene)  
**(NetAF.Assets.Characters.html)**  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_Examination)  
SceneCharacter  
ExaminableObject.IsPlayerVisible  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_IsPlayerVisible)  
ExaminableObject.RestoreFromExaminableSerialization  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_RestoreFrom\_ExaminableSerialization)  
NonPlayableExaminableObject (NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_NonPlayable)  
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object))  
NetAF.Assets.Characters.Playable  
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object))  
**+ NetAF.Assets.Interaction**  
**(NetAF.Assets.Interaction.html)**  
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)  
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)  
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)  
**(NetAF.Assets.Locations.html)**  
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Characters (NetAF.Assets.Characters.html)  
**+ NetAF.Commands**  
Assembly: NetAF.dll  
**(NetAF.Commands.html)**  
**+ NetAF.Commands.**  
public sealed class PlayableCharacter : Character, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization<Identifier>, IRestoreFromObjectSerialization<CharacterSerialization>>  
**+ NetAF.Conversations**  
**(NetAF.Conversations.html)**  
**Constructors**  
+ NetAF.Conversations.  
**Instructions**  
PlayablesCharacter(Identifier identifier, Description description, params Item[])  
**+ NetAF.Extensions**  
Initializes a new instance of the PlayableCharacter class.  
**(NetAF.Extensions.html)**  
Declaration  
**+ NetAF.Interpretation**  
**(NetAF.Interpretation.html)** Identifier identifier, Description description, params Item[] items  
+ NetAF.Logic  
**(NetAF.Logic.html)**  
Parameters  
**+ NetAF.Persistence**  
**(NetAF.Persistence.html)**

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

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

### - NetAF.Assets.Characters

Initializes a new instance of the PlayableCharacter class.

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

Declaration

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

Parameters

PlayableCharacter

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

### + NetAF.Commands.

#### Persistence

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

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

Initializes a new instance of the PlayableCharacter class.

### + NetAF.Conversations

Declaration

### (NetAF.Conversations.html)

### + NetAF.Conversations.

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

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

Parameters

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

### + NetAF.Logic

### (NetAF.Logic.html)

### + NetAF.Persistence

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

### (NetAF.Persistence.html)

Initializes a new instance of the PlayableCharacter class.

#### Declaration

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



#### Parameters

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

#### + NetAF.Assets.Locations

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

### Properties

#### + NetAF.Commands

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

#### CanConverse

#### + NetAF.Commands.

Get if this playable character can converse with an IConverser.

#### Persistence

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

#### + NetAF.Conversations

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

#### + NetAF.Conversations.

Property Value

#### Instructions

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

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

#### + NetAF.Extensions

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

#### + NetAF.Interpretation

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

#### + NetAF.Logic

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

#### + NetAF.Persistence

Use an item.  
[\(NetAF.Persistence.html\)](#)

## Declaration

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

## Parameters

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

## Returns

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

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlay

PlayableCharacter

(NetAF.Assets.Characters.Playable

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

**+ NetAF.Assets.Interaction**

ItemContainer (NetAF.Assets.ItemContainer.html)

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

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

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

**+ NetAF.Commands**

**(NetAF.Commands.html)**

**+ NetAF.Commands.**

**Persistence**

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

**+ NetAF.Conversations**

**(NetAF.Conversations.html)**

**+ NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instruct**

**+ NetAF.Extensions**

**(NetAF.Extensions.html)**

**+ NetAF.Interpretation**

**(NetAF.Interpretation.html)**

**+ NetAF.Logic**

**(NetAF.Logic.html)**

**+ NetAF.Persistence**

**(NetAF.Persistence.html)**

# Namespace NetAF.Assets.Interaction

## Classes

Filter by title

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

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

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

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

### - NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

Represents a result.  
Condition

(NetAF.Assets.Interaction.Condition)

### InteractWithItem

(NetAF.Assets.Interaction.IInteractWithItem)

InteractionCallback

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

Represents any object that can interact with an item.

(NetAF.Assets.Interaction.IInteractWithItem)

## Enums

### InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect)

Reaction

(NetAF.Assets.Interaction.Reaction)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult)

Enumeration of interaction effects.

(NetAF.Assets.Interaction.ReactionResult)

Result

(NetAF.Assets.Interaction.Result)

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

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

+ NetAF.Assets.Locations

Enumeration of reaction results.

(NetAF.Assets.Locations.html)

## Delegates

### NetAF.Commands

(NetAF.Commands.html)

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

Persistence

Represents a callback for conditions.

(NetAF.Commands.Persistence)

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

(NetAF.Conversations.html)

Represents the callback for interacting with objects.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

▼

**(NetAF.Assets.html)**

**+ NetAF.Assets.Attributes**

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

**+ NetAF.Assets.Characters**

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

**- NetAF.Assets.Interaction**

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

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

Reaction

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

ReactionResult

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

Result

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

**+ NetAF.Assets.Locations**

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

**+ NetAF.Commands**

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

**+ NetAF.Commands.**

Persistence

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

**+ NetAF.Conversations**

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

**+ NetAF.Conversations.**

Instructions

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

# Delegate Condition

Represents a callback for conditions.

Filter by title

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

Assembly: NetAF.dll

## + NetAF.Assets.Attributes

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

### + NetAF.Assets.Characters

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

### + NetAF.Assets.Interaction

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

Type	Description
Condition bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	The result of the condition.

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

### + NetAF.Assets.Locations

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

### + NetAF.Commands

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

### + NetAF.Commands.

Persistence

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

### + NetAF.Conversations

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

### + NetAF.Conversations.

# Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: NetAF.dll

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

public interface IInteractWithItem

- **NetAF.Assets.Interaction**

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

Condition

## Methods

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

IInteractWithItem

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

**Interact(Item)**

InteractionCallback

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

Interact with an item.

InteractionEffect

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

InteractionResult

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

InteractionResult

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

InteractionResult

Parameters

ReactionResult

Type	Name	Description
NetAF.Assets.Interaction.ReactionResult		
Item ( <a href="#">NetAF.Assets.Item.html</a> )	item	The item to interact with.

+ **NetAF.Assets.Locations**

Returns

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

Type

+ **NetAF.Commands**

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

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

Description

The result of the interaction.

+ **NetAF.Commands.**

**Persistence**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

**Instructions**

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

+ **NetAF.Extensions**

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

# Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

Assembly: NetAF.dll

## + **NetAF.Assets.Characters**

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

- **NetAFAssetsInteraction**

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

Parameters

Condition

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

InteractionCallback

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

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

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

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

Reaction

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

ReactionResult

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

Result

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

## + **NetAF.Assets.Locations**

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

## + **NetAF.Commands**

**(NetAF.Commands.html)**

## + **NetAF.Commands.**

**Persistence**

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

## + **NetAF.Conversations**

**(NetAF.Conversations.html)**

## + **NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instructions.html)**

# Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

## + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

### - NetAF.Assets.Interaction

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

Condition

(NetAF.Assets.Interaction.Condition)

IInteractWithItem

(NetAF.Assets.Interaction.IInteract)

InteractionCallback

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

Result

(NetAF.Assets.Interaction.Result)

## + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## + NetAF.Commands

(NetAF.Commands.html)

## + NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

## + NetAF.Conversations

(NetAF.Conversations.html)

## + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions)

## + NetAF.Extensions

(NetAF.Extensions.html)

## + NetAF.Interpretation

# Class InteractionResult

Represents a result of an interaction.

Filter by title

## Inheritance

[NETAF Assets.Characters](#)

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

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

## - NetAF Assets.Interaction

↳ InteractionResult

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

## Inherited Members

Condition

Result ([\(NetAF Assets.Characters.html#NetAF\\_Assets\\_Interaction\\_Result\\_Description\)](#))

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

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

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

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

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

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

## Reaction

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

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

Assembly: [NetAF.dll](#)

ReactionResult

## Syntax

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

    Result

    public sealed class InteractionResult : Result

## + NetAF.Assets.Locations

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

## Constructors

### + NetAF.Commands

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

**InteractionResult(InteractionEffect, Item)**

### + NetAF.Commands.

Initializes a new instance of the InteractionResult class.

## Persistence

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

## + NetAF.Conversations

public InteractionResult(InteractionEffect effect, Item item)

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

## + NetAF.Conversations.

Parameters

### Instructions

Type

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

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

### + NetAF.Extensions

Item

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

Type	Name	Description
InteractionEffect ( <a href="#">NetAF.Assets.Interaction.InteractionEffect.html</a> )	effect	The effect of this interaction.
Item ( <a href="#">NetAF.Extensions.html</a> )	item	The item used in this interaction.

## + NetAF.Interpretation

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

## InteractionResult(InteractionEffect, Item, string)

Initializes a new instance of the InteractionResult class.

Declaration

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

(NetAF.Assets.Characters.html)

Parameters

- **NetAF.Assets.Interaction**

Type  
(NetAF.Assets.Interaction.html)

InteractionEffect

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

InteractWithItem

Item  
(NetAF.Assets.Item.html)  
(NetAF.Assets.Interaction.IInteract)

InteractionCallback

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

(NetAF.Assets.Interaction.InteractionResult)

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect)

InteractionResult

(NetAF.Assets.Interaction.InteractionResult)

Reaction

(NetAF.Assets.Interaction.Reaction)

InteractionResult

(NetAF.Assets.Interaction.Reaction)

Get the effect.

Result

(NetAF.Assets.Interaction.Result.html)

Declaration

+ **NetAF.Assets.Locations**

Type  
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

Property Value  
(NetAF.Commands.html)

Type

+ **NetAF.Commands**.

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

Persistence

(NetAF.Commands.Persistence)

+ **NetAF.Conversations**

Item  
(NetAF.Conversations.html)

Get the item used in the interaction.

+ **NetAF.Conversations**.

Instructions

(NetAF.Conversations.Instruct)

public Item Item { get; }

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

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

▼

- **NetAF.Assets.Characters**  
[\(NetAF.Assets.Characters.html\)](#)
- **NetAF.Assets.Interaction**  
[\(NetAF.Assets.Interaction.html\)](#)
  - Condition  
[\(NetAF.Assets.Interaction.Condition.html\)](#)
  - IInteractWithItem  
[\(NetAF.Assets.Interaction.IInteractWithItem.html\)](#)
  - InteractionCallback  
[\(NetAF.Assets.Interaction.InteractionCallback.html\)](#)
  - InteractionEffect  
[\(NetAF.Assets.Interaction.InteractionEffect.html\)](#)
  - InteractionResult  
[\(NetAF.Assets.Interaction.InteractionResult.html\)](#)
  - Reaction  
[\(NetAF.Assets.Interaction.Reaction.html\)](#)
  - ReactionResult  
[\(NetAF.Assets.Interaction.ReactionResult.html\)](#)
  - ReactionResult  
[\(NetAF.Assets.Interaction.ReactionResult.html\)](#)
  - Result  
[\(NetAF.Assets.Interaction.Result.html\)](#)
- + **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**  
**Persistence**  
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
**Instructions**  
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)

# Class Reaction

Represents a reaction.

Filter by title

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

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

- **NetAF.Assets.Interaction**

↳ Reaction

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

Inherited Members

Condition

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

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

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

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

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

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

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

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

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

Reaction

Assembly: [NetAF.dll](#)

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

Syntax

ReactionResult

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

public sealed class Reaction

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

+ **NetAF.Assets.Locations**

Constructors

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

+ **NetAF.Commands**

Reaction(ReactionResult, string)

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

Persistence

Declaration

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

+ **NetAF.Conversations**

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

Parameters

+ **NetAF.Conversations**.

Type Instructions

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

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

Name

Description

result

The result.

+ **NetAF.Extensions**

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

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

name

description

Description

A description of the result.

+ **NetAF.Interpretation**

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

# Properties

## Description

Get a description of the result.

Declaration

**(NetAF.Assets.Characters.num)**

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

Property Value

Type	Description
<code>(NetAF.Assets.Interaction.Condition.IInteractWithItem)</code> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	

InteractionCallback

`(NetAF.Assets.Interaction.InteractionCallback)`

InteractionEffect

`(NetAF.Assets.Interaction.InteractionEffect)`

## Result

Get the result.

`(NetAF.Assets.Interaction.InteractionResult)`

Declaration

Reaction

`(NetAF.Assets.Interaction.Reaction)`

`public ReactionResult Result { get; }`

`(NetAF.Assets.Interaction.ReactionResult)`

Result

Property Value

`(NetAF.Assets.Interaction.Result)`

**+ NetAF.Assets.Locations**

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

**+ NetAF.Commands**

**(NetAF.Commands.html)**

**+ NetAF.Commands.**

**Persistence**

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

**+ NetAF.Conversations**

**(NetAF.Conversations.html)**

**+ NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instructions.html)**

**+ NetAF.Extensions**

**(NetAF.Extensions.html)**

**+ NetAF.Interpretation**

**(NetAF.Interpretation.html)**

# Enum ReactionResult

Enumeration of reaction results.

Filter by title

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Interaction (NetAF.Assets.Interaction.html)

Assembly: NetAF.dll

(NetAF.Assets.Interaction.html)

Syntax

```
Condition  
public enum ReactionResult : IInteractWithItem  
{  
    InteractionCallback  
    InteractionEffect  
}
```

## Fields

Name	Description
Error	(NetAF.Assets.Interaction.InteractionResult) An error reaction.
Fatal	(NetAF.Assets.Interaction.InteractionResult) A fatal effect on the player.
Internal	ReactionResult An internal reaction.
OK Result	OK. (NetAF.Assets.Interaction.Result.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

# Class Result

Represents a result.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))  
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ Condition  
    ([NetAF.Assets.Interaction.Condition](#))  
    ([ExaminationResult](#)) ([NetAF.Assets.ExaminationResult.html](#))  
    InteractionItem  
    ([InteractionResult](#)) ([NetAF.Assets.Interaction.InteractionResult.html](#))  
    ([NetAF.Assets.Interaction.IInteraction](#))  
Inherited Members  
    InteractionCallback  
object ([NetAF.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)))  
InteractionEffect  
object ([NetAF.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>](https://learn.microsoft.com/dotnet/api/system.object.gethashcode))  
object GetType() ([<https://learn.microsoft.com/dotnet/api/system.object.gettype>](https://learn.microsoft.com/dotnet/api/system.object.gettype))  
object MemberwiseClone () ([<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone))  
object ReferenceEquals(object, object) ([<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>](https://learn.microsoft.com/dotnet/api/system.object.referenceequals))  
object ToString() ([<https://learn.microsoft.com/dotnet/api/system.object.tostring>](https://learn.microsoft.com/dotnet/api/system.object.tostring))  
Result  
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Interaction (NetAF.Assets.Interaction.html)  
([NetAF.Assets.Interaction.Result.html](#))  
Assembly: NetAF.dll

## NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))  
public abstract class Result  
+ NetAF.Commands

([NetAF.Commands.html](#))

## NetAF.Commands.

Constructors  
Persistence

([NetAF.Commands.Persistence](#))  
Result()

+ NetAF.Conversations

Initializes a new instance of the Result class.

([NetAF.Conversations.html](#))

Declaration

+ NetAF.Conversations.  
Instructions  
protected Result()

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

## Properties

Interpretation  
([NetAF.Interpretation.html](#))

## NetAF.Logic

Description  
([NetAF.Logic.html](#))

Get the description.

Declaration

```
public string Description { get; protected set; }
```

Property Value

Type	Description
<a href="#">(NetAF.Assets.Interaction.html)</a> string <small>Condition /learn.microsoft.com/dotnet/api/system.string)</small> (NetAF.Assets.Interaction.Condition IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem InteractionCallback (NetAF.Assets.Interaction.InteractionCallback InteractionEffect (NetAF.Assets.Interaction.InteractionEffect InteractionResult (NetAF.Assets.Interaction.InteractionResult Reaction (NetAF.Assets.Interaction.Reaction ReactionResult (NetAF.Assets.Interaction.ReactionResult Result (NetAF.Assets.Interaction.Result.html)	

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

**Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

**Instructions**

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

# Namespace NetAF.Assets.Locations

## Classes

Filter by title

### Exit (NetAF.Assets.Locations.Exit.html)

(NetAF.Assets.Attributes.html)

#### + NetAF.Assets.Characters

### Matrix (NetAF.Assets.Locations.Matrix.html)

Provides a 3D matrix of rooms.

#### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

### Overworld (NetAF.Assets.Locations.Overworld.html)

- NetAF.Assets.Locations

Represents an entire overworld

(NetAF.Assets.Locations.html)

Direction

### Region (NetAF.Assets.Locations.Region.html)

Exit

Represents a region.

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

Represents a room

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

Represents a room position.

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Represents a view point from a room.

(NetAF.Assets.Locations.ViewPoint.html)

## Enums

(NetAF.Commands.html)

#### + NetAF.Commands

### Direction (NetAF.Assets.Locations.Direction.html)

Persistence

Enumeration of directions.

(NetAF.Commands.Persistence.html)

#### + NetAF.Conversations

(NetAF.Conversations.html)

#### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

#### + NetAF.Extensions

# Enum Direction

Enumeration of directions.

Filter by title

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

([NetAF\\_Assets\\_Attributes.html](#))

Assembly: NetAF.dll

## Syntax

([NetAF\\_Assets\\_Characters.html](#))

public enum Direction

## + NetAF.Assets.Interaction

([NetAF\\_Assets\\_Interaction.html](#))

## - NetAF.Assets.Locations

([NetAF\\_Assets\\_Locations.html](#))

## Fields

Name	Description
Down	Down.
East	East.
North	North.
Overworld	Overworld
South	South.
Up	Up.
West	West.

## Extension Methods

([NetAF\\_Extensions\\_Locations\\_ViewPoint.html](#))

DirectionExtensions\_Inverse(Direction)

([NetAF\\_Extensions\\_DirectionExtensions.html#NetAF\\_Extensions\\_DirectionExtensions\\_Inverse\\_NetAF\\_Assets\\_Locations\\_Direction\\_](#))

([NetAF\\_Commands.html](#))

## + NetAF.Commands.

Persistence

([NetAF\\_Commands\\_Persistence.html](#))

## + NetAF.Conversations

([NetAF\\_Conversations.html](#))

## + NetAF.Conversations.

Instructions

([NetAF\\_Conversations\\_Instructions.html](#))

## + NetAF.Extensions

([NetAF\\_Extensions.html](#))

# Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ **NetAF.Assets.Characters** ([https://learn.microsoft.com/dotnet/api/system.object](#))  
**(NetAF.Assets.Characters.html)**

↳ Exit

+ **NetAF.Assets.Interaction**

Implements

**(NetAF.Assets.Interaction.html)**

IExaminable ([NetAF.Assets.IExaminable.html](#))

+ **NetAF.Assets.Locations** ([NetAF.Assets.Locations.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

Direction

IIInteractWithItem ([NetAF.Assets.Interaction.IIInteractWithItem.html](#))

([NetAF.Assets.Locations.Direction.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ExitSerialization

Exit

([NetAF.Serialization.Assets.ExitSerialization.html](#))>

([NetAF.Assets.Locations.Exit.html](#))

Inherited Members

([NetAF.Assets.Locations.Matrix.html](#))

ExaminableObject.Examination

Overworld

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Examination)

([NetAF.Assets.Locations.Overworld.html](#))

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_ToString)

Region

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Identifier)

([NetAF.Assets.Locations.Region.html](#))

ExaminableObject.Description

Room

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Description)

([NetAF.Assets.Locations.Room.html](#))

ExaminableObject.Commands

RoomPosition

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Commands)

([NetAF.Assets.Locations.RoomPosition.html](#))

ExaminableObject.Attributes

ViewPoint

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Attributes)

([NetAF.Assets.Locations.ViewPoint.html](#))

ExaminableObject.Examine(ExaminationScene)

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_ExaminationScene)

+ **NetAF.Commands**

ExaminableObject.IsPlayerVisible

**(NetAF.Commands.html)** ([NetAF.Commands.html](#))

ExaminableObject.RestoreFrom(ExaminableSerialization)

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_RestoreFrom\_NetAF\_Serialization\_Assets\_ExaminableSerialization\_)

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

([NetAF.Conversations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

([NetAF.Conversations.Instruction.html](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ **NetAF.Extensions**

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

**(NetAF.Extensions.html)** ([NetAF.Extensions.html](#))

Assembly: NetAF.dll

+ **NetAF Interpretation**

## Syntax

```
public sealed class Exit : ExaminableObject, IExaminable, IPlayerVisible, IRotateFor  
omObjectSerialization<ExaminableSerialization>, IInteractWithItem, IRotateFromObjec  
tSerialization<ExitSerialization>
```

▼

## Constructors

### + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

### Exit(Direction, bool, Identifier, Description)

#### + NetAF.Assets.Interaction

Initializes a new instance of the Exit class.

(NetAF.Assets.Interaction.html)

## Declaration

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

```
public Exit(Direction direction, bool isLocked = false, Identifier identifier = nul  
lDirection  
lDescription description = null)  
(NetAF.Assets.Locations.Direction.  
Exit
```

Parameters

(NetAF.Assets.Locations.Exit.html)

Type	Name	Description
Matrix (NetAF.Assets.Locations.Matrix.html)		
Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction of the exit.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) Region	isLocked	If this exit is locked.
Identifier (NetAF.Assets.Locations.Identifier.html)	identifier	An identifier for the exit.
Room Description (NetAF.Assets.Description.html) (NetAF.Assets.Locations.Room.html)	description	A description of the exit.

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

## Properties

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Commands

Get the direction of the exit.

Persistence

Declaration

(NetAF.Commands.Persistence.html)

### + NetAF.Conversations

```
public Direction { get; }
```

(NetAF.Conversations.html)

### + NetAF.Conversations

Instructions

(NetAF.Conversations.Instruct

Direction (NetAF.Assets.Locations.Direction.html)

Description

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

## Interaction

Get or set the interaction.

Declaration

```
public InteractionCallback Interaction { get; set; }
```

Property Value

### + NetAF.Assets.Characters

Type [NetAF.Assets.Characters.html](#)

Description

+ [InteractionCallback \(NetAF.Assets.Interaction.InteractionCallback.html\)](#)

([NetAF.Assets.Interaction.html](#))

### - NetAF.Assets.Locations

IsLocked

([NetAF.Assets.Locations.html](#))

Get if this [Exit](#) is locked.

Declaration  
    [Direction](#)  
    [Exit](#)

([NetAF.Assets.Locations.Direction.Exit.html](#))  
    public bool IsLocked { get; }

([NetAF.Assets.Locations.Matrix.html](#))

Property Value

Type [NetAF.Assets.Locations.Overworld.html](#)

Description

Region

bool (<https://teamviewer.com/api/system.boolean>)

Room

([NetAF.Assets.Locations.Room.html](#))

RoomPosition

([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

([NetAF.Assets.Locations.ViewPoint.html](#))

## Interact(item)ands

([NetAF.Commands.html](#))

Interact with an item.

### + NetAF.Commands.

Declaration

Persistence

([NetAF.Commands.Persistence.html](#))

public InteractionResult Interact(Item item)

### + NetAF.Conversations

Part [NetAF.Conversations.html](#)

### + Type [NetAF.Conversations.](#)

Instructions

Item ([NetAF.Assets.Item.html](#))

([NetAF.Conversations.Instruct.html](#))

### + NetAF.Extensions

([NetAF.Extensions.html](#))

### + NetAF Interpretation

Type	Description
InteractionResult (NetAF.Assets.Interaction.InteractionResult.html)	The result of the interaction.

## Lock()

Lock this exit.

### + NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.html)

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

### - NetAF.Assets.Locations

## RestoreFrom(ExitSerialization)

Direction

Restore this object from a serialization.

(NetAF.Assets.Locations.Direction.html)

Declaration

Exit

(NetAF.Assets.Locations.Exit.html)

public void RestoreFrom(ExitSerialization serialization)

(NetAF.Assets.Locations.Matrix.html)

Overworld

Parameters

(NetAF.Assets.Locations.Overworld.html)

### Type

Region

(NetAF.Assets.Locations.Region.html)

ExitSerialization

Room

(NetAF.Serialization.Assets.ExitSerialization.html)

(NetAF.Assets.Locations.Room.html)

### Name

### Description

serialization

The serialization to restore from.

## Unlock()

Point

(NetAF.Assets.Locations.ViewPoint.html)

Unlock this exit.

### + NetAF.Commands

Declaration

(NetAF.Commands.html)

### + NetAF.Commands

lock()

Persistence

(NetAF.Commands.Persistence.html)

## Implements

### NetAF.Conversations

(NetAF.Conversations.html)

IExamitable (NetAF.Assets.IExamitable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Conversations

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

Instructions

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

(NetAF.Conversations.Instruction.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF Interpretation

▼

- + **NetAF.Assets.Characters**  
[\(NetAF.Assets.Characters.html\)](#)
- + **NetAF.Assets.Interaction**  
[\(NetAF.Assets.Interaction.html\)](#)
- **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)

    Direction  
[\(NetAF.Assets.Locations.Direction.html\)](#)

    Exit  
[\(NetAF.Assets.Locations.Exit.html\)](#)

    Matrix  
[\(NetAF.Assets.Locations.Matrix.html\)](#)

    Overworld  
[\(NetAF.Assets.Locations.Overworld.html\)](#)

    Region  
[\(NetAF.Assets.Locations.Region.html\)](#)

    Room  
[\(NetAF.Assets.Locations.Room.html\)](#)

    RoomPosition  
[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

    ViewPoint  
[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**  
    **Persistence**  
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
    **Instructions**  
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF Interpretation**

# Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

## + NetAF.Assets.Characters

↳ [\(NetAF.Assets.Characters.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Matrix

## + NetAF.Assets.Interaction

Inherited Members

## (NetAF.Assets.Interaction.html)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

## - NetAF.Assets.Locations

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Matrix (NetAF.Assets.Locations.Matrix) (https://learn.microsoft.com/dotnet/api/system.object)

Name: Overworld

Assembly: NetAF.dll

(NetAF.Assets.Locations.Overworld)

Syntax

Region

(NetAF.Assets.Locations.Region.html)  
public sealed class Matrix

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

## Constructors

### Matrix(RoomPosition[])

## + NetAF.Commands

(NetAF.Commands.html)

Provides a 3D matrix of rooms.

## ↳ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence) (https://learn.microsoft.com/dotnet/api/system.object)

## + NetAF.Conversations

Parameters

## (NetAF.Conversations.html)

Type

## + NetAF.Conversations.

RoomPositions (NetAF.Assets.Locations.RoomPosition.html)[]

Name

Description

roomPositions

The rooms to be represented.

(NetAF.Conversations.Instruct)

## + NetAF.Extensions

(NetAF.Extensions.html)

## Properties

## + NetAF.Interpretation

(NetAF.Interpretation.html)

## Depth

Get the depth of the matrix.

Declaration

```
public int Depth { get; }
```

### + NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

### + NetAF.Assets.Interaction

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Assets.Interaction.html)

### - NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

#### Height

Direction

Get the height of the matrix.

(NetAF.Assets.Locations.Direction.html)

Exit

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix

public int Height { get; }

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

Type

(NetAF.Assets.Locations.Region.html)

Room

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos.html)

this[int, int, int]

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Get a room in this matrix.

### + NetAF.Commands

Declaration

(NetAF.Commands.html)

+ public Room this[int x, int y, int z] { get; }

#### Persistence

(NetAF.Commands.Persistence.html)

#### + NetAF.Conversations

(NetAF.Conversations.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The x position.

#### + NetAF.Conversations

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position.

#### Instructions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The z position.

#### # NetAF.Extensions

(NetAF.Extensions.html)

Type

Description

#### + NetAF.Interpretation

Room ([NetAF.Assets.Locations.Room.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Room.html))

The room.

## Width

Get the width of the matrix.

Declaration

```
public int Width { get; }
```

### + NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

### + NetAF.Assets.Interaction

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Assets.Interaction.html)

### - NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## Methods

(NetAF.Assets.Locations.Direction.

Exit

### ToRooms()

(NetAF.Assets.Locations.Exit.html)

Matrix

Return this matrix as a one dimensional array of rooms.

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.

Region

public Room[] ToRooms()

(NetAF.Assets.Locations.Region.html)

Room

Returns a Room

(NetAF.Assets.Locations.Room.html)

Type

Description

(NetAF.Assets.Locations.RoomPos

RoomPosition

The rooms, as a one dimensional array.

(NetAF.Assets.Locations.Room.html[])

(NetAF.Assets.Locations.ViewPoint.

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

# Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

[\(NetAF.Assets.Characters.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF\\_Assets\\_Interaction](#)

[\(NetAF.Assets.Interaction.html\)](#)

Implementation

[NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

IExaminable ([NetAF.Assets.Examinable.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

Direction

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

([NetAF.Assets.Locations.Direction](#))

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

Exit

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Overworld

([NetAF.Assets.Locations.Exit.html](#))

Serialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))>

Matrix

Inherited Members

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Overworld

ExaminableObject.Examination

([NetAF.Assets.Locations.Overworld](#))

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Examination)

Region

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_ToString)

([NetAF.Assets.Locations.Region.html](#))

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Identifier)

Room

ExaminableObject.Description

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Description)

RoomPosition

ExaminableObject.Commands

([NetAF.Assets.Locations.RoomPosition.html](#)#NetAF\_Assets\_ExaminableObject\_Commands)

ViewPoint

ExaminableObject.Attributes

([NetAF.Assets.Locations.ViewPoint.html](#)#NetAF\_Assets\_ExaminableObject\_Attributes)

ExaminableObject.IsPlayerVisible

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

+ [NetAF\\_Commands](#)

[\(NetAF.Commands.html\)](#)

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF\\_Conversations](#)

[\(NetAF.Conversations.Instruction.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF\\_Conversations.Instruction](#)

[\(NetAF.Conversations.Instruction.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Assembly: NetAF.dll

Syntax

[\(NetAF.Extensions.html\)](#)

```
public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<OverworldSerialization>
```

## ▼ Constructors

(NetAF.Assets.Characters.html)

### + NetAF.Assets.Interaction.OverWorld(Identifier, Description)

(NetAF.Assets.Interaction.html)

Initializes a new instance of the overworld class.

#### - NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

```
    Direction
public Overworld(Identifier identifier, Description description)
(NetAF.Assets.Locations.Direction.
```

Exit

Parameters (NetAF.Assets.Locations.Exit.html)

Type	Name	Description
Matrix (NetAF.Assets.Locations.Matrix.html)		
Identifier (NetAF.Assets.Identifier.html)	identifier	The identifier for this overworld.
Overworld (NetAF.Assets.Locations.Overworld.html)		
Description (NetAF.Assets.Description.html)	description	A description of this overworld.
Region (NetAF.Assets.Locations.Region.html)		

Room

### + NetAF.Locations.Room.OverWorld(string, string)

RoomPosition

Initializes a new instance of the overworld class.

ViewPoint

Declaration  
(NetAF.Assets.Locations.ViewPoint.html)

#### + NetAF.Commands

(string identifier, string description)

(NetAF.Commands.html)

Parameters

### + NetAF.Commands.

Type	Name	Description
Persistence (NetAF.Commands.Persistence.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	The identifier for this overworld.

#### + NetAF.Conversations

string  
(https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Conversations.html)

#### + NetAF.Conversations.

Instructions

### + NetAF.Conversations.Instructions

#### + NetAF.Extensions

### + NetAF.Extensions.CurrentRegion

(NetAF.Extensions.CurrentRegion.html)

#### + NetAF.Interpretation

(NetAF.Interpretation.html)

Declaration

```
public Region CurrentRegion { get; }
```

## Property Value

Type	Description
Region (NetAF.Assets.Locations.Region.html) <a href="#">(NetAF.Assets.Characters.html)</a>	

## + NetAF.Assets.Interaction

### Regions

[\(NetAF.Assets.Interaction.html\)](#)

#### GetRegions

[\(NetAF.Assets.Locations.html\)](#)

Declaration

Direction

```
public Region[] Regions { get; }
```

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

## Property Value

### Matrix

Type	Description
Region (NetAF.Assets.Locations.Region.html)[ <a href="#">(NetAF.Assets.Locations.Overworld)</a> ]	

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

RoomPosition

[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

## Methods

### AddRegion(Region)

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

Add a region to this overworld.

## + NetAF.Commands

Declaration

[\(NetAF.Commands.html\)](#)

## + NetAF.Commands

```
public void AddRegion(Region region)
```

### Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Parameters

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	region	The region to add.

## + NetAF.Conversations

### Instructions

[\(NetAF.Conversations.Instruction.html\)](#)

### Examine(ExaminationScene)

## + NetAF.Extensions

Examine this object.

[\(NetAF.Extensions.html\)](#)

Declaration

## + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

```
public override ExaminationResult Examine(ExaminationScene scene)
```

## Parameters

Type	Name	Description
ExaminationScene <a href="#">(NetAF.Assets.ExaminationScene.html)</a>	scene	The scene this object is being examined from.

## + NetAF.Assets.Interaction

Returns

[\(NetAF.Assets.Interaction.html\)](#)

Type	Description
<a href="#">- NetAF.Assets.Locations</a>	A ExaminationResult detailing the examination of this object.

Overrides

Exit

ExaminableObject Examine(ExaminationScene)

[\(NetAF.Assets.Locations.Exit.html\)](#)

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_ExaminationScene\_)

[\(NetAF.Assets.Locations.Matrix.htm](#)

Direction

(NetAF.Assets.Locations.Direction.

Overworld

(NetAF.Assets.Locations.Overworld

Region

[FindRegion\(string, out Region\)](#)

Find a region.

Room

Declaration

[\(NetAF.Assets.Locations.Room.htm](#)

RoomPosition

[public Room FindRegion\(string regionName, out Region region\)](#)

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Parameters

## + NetAF.Commands

Type

[\(NetAF.Commands.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

regionName

The regions name.

## + NetAF.Commands.

Region. ([NetAF.Assets.Locations.Region.html](#))

region

The region.

## (NetAF.Commands.Persistence)

Returns

## + NetAF.Conversations

Type

[\(NetAF.Conversations.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the region was found.

## + NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct](#)

Move(Region)

## + NetAF.Extensions

Move to a region.

[\(NetAF.Extensions.html\)](#)

Declaration

## + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

```
public bool Move(Region region)
```

## Parameters

Type		Name	Description
Region (NetAF.Assets.Locations.Region.html) <b>(NetAF Assets Characters.htm)</b>		<i>region</i>	The region to move to.

## Returns

## + NetAF.Assets.Interaction

Type	Description
<code>NetAF.Assets.Interaction.html</code>	<code>bool (http://localhost/microsoft/com/dotnet/api/system.boolean)</code>

www

Direction

**Exit**  
Remove a region from this overworld.  
(NETAE ASSETS LOCATIONS EXIT HTML)

Deeler Matrix

(NetAE Assets Locations Matrix.htm)

```
public void RemoveRegion(Region region)  
{  
    Overworld.Regions.Remove(region);  
}
```

## Region

## Parameters Assets Locations Region ht

Type		Name	Description
Room	(NetAF.Assets.Locations.Room.htm)		
Region	(NetAF.Assets.Locations.Region.html)	region	The region to remove.

## **RestoreFromOverworldSerialization**

## **+ NetAE Commands**

+ **NetAF.Commands**  
Restore this object from a serialization.  
**(NetAF.Commands.html)**

## Declaration

## Declaration + NetAF.Commands.

```
Persistence  
    public void RestoreFrom(OverworldSerialization serialization)  
    {  
        NetAECommands Persistence
```

NetAE Conversations

## Parameters for conversations

(NetAF.Conversations.html) Type		Name	Description
+ NetAF Conversations. OverworldSerialization Instructions (NetAF.Serialization.Assets.OverworldSerialization.html)		serialization	The serialization to restore from.
- NetAF Conversations Instruct			

+ NetAE Extensions

## + NetAF.Extensions implements

## [\(NetAPIExtensions.html\)](#)

IExaminable (NetAEAssets.IExaminable.html)  
+ NetAEInterpretation

+ NetAF.Interpretation  
IPlayerVisible, (NetAF.Assets.IPlaye

[IRestoreFromObjectSerialization<T> \(NetAF.Serialization.IRestoreFromObjectSerialization-1.html\)](#)

[IRestoreFromObjectSerialization<T> \(NetAF.Serialization.IRestoreFromObjectSerialization-1.html\)](#)

▼

**(NetAF.Assets.Characters.htm**

**+ NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

**- NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

    Direction

[\(NetAF.Assets.Locations.Direction.html\)](#)

    Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

    Matrix

[\(NetAF.Assets.Locations.Matrix.html\)](#)

    Overworld

[\(NetAF.Assets.Locations.Overworld.html\)](#)

    Region

[\(NetAF.Assets.Locations.Region.html\)](#)

    Room

[\(NetAF.Assets.Locations.Room.html\)](#)

    RoomPosition

[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

    ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

**+ NetAF.Commands**

[\(NetAF.Commands.html\)](#)

**+ NetAF.Commands.**

**Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

**+ NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

**+ NetAF.Conversations.**

**Instructions**

[\(NetAF.Conversations.Instructions.html\)](#)

**+ NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

**+ NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

# Class Region

Represents a region.

Filter by title

Inheritance

## + NetAF.Assets.Interaction

([Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)  
[\(NetAF.Assets.Interaction.html\)](#))

↳ Region

## - NetAF.Assets.Locations

Implements

([NetAF.Assets.Locations.html](#))

IExaminable (NetAF.Assets.IExaminable.html)

↳ Direction

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

([NetAF.Assets.Direction.html](#))

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) < Examinable

Exit

Serialization (NetAF.Serialization.Assets.ExaminableSerialization.html) >

([NetAF.Assets.Direction.Exit.html](#))

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) < Region

Matrix

Serialization (NetAF.Serialization.Assets.RegionSerialization.html) >

([NetAF.Assets.Matrix.html](#))

Inherited Members

↳ Overview

([NetAF.Assets.Locations.Overview.html](#))

ExaminableObject.Examination

↳ Region

([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Examination](#))

([NetAF.Assets.Locations.Region.html](#))

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_ToString](#))

Room

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Identifier](#))

([NetAF.Assets.Locations.Room.html](#))

ExaminableObject.Description

RoomPosition

([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Description](#))

([NetAF.Assets.Locations.RoomPosition.html](#))

ExaminableObject.Commands

ViewPoint

([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Commands](#))

([NetAF.Assets.Locations.ViewPoint.html](#))

ExaminableObject.Attributes

([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Attributes](#))

## + NetAF.Commands

### - NetAF.Commands

ExaminableObject.RestoreFrom(ExaminableSerialization)

([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_RestoreFrom\\_NetAF\\_Serialization\\_Assets\\_ExaminableSerialization](#))

([NetAF.Commands.Persistence.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## + NetAF.Conversations

### - NetAF.Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

## + NetAF.Extensions

### - NetAF.Extensions

Syntax

## + NetAF.Interpretation

([NetAF.Interpretation.html](#))

## + NetAF.Logic

```
public sealed class Region : ExaminableObject, IExaminable, IPlayerVisible, IRotateFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<RegionSerialization>
```

## ▼ Constructors

### + NetAF.Assets.Interaction

#### Region(Identifier, Description)

##### NetAF.Assets.Locations

Initializes a new instance of the Region class.

(NetAF.Assets.Locations.html)

Declaration

Direction

```
public Region(Identifier identifier, Description description)
```

(NetAF.Assets.Locations.Exit.html)

Parameters

Type	Name	Description
Overworld		
Identifier (NetAF.Assets.Locations.Overworld)	identifier	This Regions identifier.
Region Description (NetAF.Assets.Description.html) (NetAF.Assets.Locations.Region.html)	description	The description of this Region.

Room

(NetAF.Assets.Locations.Room.html)

#### Region(String, string)

(NetAF.Assets.Locations.RoomPos.html)

Initializes a new instance of the Region class.

(NetAF.Assets.Locations.ViewPoint.html)

Declaration

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Commands.

Parameters

#### Persistence

Type	Name	Description
Identifier (https://learn.microsoft.com/dotnet/api/system.string)	identifier	This Regions identifier.
String (https://learn.microsoft.com/dotnet/api/system.string)	description	The description of this Region.

### + NetAF.Conversations.

#### Instructions

(NetAF.Conversations.Instruct.html)

#### Properties

### + NetAF.Extensions

(NetAF.Extensions.html)

### CurrentRoom

### + NetAF.Interpretation

Get the current room.

(NetAF.Interpretation.html)

Declaration

### + NetAF.Logic

```
public Room CurrentRoom { get; }
```

#### Property Value

Type	Description
Room (NetAF.Assets.Locations.Room.html)	

#### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

#### this[int, int, int]

#### - NetAF.Assets.Locations

Get (NetAF.Assets.Locations.html)

#### Declaration

(NetAF.Assets.Locations.Direction.html)

```
public Room this[int x, int y, int z] { get; }
```

(NetAF.Assets.Direction.html)

Matrix

#### Parameters

(NetAF.Assets.Locations.Matrix.html)

Type	Name	Description
Overworld	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.

RoomPosition

#### Properties

(NetAF.Assets.Locations.RoomPos.html)

Type	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	

Room (NetAF.Assets.Locations.Room.html)

#### + NetAF.Commands

(NetAF.Commands.html)

### NetAF.Commands.

#### Persistence

Get the number of rooms region contains.

(NetAF.Commands.Persistence.html)

#### Declaration

#### + NetAF.Conversations

(NetAF.Conversations.html)

```
public int Rooms { get; }
```

#### + NetAF.Conversations.

#### Instructions

#### Property Value

(NetAF.Conversations.Instruct.html)

#### Type

#### + NetAF.Extensions

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

(NetAF.Extensions.html)

#### Description

#### + NetAF.Interpretation

(NetAF.Interpretation.html)

### VisibleWithoutDiscovery

#### + NetAF.Logic

Get if the current region is visible without discovery.

Declaration

```
public bool VisibleWithoutDiscovery { get; set; }
```

Property Value

Type	Description
+ NetAF.Assets.Interaction b (NetAF.Assets.Interaction.html)	(https://learn.microsoft.com/dotnet/api/system.boolean)

- NetAF.Assets.Locations  
(NetAF.Assets.Locations.html)

## Methods

(NetAF.Assets.Direction.html)

Exit

(NetAF.Assets.Direction.Exit.html)

Matrix

Add (NetAF.Assets.Locations.Matrix.html)

Overworld

Declaration  
(NetAF.Assets.Locations.Overworld.html)

Region

```
public bool AddRoom(Room room, int x, int y, int z)
```

Room

(NetAF.Assets.Locations.Room.html)

Parameters

Type	Name	Description
NetAF.Assets.Locations.RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	room	The room to add.
ViewPoint (NetAF.Assets.Locations.Room.html)	x	The x position within the region.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position within the region.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position within the region.

+ NetAF.Commands  
(NetAF.Commands.html)

## Persistence

Returns

(NetAF.Commands.Persistence.html)

Type	Description
+ NetAF.Conversations bool (https://learn.microsoft.com/dotnet/api/system.boolean)	(NetAF.Conversations.html)

+ NetAF.Conversations.

## Instructions

Examine(ExaminationScene)  
(NetAF.Conversations.Instruct.html)

Examine this object.

+ NetAF.Extensions

Declaration  
(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public override ExaminationResult Examine(ExaminationScene scene)
```

+ NetAF.Logic

## Parameters

Type	Name	Description
ExaminationScene (NetAF.Assets.ExaminationScene.html)	scene	The scene this object is being examined from.

## Returns

Type	Description
+ NetAF.Assets.Interaction <a href="#">(NetAF.Assets.Interaction.html)</a> (NetAF.Assets.ExaminationResult.html)	A ExaminationResult detailing the examination of this object.

## - NetAF.Assets.Locations

### [\(NetAF.Assets.Locations.html\)](#)

#### Overloads

ExamineObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminationObject.Examine#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_ExaminationSceneEx)

(NetAF.Assets.Locations.Exit.html)

Matrix

### [GetAdjoiningRoom\(Direction\)](#)

(NetAF.Assets.Locations.Matrix.html)

Overworld

Get an adjoining room to the Region.CurrentRoom property.

(NetAF.Assets.Locations.Overworld)

#### Declaration

(NetAF.Assets.Locations.Region.html)

public Room GetAdjoiningRoom(Direction direction)

(NetAF.Assets.Locations.Room.html)

RoomPosition

#### Parameters

(NetAF.Assets.Locations.RoomPos)

Type	Name	Description
(NetAF.Assets.Locations.ViewPoint)		

## + NetAF.Commands

### [\(NetAF.Commands.html\)](#)

#### Returns

Type	Description
Persistence Room (NetAF.Assets.Locations.Room.html) <a href="#">(NetAF.Commands.Persistence.html)</a>	The adjoining Room.

## + NetAF.Conversations

### [GetAdjoiningRoom\(Direction, Room\)](#)

## + NetAF.Conversations

Get an adjoining room to a room.

#### Instructions

#### Declaration

(NetAF.Conversations.Instruct)

## + NetAF.Extensions

### [\(NetAF.Extensions.html\)](#)

#### Parameters

### [\(NetAF.Interpretation.html\)](#)

## + NetAF.Logic

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction of the adjoining room.
Room (NetAF.Assets.Locations.Room.html)	room	The room to use as the reference.

Returns

Type	Description
+ NetAF.Assets.Interaction Room (NetAF.Assets.Locations.Room.html) (NetAF.Assets.Interaction.html)	The adjoining room.

## - NetAF.Assets.Locations

### GetPositionOfRoom(Room)

Direction

Get the position of a room.  
(NetAF.Assets.Locations.Direction.html)

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix  
public RoomPosition GetPositionOfRoom(Room room)  
(NetAF.Assets.Locations.Matrix.html)

Overworld

Parameters  
(NetAF.Assets.Locations.Overworld.html)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)		

Room  
(NetAF.Assets.Locations.Room.html)

room

The room.

Returns

RoomPosition

Type	Description
ViewPoint (NetAF.Assets.ViewPoint.html)	

RoomPosition (NetAF.Assets.ViewPoint.html)

The position of the room.

## + NetAF.Commands

### (NetAF.Commands.html)

### JumpToRoom(int, int, int)

+ NetAF.Commands.

Jump to a room

### (NetAF.Commands.Persistence.html)

Declaration

## + NetAF.Conversations

public bool JumpToRoom(int x, int y, int z)  
(NetAF.Conversations.html)

## + NetAF.Conversations.

Parameters

Instructions

Type	Name	Description
(NetAF.Conversations.Instruct.html)	x	The x location of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y location of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z location of the room.

### (NetAF.Interpretation.html)

Returns

## + NetAF.Logic

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the room could be jumped to, else false.

## Move(Direction)

Move in a direction.

### + NetAF.Assets.Interaction

Declaration

([NetAF.Assets.Interaction.html](#))

### - NetAF.Assets.Locations.Move(*Room* direction)

([NetAF.Assets.Locations.html](#))

Parameters

Type	Name	Description
<a href="#">NetAF.Assets.Direction.Exit</a>		
<a href="#">NetAF.Assets.Locations.ExitDirection.html</a>	<i>direction</i>	The direction to move in.

Returns

Overworld

Type	Description
<a href="#">NetAF.Assets.Locations.Overworld.html</a>	True if the move was successful, else false.

Room

([NetAF.Assets.Room.html](#))

## RestoreFrom(RegionSerialization)

Parameters

RegionSerialization

([NetAF.Assets.RoomPosition.html](#))

Restore this object from a serialization.

ViewPoint

Declaration

([NetAF.Assets.Locations.ViewPoint.html](#))

### + NetAF.Commands

public void RestoreFrom(RegionSerialization serialization)

([NetAF.Commands.html](#))

### + NetAF.Commands.

Parameters

Persistence

Type	Name	Description
<a href="#">NetAF.Commands.Persistence.html</a>		
<a href="#">RegionSerialization.html</a>	<i>serialization</i>	The serialization to restore from.

### + NetAF.Conversations.

## SetStartRoom(Room)

([NetAF.Conversations.Instruction.html](#))

Set the room to start in.

### + NetAF.Extensions

Declaration

([NetAF.Extensions.html](#))

### + NetAF.Interpretation.

SetRoom(*Room* room)

([NetAF.Interpretation.html](#))

Parameters

FNetAF.Logic

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	room	The Room to start in.

## SetStartRoom(int, int, int)

Set the room to start in.

### + NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

### - NetAF.Assets.Locations.Room(int x, int y, int z)

(NetAF.Assets.Locations.html)

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.Exit)	x	The x position.
Matrix (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.
Overwork (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position.

Region

(NetAF.Assets.Locations.Region.html)

## ToMatrix()

(NetAF.Assets.Locations.Room.html)  
Get this region as a 3D matrix of rooms.

RoomPosition

Declaration

NetAF.Assets.Locations.RoomPosition  
ViewPoint  
(NetAF.Assets.Locations.ViewPoint.html)

### + NetAF.Commands

Reference

(NetAF.Commands.html)

Type	Description
Persistence (NetAF.Assets.Locations.Matrix.html)	This region, as a 3D matrix.

### + NetAF.Conversations

## TryFindRoom(string, out Room)

From

NetAF.Conversations

Instructions

Declaration

(NetAF.Conversations.Instruct.html)

### + NetAF.Extensions

(NetAF.Extensions.html)

Parameters

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### + NetAF.Logic

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	name	The rooms name.
Room (NetAF.Assets.Locations.Room.html)	room	The room, if found, else null.

Returns

Type	Description
+ NetAF.Assets.Interaction bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) (NetAF.Assets.Interaction.html)	True if the room could be found, else false.

## - NetAF.Assets.Locations

### UnlockDoorPair(Direction)

Direction  
Unlock a pair of doors in a specified direction in the CurrentRoom.  
(NetAF.Assets.Locations.Direction.html)

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix  
public bool UnlockDoorPair(Direction direction)  
(NetAF.Assets.Locations.Matrix.html)

Overworld

Parameters  
(NetAF.Assets.Locations.Overworld)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)		

Direction (NetAF.Assets.Locations.Direction.html)

direction

The direction to unlock in.

Room (NetAF.Assets.Locations.Room.html)

RoomPosition

Type	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>) True if the door pair could be unlocked, else false.

## + NetAF.Commands

### (NetAFCommands.html)

## Implements

### + NetAF.Commands.

IExaminable (NetAF.Assets.IExaminable.html)

### Persistence

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAFCommands.Persistence) (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

### + NetAF.Conversations

### (NetAFConversations.html)

## + NetAF.Conversations.

### Instructions

### (NetAFConversations.Instruct

## + NetAF.Extensions

### (NetAFExtensions.html)

## + NetAF.Interpretation

### (NetAFInterpretation.html)

## + NetAF.Logic

# Class Room

Represents a room

Filter by title

Inheritance

## + **NetAF.Assets.Interaction**

### - **(NetAF.Assets.Interaction.html)**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](#))

### - **NetAF.Assets.Locations**

↳ Room

### - **(NetAF.Assets.Locations.html)**

Implements

Direction

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

↳ (NetAF.Assets.Locations.Direction)

IItemContainer ([NetAF.Assets.IItemContainer.html](#))

↳ Exit

IExaminable ([NetAF.Assets.IExaminable.html](#))

↳ (NetAF.Assets.Locations.Exit.html)

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

↳ Matrix

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

↳ (NetAF.Assets.Locations.Matrix.html)

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

Overworld

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<RoomSerialization

↳ (NetAF.Assets.Locations.Overworld.html)

↳ (NetAF.Serialization.Assets.RoomSerialization.html)>

Region

Inherited Members

↳ (NetAF.Assets.Locations.Region.html)

Room

ExaminableObject.Examination

↳ (NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examination)

RoomPosition

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_ToString](#))

↳ (NetAF.Assets.Locations.RoomPos)

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Identifier](#))

ViewPoint

ExaminableObject.Description

↳ (NetAF.Assets.Locations.ViewPoin

↳ (NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Description)

ExaminableObject.Commands

↳ (NetAF.Commands.html)

ExaminableObject.Attributes

↳ (NetAF.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Attributes)

ExaminableObject.IsPlayerVisible

↳ (NetAF.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

↳ (NetAF.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_RestoreFrom\_NetAF\_Serialization\_As

se) ([NetAF.Conversations.html](#))

object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object>)

## + **NetAF.Conversations**

Instructions

object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object>)

↳ (NetAF.Conversations.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

↳ (NetAF.Conversations.html)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

↳ (NetAF.Conversations.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

## + **NetAF.Interpretation**

Aspects ([NetAF.Interpretation.html](#))

Syntax

## + **NetAF.Logic**

↳ (NetAF.Logic.html)

```
public sealed class Room : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<RoomSerialization>
```

## ▼ Constructors

### + NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

### Room(Identifier, Description, params Exit[])

#### - NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Initializes a new instance of the Room class.

#### Declaration

(NetAF.Assets.Locations.Direction.

Exit

```
public Room(Identifier identifier, Description description, params Exit[] exits)
```

Matrix

#### Parameters

(NetAF.Assets.Locations.Matrix.html)

Type	Name	Description
(NetAF.Assets.Locations.OverworldRegion.html)		
Identifier	identifier	This rooms identifier.
(NetAF.Assets.Locations.Region.html)		
Description	description	This rooms description.
Room		
Exit	exits	The exits from this room.

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

### Room(Identifier, Description, Exit[], params Item[])

#### (NetAF.Assets.Locations.ViewPoint.html)

Initializes a new instance of the Room class.

#### [\(NetAFCommands.html\)](#)

#### + NetAF.Commands.

```
public Room(Identifier identifier, Description description, Exit[] exits = null, params Item[] items)
```

[\(NetAFCommands.Persistence.html\)](#)

#### + NetAF.Conversations.

##### Parameters

[\(NetAF.Conversations.html\)](#)

#### Type

#### + NetAF.Conversations.

Identifier

[\(NetAF.Assets.Identifier.html\)](#)

Name

Description

identifier

This rooms identifier.

description

This rooms description.

exits

The exits from this room.

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

items

The items in this room.

#### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

### Room(string, string, params Exit[])

#### + NetAF.Logic

[\(NetAFLogic.html\)](#)

Initializes a new instance of the Room class.

Declaration

```
public Room(string identifier, string description, params Exit[] exits)
```

Parameters

+ **NetAF.Assets.Interaction**

Type  
[\(NetAF.Assets.Interaction.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- **NetAF.Assets.Locations**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- **NetAF.Assets.Locations.Exit**

Exit ([\(NetAF.Assets.Locations.Exit.html\)](#))

(NetAF.Assets.Locations.Direction.

Exit

([\(NetAF.Assets.Locations.Exit.html\)](#))

**Room(string, string, Exit[], params Item[])**

Matrix

Initializes a new instance of the Room class.

Overworld

Declaration

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

```
public Room(string identifier, string description, Exit[] exits = null, params Item[] items)
```

([\(NetAF.Assets.Locations.Room.html\)](#))

RoomPosition

Parameters

([\(NetAF.Assets.Locations.RoomPos.html\)](#))

Type

[ViewPoint](#)

([\(NetAF.Assets.Locations.ViewPoint.html\)](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Commands**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Commands.html\)](#)

Exit ([\(NetAF.Assets.Locations.Exit.html\)](#))

+ **NetAF.Commands.**

[Item](#) ([\(NetAF.Assets.Item.html\)](#))

Persistence

([\(NetAF.Commands.Persistence.html\)](#))

+ **NetAF.Conversations**

[Properties](#)

+ **NetAF.Conversations.**

Instruct

[\(NetAF.Conversations.Instruct.html\)](#)

Get the characters in this Room.

+ **NetAF.Extensions**

Declaration

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

public readonly Character[] Characters { get; }

[\(NetAF.Interpretation.html\)](#)

Properties

[NetAFLogic](#)

[\(NetAFLogic.html\)](#)

Type	Description
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)[]	

## EnteredFrom

Get which direction this Room was entered from.

(NetAF.Assets.Interaction.html)

Declaration

### - NetAF.Assets.Locations

(NetAF.Assets.Locations.html) public Direction EnteredFrom { get; }

Direction

Property Value

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)	

Matrix (NetAF.Assets.Locations.Direction.html)?	
(NetAF.Assets.Locations.Matrix.html)	

Overworld

Region (NetAF.Assets.Locations.Overworld.html)	
(NetAF.Assets.Locations.Overworld.html)	

## Exits

Region

Room (NetAF.Assets.Locations.Region.html)	
(NetAF.Assets.Locations.Room.html)	

Declaration

RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	
(NetAF.Assets.Locations.RoomPosition.html)	

ViewPoint

Property Value	
(NetAF.Assets.Locations.ViewPoint.html)	

### + NetAF.Commands

Type (NetAF.Commands.html)	Description
Exit (NetAF.Assets.Locations.Exit.html)[]	

### + NetAF.Commands.

#### Persistence

HasBeenVisited (NetAF.Commands.Persistence.html)	
(NetAF.Commands.Persistence.html)	

### + NetAF.Conversations

Get if this location has been visited  
(NetAF.Conversations.html)

Declaration

### + NetAF.Conversations.

#### Instructions

public bool HasBeenVisited { get; }	
(NetAF.Conversations.Instruct.html)	

### + NetAF.Extensions

Property Value (NetAF.Extensions.html)	
Type (NetAF.Extensions.html)	

### + NetAF.Interpretation

bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	
(NetAF.Interpretation.html)	

### + NetAF.Logic

(NetAF.Logic.html)	

## Interaction

Get or set the interaction.

Declaration

```
public InteractionCallback Interaction { get; set; }
```

### + NetAF.Assets.Interaction

Property Value

(NetAF.Assets.Interaction.html)

#### - Type

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

#### Description

Direction

(NetAF.Assets.Locations.Direction.

### this[Direction]

(NetAF.Assets.Locations.Exit.html)

Get an exit.

(NetAF.Assets.Locations.Matrix.htm

Declaration

Overworld

(NetAF.Assets.Locations.Overwo

```
public Exit this[Direction direction] { get; }
```

Region

(NetAF.Assets.Locations.Region.h

Room

(NetAF.Assets.Locations.Room.htm

#### Type

RoomPosition

#### Name

#### Description

Direction (NetAF.Assets.Locations.Direction.html)

direction

The direction of an exit.

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Property Value

### + NetAF.Commands

#### Type

(NetAF.Commands.html)

Exit (NetAF.Assets.Locations.Exit.html)

#### Description

The exit.

### + NetAF.Commands.

#### Persistence

(NetAF.Commands.Persistence

### + NetAF.Conversations

Get the items.

(NetAF.Conversations.html)

Declaration

### + NetAF.Conversations.

#### Instructions

```
public Item[] Items { get; }
```

(NetAF.Conversations.Instruct

Property Value

### + NetAF.Extensions

#### Type

(NetAF.Extensions.html)

#### Description

### + NetAF.Interpretation

Item (NetAF.Assets.Item.html)

(NetAF.Interpretation.html)

### + NetAF.Logic

(NetAF.Logic.html)

## UnlockedExits

Get all unlocked exits.

Declaration

```
public Exit[] UnlockedExits { get; }
```

### + NetAF.Assets.Interaction

Property Value

(NetAF.Assets.Interaction.html)

### - NetAF.Assets.Locations

E (NetAF.Assets.Locations.html)

### Description

Direction

(NetAF.Assets.Locations.Direction.html)

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

## Methods

### AddCharacter(NonPlayableCharacter)

(NetAF.Assets.Locations.Overworld.html)

Add a character to this room.

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Parameters

ViewPoint

Type (NetAF.Assets.Locations.ViewPoint.html)

Name

Description

### + NetAF.Commands

NonPlayableCharacter

(NetAF.Commands.html)

character

The character to add.

### + NetAF.Commands.

#### Persistence

### AddItem(Item)

(NetAF.Commands.Persistence.html)

### NetAF.Conversations

(NetAF.Conversations.html)

### + NetAF.Conversations.

public void AddItem(Item item)

#### Instructions

(NetAF.Conversations.Instructions.html)

Parameters

### + NetAF.Extensions

Type (NetAF.Extensions.html)

Name

Description

Item (NetAF.Assets.Item.html)

item

The item to add.

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### + NetAF.Logic

CanMove(Direction)

(NetAF.Logic.html)

Test if a move is possible.

Declaration

```
public bool CanMove(Direction direction)
```



Parameters

+ **NetAF.Assets.Interaction**

Type  
[\(NetAF.Assets.Interaction.html\)](#)

Direction (NetAF.Assets.Locations.Direction.html)

- **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

Returns

Type	Description
Direction <a href="#">(NetAF.Assets.Locations.Direction.html)</a>	Direction (NetAF.Assets.Locations.Direction.html)

bool <https://learn.microsoft.com/dotnet/api/system.boolean>

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

**ContainsCharacter(NonPlayableCharacter, bool)**

Overload

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Get if this Room contains a character.

Region

Declaration  
[NetAF.Assets.Locations.Region.html](#)

Room

[\(NetAF.Assets.Locations.Room.html\)](#) (NonPlayableCharacter character, bool includeInvisibleCharacters=false)

(NetAF.Assets.Locations.RoomPosition)

ViewPoint

Parameters  
[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

Type	Name	Description
+ <b>NetAF.Commands</b>		
<a href="#">(NetAF.Commands.html)</a>	character	The character.
(NetAF.Assets.Characters.NonPlayableCharacter)		

+ **NetAF.Commands.**

Persistence

bool [\(NetAF.Commands.Persistence.html\)](#)

(https://learn.microsoft.com/dotnet/api/system.boolean)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Returns

+ **NetAF.Conversations.**

Instructions

bool [\(NetAF.Conversations.Instruction.html\)](#)

(https://learn.microsoft.com/dotnet/api/system.boolean)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

**ContainsCharacter(string, bool)**

+ **NetAF.Interpretation**

Get if this Room contains a character.

[\(NetAF.Interpretation.html\)](#)

Declaration

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

```
public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)
```

## Parameters

Type	Name	Description
+ <a href="#">NetAF.Assets.Interaction</a> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	characterName	The character name to check for.
- <a href="#">NetAF.Assets.Locations</a>  bool ( <a href="#">NetAF.Assets.Locations.html</a> ) ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) ( <a href="#">NetAF.Assets.Locations.Direction.html</a> )	includeInvisibleCharacters	Specify if invisible characters should be included.

Exit

Returns [\(NetAF.Assets.Locations.Exit.html\)](#)

Type	Description
Matrix ( <a href="#">NetAF.Assets.Locations.Matrix.html</a> ) bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item is in this room, else false.

([NetAF.Assets.Locations.Overworld.html](#))

Region

**ContainsExit(Direction, bool)**  
Room

Get if this Room contains an exit.

RoomPosition

Declaration  
([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

public bool ContainsExit(Direction direction, bool includeInvisibleExits = false)

## + NetAF.Commands

Parameters

[\(NetAF.Commands.html\)](#)

Type	Name	Description
+ <a href="#">NetAF.Commands.Persistence</a> Direction ( <a href="#">NetAF.Assets.Locations.Direction.html</a> )	direction	The direction of the exit to check for.
+ <a href="#">NetAF.Commands.Persistence</a> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	includeInvisibleExits	Specify if invisible exits should be included.

## + NetAF.Conversations

Parameters

[\(NetAF.Conversations.html\)](#)

## \* NetAF.Conversations.

### Instructions

Type

[\(NetAF.Conversations.Instruct.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the exit exists, else false.

## + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

## \* NetAF.Extensions.

[\(NetAF.Interpretation.html\)](#)

Get if this Room contains an exit.

## + NetAF.Logic

Declaration  
([NetAF.Logic.html](#))

```
public bool ContainsExit(bool includeInvisibleExits = false)
```

## Parameters

Type	Name	Description
bool + <a href="#">NetAF.Assets.Interaction</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) <a href="#">(NetAF.Assets.Interaction.html)</a> lean)	includeInvisibleExits	Specify if invisible exits should be included.

## - NetAF.Assets.Locations

Returns  
[\(NetAF.Assets.Locations.html\)](#)

Type	Description
Direction  bool + <a href="#">NetAF.Assets.Locations.Direction</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) Exit  (NetAF.Assets.Locations.Exit.html)  Matrix	True if the exit exists, else false.

## ContainsInteractionTarget(string)

Overworld  
Get if this Room contains an interaction target.  
[\(NetAF.Assets.Locations.Overworld.html\)](#)

### Declaration

(NetAF.Assets.Locations.Region.html)

Room  
public bool ContainsInteractionTarget(string targetName)  
(NetAF.Assets.Locations.Room.html)

RoomPosition

Parameters  
(NetAF.Assets.Locations.RoomPos.html)

Type	Name	Description
ViewPoint  string + <a href="#">NetAF.Commands</a> <a href="#">(NetAF.Commands.html)</a>	targetName	The name of the target to check for.

## + NetAF.Commands

Returns  
[\(NetAF.Commands.html\)](#)

Type	Description
Persistence bool + <a href="#">NetAF.Commands.Persistence</a> <a href="#">(NetAF.Commands.Persistence.html)</a>	True if the target is in this room, else false.

## + NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

## ContainsItem(Item)

## + NetAF.Conversations

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.  
[Instructions](#)

(NetAF.Conversations.Instruct.html)

### Declaration

## + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation

Parameters  
[\(NetAF.Interpretation.html\)](#)

## + NetAF.Logic

[\(NetAF.Logic.html\)](#)

Type	Name	Description
Item (NetAF.Assets.Item.html)	<i>item</i>	The item to check for.

Returns

Type	Description
+bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item is in this room, else false.

### (NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations  
ContainsItem(string, bool)  
(NetAF.Assets.Locations.html)

Get if this Room contains an item.

(NetAF.Assets.Locations.Direction.  
Declaration  
Exit

(NetAF.Assets.Locations.Exit.html)

```
public bool ContainsItem(string itemName, bool includeInvisibleItems = false)
```

(NetAF.Assets.Locations.Matrix.htm

Overworld

(NetAF.Assets.Locations.Overworld

Type	Name	Description
Region	<i>itemName</i>	The item name to check for.
Room	<i>includeInvisibleItems</i>	Specify if invisible items should be included.

### + NetAF.Commands

Returns

#### (NetAF.Commands.html)

Type

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item is in this room, else false.

### Persistence

#### (NetAF.Commands.Persistence.html)

NetAF Conversations

### Examine(ExaminationScene)

#### (NetAF.Conversations.html)

Handle examination this Room.

### + NetAF.Conversations.

Declaration

### Instructions

#### (NetAF.Conversations.Instruct

```
public override ExaminationResult Examine(ExaminationScene scene)
```

### + NetAF.Extensions

#### (NetAF.Extensions.html)

Parameters

Type	Name	Description
ExaminationScene	<i>scene</i>	The scene this object is being examined from.
(NetAF.Logic.ExaminationScene.html)		

### (NetAF.Logic.html)

Returns

Type	Description
ExaminationResult (NetAF.Assets.ExaminationResult.html)	The result of this examination.

Overrides

ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_Examination

Scene) (NetAF.Assets.Interaction.html)

## - NetAF.Assets.Locations

### FindCharacter(string, out NonPlayableCharacter)

Direction

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false. (NetAF.Assets.Locations.Direction.)

Declaration

(NetAF.Assets.Locations.Exit.html)

public bool FindCharacter(string characterName, out NonPlayableCharacter character)

(NetAF.Assets.Locations.Matrix.html)

Overworld

Parameters

(NetAF.Assets.Locations.Overworld.html)

Type	Name	Description
Region	characterName	The character name.
(NetAF.Assets.Locations.Region.html)	character	The character name.

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Returns

(NetAF.Assets.Locations.ViewPoint.html)

Type

## + NetAF.Commands

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

(NetAF.Commands.html)

## + NetAF.Commands.

Persistence

### FindCharacter(string, out NonPlayableCharacter, bool)

(NetAF.Commands.Persistence.html)

Find a character.

## + NetAF.Conversations

Declaration

(NetAF.Conversations.html)

## + NetAF.Conversations.

public bool FindCharacter(string characterName, out NonPlayableCharacter character, Instructions hideInvisibleCharacters)

(NetAF.Conversations.Instruct

Parameters

### NetAF.Extensions

Type	Name	Description
+ NetAF.Interpretation	characterName	The character name.
(NetAF.Interpretation.html)	ring	

## + NetAF.Logic

(NetAF.Logic.html)

Type	Name	Description
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	<i>character</i>	The character.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.

Returns **NetAF.Assets.Locations**

Type	Description
Direction (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Directions.Direction.html)	True if the character was found.

Exit  
(NetAF.Assets.Locations.Exit.html)

## FindExit(Direction, bool, out Exit)

Find an exit.  
Overworld

Declaration  
NetAF.Assets.Locations.Overworld

Region

```
public bool FindExit(Direction direction, bool includeInvisibleExits, out Exit exit)
```

Room  
(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

Type	Name	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	<i>direction</i>	The exits direction.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Commands (NetAF.Commands.html)	<i>includeInvisibleExits</i>	Specify if invisible exists should be included.
Exit (NetAF.Assets.Locations.Exit.html)	<i>exit</i>	The exit.

Persistence  
(NetAF.Commands.Persistence.html)

Returns

Type	Description
(NetAF.Commands.Persistence.html)	True if the exit was found.

## + NetAF.Conversations.

Instructions

## FindInteractionTarget(string, out IInteractWithItem)

### + NetAF.Extensions.

Find an interaction target.

(NetAF.Extensions.html)

Declaration

### + NetAF.Interpretation

(NetAF.Interpretation.html)

```
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)
```

### + NetAF.Logic

(NetAF.Logic.html)

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	targetName	The targets name.
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	target	The target.

▼

## Returns

### + NetAF.Assets.Interaction

Type	Description
<a href="#">(NetAF.Assets.Interaction.html)</a>	

### - NetAF.Assets.Locations

#### (NetAF.Assets.Locations.html)

Direction

#### FindItem(string, out Item)

(NetAF.Assets.Locations.Direction.html)

Exit

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false  
(NetAF.Assets.Locations.Exit.html)

## Declaration

(NetAF.Assets.Locations.Matrix.html)

Overworld

```
public bool FindItem(string itemName, out Item item)
(NetAF.Assets.Locations.Overworld)
```

Region

## Parameters

### (NetAF.Assets.Locations.Region.html)

Type	Name	Description
Room		
(NetAF.Assets.Locations.Room.html)		
string	itemName	The items name. This is case insensitive
RoomPosition		
( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )		
ViewPoint	item	The item
Item ( <a href="#">(NetAF.Assets.Item.html)</a> )		
(NetAF.Assets.Locations.ViewPoint)		

## Related

### + NetAF.Commands

Type	Description
<a href="#">(NetAF.Commands.html)</a>	

### + NetAF.Commands

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Persistence

#### (NetAF.Commands.Persistence.html)

### FindItem(string, out Item, bool)

#### (NetAF.Conversations.html)

Find an item.

### + NetAF.Conversations.

Declaration

Instructions

#### (NetAF.Conversations.Instructions.html)

### + NetAF.Extensions

#### (NetAF.Extensions.html)

### + NetAF.Interpretation

#### (NetAF.Interpretation.html)

### + NetAF.Logic

#### (NetAF.Logic.html)

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>itemName</i>	The items name.
Item ( <a href="#">NetAF.Assets.Item.html</a> )	<i>item</i>	The item.
bool <b>+ NetAF.Assets.Interaction</b> ( <a href="#">NetAF.Assets.Interaction.html</a> )	<i>includeInvisibleItems</i>	Specify is invisible items should be included.

## - NetAF.Assets.Locations

### ([NetAF.Assets.Locations.html](#))

Type	Direction	Description
bool bool <b>+ NetAF.Assets.Locations.Exit</b> ( <a href="#">NetAF.Assets.Locations.Exit.html</a> )	<a href="#">NetAF.Assets.Locations.Direction.html</a>	True if the item was found.

([NetAF.Assets.Locations.Exit.html](#))

Matrix

([NetAF.Assets.Locations.Matrix.html](#))

Overworld

## HasLockedExitInDirection(Direction, bool)

Get if ([NetAF.Assets.Locations.LockedExit](#)) in a specified direction.

Region

Declaration ([NetAF.Assets.Locations.Region.html](#))

Room

public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits)

= false

([NetAF.Assets.Locations.RoomPos.html](#))

ViewPoint

([NetAF.Assets.Locations.ViewPoint.html](#))

Type

## + NetAF.Commands

Direction ([NetAF.Assets.Locations.Direction.html](#))

### ([NetAF.Commands.html](#))

Name

Description

*direction*

The direction to check.

bool

## + NetAF.Commands.

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Persistence

*includeInvisibleExits*

Specify if invisible exits should be included.

### ([NetAF.Commands.Persistence.html](#))

Returns

## + NetAF.Conversations

([NetAF.Conversations.html](#))

Description

+ NetAF.Conversations.  
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

If there is a locked exit in the specified direction.

### Instructions

#### ([NetAF.Conversations.Instruct.html](#))

## HasUnlockedExitInDirection(Direction, bool)

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Get if this room has a visible unlocked exit in a specified direction.

## + NetAF.Interpretation

([NetAF.Interpretation.html](#))

## + NetAF.Logic

([NetAF.Logic.html](#))

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits = false)
```

## Parameters

Type	Name	Description
+ <b>NetAF.Assets.Interaction</b> Direction (NetAF.Assets.Locations.Direction.html) <b>(NetAF.Assets.Interaction.html)</b>	<i>direction</i>	The direction to check.
- <b>NetAF.Assets.Locations</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) <b>(NetAF.Assets.Locations.html)</b>	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

Direction

Returns [\(NetAF.Assets.Locations.Direction.html\)](#)

Type	Description
+ <b>NetAF.Assets.Locations.Exit</b> (NetAF.Assets.Locations.Exit.html)	If there is a unlocked exit in the specified direction.

Overworld

(NetAF.Assets.Locations.Overworld)

## Interact(Item)

(NetAF.Assets.Locations.Region.html)

Interact with an item.

(NetAF.Assets.Locations.Room.html)

Declaration

ROOMPosition

(NetAF.Assets.Locations.RoomPos)

```
public InteractionResult Interact(Item item)
```

(NetAF.Assets.Locations.ViewPoint)

## NetAF.Commands

Type	Name	Description
+ <b>NetAF.Commands</b> (NetAF.Commands.html)	<i>item</i>	The item to interact with.

### Persistence

Returns [\(NetAF.Commands.Persistence.html\)](#)

Type	Description
+ <b>NetAF.Conversations</b> (NetAF.Conversations.html)	The result of the interaction.

### + NetAF.Conversations.

#### Instructions

**MovedInto(Direction?)**

Handles movement into this GameLocation.

### + NetAF.Extensions

**(NetAF.Extensions.html)**

Declaration

### + NetAF.Interpretation

```
public void MovedInto(Direction? fromDirection)
```

### + NetAF.Logic

Parameters  
[\(NetAF.Logic.html\)](#)

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.h tml) ?	<i>fromDirection</i>	The direction movement into this Room is from. Use null if there is no direction.

+ **NetAF.Assets.Interaction**

**RemoveCharacter(NonPlayableCharacter)**

**NetAF.Assets.Locations**

Remove a character from the room.

**(NetAF.Assets.Locations.html)**

Declaration

Direction

```
(NetAF.Assets.Locations.Direction.  
public void RemoveCharacter(NonPlayableCharacter character)  
Exit  
(NetAF.Assets.Locations.Exit.html)
```

Parameters

Type	Name	Description
Overworld		
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	<i>character</i>	The character to remove.

**(NetAF.Assets.Locations.Region.ht**

Room

(NetAF.Assets.Locations.Room.htm

**RemoveInteractionTarget(IInteractWithItem)**

Remove an interaction target from the room.

ViewPoint

Declaration

**(NetAF.Assets.ViewPoin**

+ **NetAF.Commands**

```
public IInteractWithItem RemoveInteractionTarget(IInteractWithItem target)  
(NetAF.Commands.html)
```

+ **NetAF.Commands.**

Parameters

Persistence	Name	Description
<b>(NetAF.Commands.Persistence</b>		

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

+ **NetAF.Conversations**

**(NetAF.Conversations.html)**

Returns

Type	Description
<b>Instructions</b>	

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

**(NetAF.Conversations.Instruct**

The target removed from this room.

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

**RemoveItem(item)**

Remove an item.

**(NetAF.Interpretation.html)**

Declaration

+ **NetAF.Logic**

**(NetAF.Logic.html)**

```
public void RemoveItem(Item item)
```

## Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html) + NetAF.Assets.Interaction	item	The item to remove.

## (NetAF.Assets.Interaction.html)

## NetAF.Assets.Locations

### RestoreFrom(RoomSerialization)

#### (NetAF.Assets.Locations.html)

Restore this object from a serialization.

Direction

Declaration: NetAF.Assets.Locations.Direction.

Exit

public void RestoreFrom(RoomSerialization serialization)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Parameters

Overworld

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html) + NetAF.Serialization.Assets.RoomSerialization.html	serialization	The serialization to restore from.

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

SpecifyConditionalDescription(ConditionalDescription)

SpecifyConditionalDescription(ConditionalDescription) in this room.

## NetAF.Commands

### (NetAF.Commands.html)

```
public void SpecifyConditionalDescription(ConditionalDescription description)
```

+ NetAF.Commands.

## Persistence

### Parameters

#### (NetAF.Commands.Persistence.html)

Type	Name	Description
ConditionalDescription (NetAF.Assets.ConditionalDescription.html)	description	The description of this room.

+ NetAF.Conversations.

## Instructions

### Implements

#### (NetAF.Conversations.Instruct.html)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

+ NetAF.Extensions

ItemContainer (NetAF.Assets.IContainer.html)

#### (NetAF.Extensions.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Interpretation

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

#### (NetAF.Interpretation.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Logic

#### (NetAF.Logic.html)



- + **NetAF.Assets.Interaction**  
[\(NetAF.Assets.Interaction.html\)](#)
- **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)

    Direction  
    [\(NetAF.Assets.Locations.Direction.html\)](#)  
    Exit  
    [\(NetAF.Assets.Locations.Exit.html\)](#)  
    Matrix  
    [\(NetAF.Assets.Locations.Matrix.html\)](#)  
    Overworld  
    [\(NetAF.Assets.Locations.Overworld.html\)](#)  
    Region  
    [\(NetAF.Assets.Locations.Region.html\)](#)  
    Room  
    [\(NetAF.Assets.Locations.Room.html\)](#)  
    RoomPosition  
    [\(NetAF.Assets.Locations.RoomPosition.html\)](#)  
    ViewPoint  
    [\(NetAF.Assets.Locations.ViewPoint.html\)](#)

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)

- + **NetAF.Commands.Persistence**  
[\(NetAF.Commands.Persistence.html\)](#)

- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)

- + **NetAF.Conversations.Instructions**  
[\(NetAF.Conversations.Instructions.html\)](#)

- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)

- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)

- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)

# Class RoomPosition

Represents a room position.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- **NetAF.Assets.Locations**

↳ RoomPosition

([NetAF.Assets.Locations.html](#))

Inherited Members

Direction

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Exit

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Matrix

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

Assembly: NetAF.dll

RoomPosition

Syntax

([NetAF.Assets.Locations.RoomPos](#)

ViewPoint

public class RoomPosition  
    ([NetAF.Assets.Locations.ViewPoin](#)

+ **NetAF.Commands**

([NetAF.Commands.html](#))

Constructors

+ **NetAF.Commands.**

Persistence

RoomPosition(Room, int, int, int)

([NetAF.Commands.Persistence.html](#))

Represents a room position.

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

public RoomPosition(Room room, int x, int y, int z)

Instructions

([NetAF.Conversations.Instruct](#)

Parameters

+ **NetAF.Extensions**

Type

([NetAF.Extensions.html](#))

Room ([NetAF.Assets.Locations.Room.html](#))

+ **NetAF.Interpretation**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Interpretation.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Type	Name	Description
Room ( <a href="#">NetAF.Assets.Locations.Room.html</a> )	room	The room/
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The x position of the room.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position of the room.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	z	The z position of the room.

# Properties

## Room

Get the room.

Declaration  
+ NetAF.Assets.Interaction.html

- NetAF.Assets.Locations  
(NetAF.Assets.Locations.html)

Property Value  
Direction

Type	Description
NetAF.Assets.Direction.Exit	
Room (NetAF.Assets.Locations.Room.html)	

X Matrix  
(NetAF.Assets.Locations.Matrix.html)

X Overworld  
(NetAF.Assets.Locations.Overworld.html)

Get the Region position of the room.  
(NetAF.Assets.Locations.Region.html)

Declaration  
Room

(NetAF.Assets.Locations.Room.html)  
public int X { get; }

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint  
(NetAF.Assets.Locations.ViewPoint.html)

Type  
+ NetAF.Commands

int (https://learn.microsoft.com/dotnet/api/system.int32)  
(NetAF.Commands.html)

+ NetAF.Commands.

Y Persistence  
(NetAF.Commands.Persistence.html)

Get the Y position of the room.

+ NetAF.Conversations  
Declaration  
(NetAF.Conversations.html)

+ NetAF.Conversations.  
public int Y { get; }

Instructions  
(NetAF.Conversations.Instructions.html)

Property Value  
+ NetAF.Extensions

Type  
(NetAF.Extensions.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Interpretation  
(NetAF.Interpretation.html)

Z NetAF.Logic  
(NetAF.Logic.html)

Get the Z position of the room.

## Declaration

```
public int Z { get; }
```

### Property Value

Type	Description
<a href="#">(NetAF.Assets.Interaction.html)</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	

### - NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

## Methods

(NetAF.Assets.Locations.Direction.

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

### IsAtPosition(int, int, int)

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Get if this Room position is at a position.

Overworld

Declaration

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

Parameters

RoomPosition

Type	Name	Description
NetAF.Assets.RoomPosition	x	The X position.
ViewPoint	y	The Y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	z	The Z position.

### + NetAF.Commands.

Returns

#### Persistence

Type	Description
<a href="#">(NetAF.Commands.Persistence.html)</a>	True if this is at the position, else false.

### + NetAF.Conversations.

#### Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

# Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

## - NetAFAssets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAFAssets.Locations.html](#))

↳ ViewPoint

Direction

Inherited Members

([NetAFAssets.Direction.html](#))

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAFAssets.Exit.html](#))

object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAFAssets.Matrix.html](#))

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAFAssets.Overwork.html](#))

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAFAssets.ReferenceEquals.html](#))

object ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAFAssets.ToString.html](#))

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace: NetAF (NetAF.html).Assets (NetAFAssets.html).Locations (NetAFAssets.Locations.html)

([NetAFAssets.Locations.Room.html](#))

Assembly: NetAF.dll

RoomPosition

Syntax

([NetAFAssets.Direction.html](#))

ViewPoint

public sealed class ViewPoint

([NetAFAssets.ViewPoint.html](#))

## + NetAF.Commands

([NetAFCommands.html](#))

## Properties

Persistence

([NetAFCommands.Persistence.html](#))

Any

## + NetAF.Conversations

Get if there is a view in any direction.

([NetAFConversations.html](#))

Declaration

## + NetAF.Conversations.

Instructions

public bool Any { get; }

([NetAFConversations.Instructions.html](#))

## # NetAF.Extensions

Property Value

([NetAFExtensions.html](#))

Type

## + NetAF.Interpretation

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAFInterpretation.html](#))

## + NetAF.Logic

([NetAFLogic.html](#))

## AnyNotVisited

## + NetAF.Persistence

([NetAFPersistence.html](#))

Type	Description
<a href="#">bool</a>	

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

Type	Description
<b>NetAF.Assets.Locations</b> <a href="#">(NetAF.Assets.Locations.html)</a> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

Direction  
(NetAF.Assets.Locations.Direction.html)

Exit  
(NetAF.Assets.Locations.Exit.html)

Matrix  
Get if there is a view in any direction.  
(NetAF.Assets.Locations.Matrix.html)

Declaration  
OverWorld  
(NetAF.Assets.Locations.Overworld.html)

```
public bool AnyVisited { get; }
```

Region  
(NetAF.Assets.Locations.Region.html)

Room  
Property Value  
(NetAF.Assets.Locations.Room.html)

Type	Description
<b>RoomPosition</b> <a href="#">(NetAF.Assets.Locations.RoomPosition.html)</a> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

ViewPoint  
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands  
**this[Direction]**  
[\(NetAF.Commands.html\)](#)

Get the room that lies in a specified direction.

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)  
public Room this[Direction direction] { get; }

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)  
Parameters

Type	Name	Description
Instructions Direction ( <a href="#">NetAF.Assets.Locations.Direction.html</a> )	direction	The direction to check.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)  
Type

+ NetAF.Interpretation

Room ([NetAF.Assets.Locations.Room.html](#))  
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

Get a view point representing no view.

## Declaration

```
public static ViewPoint NoView { get; }
```



## Property Value

Type		Description
<b>NetAF.Assets.Locations</b> <a href="#">(NetAF.Assets.Locations.html)</a>		

## Direction

**Exit**  
(NtAFAssets.Locations.Exit.html)

# Methods

## Matrix

(NetAF.Assets.Locations.Matrix.htm)

## Create(~~Region~~)

(NetAF.Assets.Locations.Overworld)  
MainViewPoint

Created new viewpoint.

# (NetAF.Assets.Locations.Region.htm lARATION Room

```
(NetAF.Assets.Locations.Room.htm  
public static ViewPoint Create(Region region)  
RoomPosition
```

## (NetAF.Assets.Locations.RoomPos View Points

## Parameters

## (NetAF.Assets.Locations.ViewPoint

Type	Name	Description
+ <b>NetAF.Commands</b> <b>(NetAF.Commands.html)</b>	<i>region</i>	The region to create the view point from.

## NetAF Commands.

Persistence Type <b>(NetAF.Commands.Persistence)</b>	ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	Description
		The view point.

## + NetAF.Conversations

## (NetAF.Conversations.html)

+ NetAF.Conversations.

## Instructions

## (NetAF.Conversations.Instruct

## + NetAF.Extensions

## **(NetAF.Extensions.html)**

## + NetAF.Interpretation

## (NetAF.Interpretation.html)

+ NetAE.Logic

(NetAE.Logic.html)

+ NetAE Persistence

# Namespace NetAF.Commands

## Classes

Filter by title

[CustomCommand](#) ([NetAF.Commands.CustomCommand.html](#))

+ [NetAF.Assets.Characters](#)

    ([NetAF.Assets.Characters.html](#))

## Interfaces

[NetAF.Assets.Interaction](#)

        ([NetAF.Assets.Interaction.html](#))

[ICommand](#) ([NetAF.Commands.ICommand.html](#))

[NetAF.Assets.Locations](#)

        ([NetAF.Assets.Locations.html](#))

- [NetAF.Commands](#)

## Delegates

    ([NetAF.Commands.html](#))

        CustomCommand

[CustomCommandCallback](#) ([NetAF.Commands.CustomCommandCallback.html](#))

    CustomCommandCallback

        Provides a callback for custom commands.

        ([NetAF.Commands.CustomCommandCallback.html](#))

     ICommand

        ([NetAF.Commands.ICommand.html](#))

+ [NetAF.Commands](#).

[Persistence](#)

        ([NetAF.Commands.Persistence.html](#))

+ [NetAF.Conversations](#)

    ([NetAF.Conversations.html](#))

+ [NetAF.Conversations](#).

[Instructions](#)

        ([NetAF.Conversations.Instructions.html](#))

+ [NetAF.Extensions](#)

    ([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

    ([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

    ([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

# Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

+ **NetAF.Assets.Characters**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Assets.Characters.html)**  
↳ CustomCommand

+ **NetAF.Assets.Interaction**

↳ Load (NetAF.Commands.Persistence.Load.html)  
↳ Save (NetAF.Commands.Persistence.Save.html)  
**(NetAF.Assets.Interaction.html)**

Implements

+ **NetAF.Assets.Locations**

ICommand (NetAF.Commands.ICommand.html)  
**(NetAF.Assets.Locations.html)**  
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

## NetAF Commands

Inherited Members

**(NetAF.Commands.html)**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
↳ CustomCommand

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
↳ CustomCommand (CustomCommandCallback)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Commands.Persistence**

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)  
**(NetAF.Commands.Persistence.html)**

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

**(NetAF.Conversations.html)**

+ **NetAF.Conversations**

### Instructions

**(NetAF.Conversations.Instruct.html)**

### Constructors

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

### CustomCommand(CommandHelp, bool, CustomCommandCallback)

+ **NetAF.Interpretation**

↳ [\(NetAF.Interpretation.html\)](#)

### NetAF.Logic

**(NetAF.Logic.html)**

public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)  
+ **NetAF.Persistence**

**(NetAF.Persistence.html)**

+ **NetAF.Persistence.Json**

Parameters  
**(NetAF.Persistence.Json.html)**

Type	Name	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	<i>help</i>	The help for this command.
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	<i>isPlayerVisible</i>	If this is visible to the player.
+ <b>NetAF.Assets.Characters</b> (NetAF.Assets.Characters.html)	<i>callback</i>	The callback to invoke when this command is invoked.

+ **NetAF.Assets.Interaction**  
(NetAF.Assets.Interaction.html)

**Properties**  
Locations  
(NetAF.Assets.Locations.html)

**Arguments**

(NetAF.Commands.html)

Get or set the arguments.

CustomCommand

Declaration  
(NetAF.Commands.CustomCommand)

CustomCommandCallback

public System.Collections.Generic.IList<NetAF.Commands.Arguments> Arguments { get; set; }

ICommand

(NetAF.Commands.ICommand.html)

Property Value

+ **NetAF.Commands.**

Type

**Persistence**

string  
(NetAF.Commands.Persistence)

Description

+ **NetAF.Conversations**

(NetAF.Conversations.html)

**Help**

Get the help for this command.

**Instructions**

Declaration  
(NetAF.Conversations.Instruct)

+ **NetAF.Extensions**

public CommandHelp Help { get; }

(NetAF.Extensions.html)

Description

+ **NetAF.Interpretation**

Property value

(NetAF.Interpretation.html)

Type

+ **NetAF.Logic**

CommandHelp  
(NetAF.Interpretation.CommandHelp.html)

(NetAF.Logic.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

**IsPlayerVisible**

Get or set if this is visible to the player.

(NetAF.Persistence.Json.html)

Declaration

```
public bool IsPlayerVisible { get; set; }
```

## Property Value

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

## + NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

## + NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

## + NetAF.Assets.Locations

[Invoke\(Game\)](#)

[\(NetAF.Assets.Locations.html\)](#)

Invoke the command.

## - NetAF.Commands

Declared in:

[\(NetAF.Commands.html\)](#)

CustomCommand

public Reaction Invoke(Game game)

[\(NetAF.Commands.CustomCommand.html\)](#)

CustomCommandCallback

[\(NetAF.Commands.CustomCommandCallback.html\)](#)

Parameters

ICommand

Type [\(NetAF.Commands.ICommand.html\)](#)

Name

Description

Game [\(NetAF.Logic.Game.html\)](#)

game

The game to invoke the command on.

## + NetAF.Commands

[Persistence](#)

Returns

[\(NetAF.Commands.Persistence.html\)](#)

Type

## + NetAF.Conversations

Reaction [\(NetAF.Assets.Interaction.Reaction.html\)](#)

Description

The reaction.

## + NetAF.Conversations

[Instructions](#)

[\(NetAF.Conversations.Instruct.html\)](#)

ICommand [\(NetAF.Commands.ICommand.html\)](#)

## + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

## + NetAF.Logic

[\(NetAF.Logic.html\)](#)

## + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

## + NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

# Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

(NetAF.Assets.Characters.htm)

Assembly: NetAF.dll

Syntax

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

Type	Name	Description
(NetAF.Commands.html) Game (NetAF.Logic.Game.html) CustomCommand	game	The game to invoke the command on.
string (NetAF.Commands.CustomCommandCallback (https://learn.microsoft.com/dotnet/api/system.string)) ICommand	arguments	The arguments to invoke the command with.

Return Value

NetAF.Commands.ICommand.htm

Type	Description
Persistence (NetAF.Assets.Interaction.Reaction.html)	The reaction to the command.

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

# Interface ICommand

Represents a command.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

## + NetAF.Assets.Interaction

Syntax  
[\(NetAF.Assets.Interaction.html\)](#)

## + NetAF.Assets.Locations

public interface ICommand

[\(NetAF.Assets.Locations.html\)](#)

## - NetAF.Commands

[\(NetAF.Commands.html\)](#)

## Methods

CustomCommand

[\(NetAF.Commands.CustomCommand.html\)](#)

CustomCommandCallback

[\(NetAF.Commands.CustomCommandCallback.html\)](#)

## Invoke(Game)

Invoke the command.

[\(NetAF.Commands.ICommand.html\)](#)

Declaration

## + NetAF.Commands.

### Persistence

Reaction Invoke(Game game)

[\(NetAF.Commands.Persistence.html\)](#)

## NetAF.Conversations

Type	Name	Description
Game ( <a href="#">NetAF.Logic.Game.html</a> )	game	The game to invoke the command on.

## Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

## + NetAF.Extensions

### (NetAF.Extensions.html)

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

Description

The reaction.

## + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

## + NetAF.Logic

[\(NetAF.Logic.html\)](#)

## + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

## + NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

## + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

# Namespace NetAF.Commands.Persistence

## Classes

Filter by title

### **Load** (NetAF.Commands.Persistence.Load.html)

(NetAF.Assets.Characters.html)

Represents the Load command.

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

### **Save** (NetAF.Commands.Persistence.Save.html)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

### - NetAF.Commands.

#### Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

### + NetAF.Conversations.

#### Instructions

(NetAF.Conversations.Instructions.html)

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Persistence

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

# Class Load

Represents the Load command.

Filter by title

Inheritance

+ **NetAF.Assets.Interaction**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Interaction.html](#))

↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

([NetAF.Commands.html](#))

Inherited Members

- **NetAF.Commands.**

CustomCommand.Arguments

**Persistence**

([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_Arguments)

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_Help)

CustomCommand.Invoke(Game)

([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_Invoke\_NetAF\_Logic\_Game\_

) Save

Cust([NetAF.Commands.IPlayerVisible.Sa](#)

([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_IsPlayerVisible)

+ **NetAF.Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([NetAF.Conversations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

**Instructions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Conversations.Instruct](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Interpretation**

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Persistence ([NetAF.Commands.Persistence.html](#))

([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

**Syntax**

**NetAF.Logic**

([NetAF.Logic.html](#))

public class Load : CustomCommand, ICommand, IPlayerVisible

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

**NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

**NetAF.Rendering**

([NetAF.Rendering.html](#))

Initializes a new instance of the Load class.

+ **NetAF.Rendering.Frame**

Declaration

**Builders**

```
public Load()
```

## Implements

▀  
ICommand (NetAF.Commands.ICommand.html)  
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

### - NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Persistence

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

Builders

# Class Save

Represents the Save command.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Assets.Location](#)s

↳ Save

([NetAF.Assets.Locations.html](#))

Implements

+ [NetAF.Commands](#)

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

- [NetAF.Commands](#).

Inherited Members

**Persistence**

CustomCommand.Arguments

([NetAF.Commands.Persistence.html](#))

([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_Arguments)

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_Help)

CustomCommand.InvokeNetAFLogicGame

([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_Invoke\_NetAF\_Logic\_Game\_

) (NetAF.Commands.Persistence.Sa

CustomCommand.IsPlayerVisible

+ [NetAF.Conversations](#)

([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_IsPlayerVisible)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Conversations](#).

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

NameSpace: NetAF.NETCore.Commands (NetAF.Commands.html).Persistence (NetAF.Commands.Persistence.html)

Assembly: NetAF.dll

+ [NetAF.Logic](#)

Syntax

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

public class Save : CustomCommand, ICommand, IPlayerVisible

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

Save ([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Initializes a new instance of the Save class.

Builders

Declaration

([NetAF.Rendering.FrameBuild](#)

```
public Save()
```

## Implements

▀  
ICommand (NetAF.Commands.ICommand.html)  
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)  
**(NetAF.Assets.Interaction.html)**

- + **NetAF.Assets.Locations**  
**(NetAF.Assets.Locations.html)**
- + **NetAF.Commands**  
**(NetAF.Commands.html)**
- **NetAF.Commands.**  
**Persistence**  
**(NetAF.Commands.Persistence)**
  - Load  
(NetAF.Commands.Persistence.Load)
  - Save  
(NetAF.Commands.Persistence.Save)
- + **NetAF.Conversations**  
**(NetAF.Conversations.html)**
- + **NetAF.Conversations.**  
**Instructions**  
**(NetAF.Conversations.Instructions)**
- + **NetAF.Extensions**  
**(NetAF.Extensions.html)**
- + **NetAF.Interpretation**  
**(NetAF.Interpretation.html)**
- + **NetAF.Logic**  
**(NetAF.Logic.html)**
- + **NetAF.Persistence**  
**(NetAF.Persistence.html)**
- + **NetAF.Persistence.Json**  
**(NetAF.Persistence.Json.html)**
- + **NetAF.Rendering**  
**(NetAF.Rendering.html)**
- + **NetAF.Rendering.Frame**  
**Builders**  
**(NetAF.Rendering.FrameBuilders)**

# Namespace NetAF.Conversations

## Classes

Filter by title

### **Conversation (NetAF.Conversations.Conversation.html)**

(NetAF.Assets.Interaction.html)

Represents a conversation.

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### **LogItem (NetAF.Conversations.LogItem.html)**

### + NetAF.Commands

Provides log items.

(NetAF.Commands.html)

### **Paragraph (NetAF.Conversations.Paragraph.html)**

Persistence

Represents a paragraph in a Conversation.

(NetAF.Commands.Persistence.html)

### **Response (NetAF.Conversations.Response.html)**

(NetAF.Conversations.html)

Provides a response to a conversation.

Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

### **Participant (NetAF.Conversations.Participant.html)**

(NetAF.Conversations.LogItem.html)

Enumeration of participants in a conversation.

Paragraph

(NetAF.Conversations.Paragraph.html)

## Delegates

Participant

(NetAF.Conversations.Participant.html)

Response

## ConversationActionCallback

(NetAF.Conversations.Response.html)

### **(NetAF.Conversations.ConversationActionCallback.html)**

### + NetAF.Conversations

Provides a callback that can be used in conversations invoking actions.

Instructions

(NetAF.Conversations.Instruct.html)

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Persistence

(NetAF.Persistence.html)

# Class Conversation

Represents a conversation.

Filter by title

Inheritance

([NetAF.Assets.interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Locations**

↳ Conversation

([NetAF.Assets.Locations.html](#))

Implements

+ **NetAF.Commands**

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Conversation

Serialization ([NetAF.Serialization.Assets.ConversationSerialization.html](#))>

Inherited Members

**Persistence**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.Persistence.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **NetAF.Conversations**

equals(system-object-system-object))

([NetAF.Conversations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#))

LogItem

Assembly: NetAF.dll

([NetAF.Conversations.LogItem.html](#))

Syntax

Paragraph

([NetAF.Conversations.Paragraph.html](#))

public sealed class Conversation : IRestoreFromObjectSerialization<ConversationSerialization>

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

## Constructors

+ **NetAF.Conversations**.

Instructions

([NetAF.Conversations.Instruction.html](#))

Conversation(params Paragraph[])

+ **NetAF.Extensions**

Represents a conversation.

([NetAF.Extensions.html](#))

Declaration

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public Conversation(params Paragraph[] paragraphs)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

Name

Description

paragraphs

The paragraphs.

+ **NetAF.Persistence.Json**

# Properties

## CurrentParagraph

Get the current paragraph in the conversation.

Declaration  
↓  
+ NetAF.Assets.Locations

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations  
(NetAF.Assets.Locations.html)

Property Value  
+ NetAF.Commands

Type (NetAF.Commands.html)

Description

Paragraph (NetAF.Conversations.Paragraph.html)

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

Log

- NetAF.Conversations

Get NetAF.Conversations

(NetAF.Conversations.html)

Declaration  
Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

public LogItem[] Log { get; }

(NetAF.Conversations.Conversation.html)

LogItem

Property Value

(NetAF.Conversations.LogItem.html)

Type Paragraph

(NetAF.Conversations.Paragraph.html)

Description

LogItem (NetAF.Conversations.LogItem.html)[]

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

## Paragraphs

+ NetAF.Conversations.

Get the current paragraph in the conversation.

Instructions

Declaration  
(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

public Paragraph[] Paragraphs { get; }

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Description

+ NetAF.Logic

Paragraph (NetAF.Conversations.Paragraph.html)[]

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

## Methods

+ NetAF.Persistence.Json

## Next(Game)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

Type  
(NetAF.Assets.Locations.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Commands

(NetAF.Commands.html)

Returns

+ NetAF.Commands.

Persistence

Reaction (NetAF.Assets.Interaction.Reaction.html)

(NetAF.Commands.Persistence.html)

- NetAF.Conversations

(NetAF.Conversations.html)

Respond(Response, Game)

Conversation

Respond to the conversation.  
(NetAF.Conversations.Conversation.html)

Declaration

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

```
public Reaction Respond(Response response, Game game)
```

(NetAF.Conversations.LogItem.html)

Paragraph

Parameters (NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

(NetAF.Conversations.Response.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Reaction (NetAF.Extensions.Interaction.Reaction.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

RestoreFrom(ConversationSerialization)

Restore this object from a serialization.

NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

public void RestoreFrom(ConversationSerialization serialization)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

## Parameters

Type	Name	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	<i>serialization</i>	The serialization to restore from.

▼

## Implements

[IRestoreFromObjectSerialization<T>](#) (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

[\(NetAF.Assets.Locations.html\)](#)

### + NetAF.Commands

[\(NetAF.Commands.html\)](#)

### + NetAF.Commands.

**Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

### - NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Conversation

[\(NetAF.Conversations.Conversation.html\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

### + NetAF.Conversations.

**Instructions**

[\(NetAF.Conversations.Instructions.html\)](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

### + NetAF.Persistence.Json

# Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

 Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

**(NetAF.Assets.Locations.html)**

**+ NetAF.Commands**

`public delegate void ConversationActionCallback(Game game)`  
**(NetAFCommands.html)**

**+ NetAF.Commands.**

Parameters

**Persistence**

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the callback on.

**- NetAF.Conversations**

**(NetAF.Conversations.html)**

Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

**+ NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instructions.html)**

**+ NetAF.Extensions**

**(NetAF.Extensions.html)**

**+ NetAF.Interpretation**

**(NetAF.Interpretation.html)**

**+ NetAF.Logic**

**(NetAF.Logic.html)**

**+ NetAF.Persistence**

**(NetAF.Persistence.html)**

# Class LogItem

Provides a container for log items.

Filter by title

Inheritance

([NetAFAssets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

([NetAFCommands.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

**Persistence**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAFCommands.Persistence.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Conversation

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Conversation.html](#))

Namespace: NetAF ([NetAF.html](#)) Conversations ([NetAF.Conversations.html](#))

ConversationActionCallback

Assembly: NetAF.dll

([NetAF.Conversations.Conversation.html](#))

Syntax

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

public sealed class LogItem

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

## Constructors

LogItem(Participant, string)

**Instructions**

Provides a container for log items.

([NetAF.Conversations.Instruct.html](#))

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

public LogItem(Participant participant, string line)

+ **NetAF.Interpretation**

([NetAFInterpretation.html](#))

Parameters

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Participant ([NetAF.Conversations.Participant.html](#))

Name

Description

participant

The participant.

+ **NetAF.Persistence**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

line

The line.

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

# Properties

## Line

Get the line.



Declaration

```
(NetAF.Assets.Locations.html)
public string Line { get; }
```

### + NetAF.Commands

[\(NetAF.Commands.html\)](#)

### + NetAF.Commands.

#### Type

##### Persistence

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Commands.Persistence.html\)](#)

#### Description

### - NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

### Participant

#### Conversation

Get the participant.

[\(NetAF.Conversations.Conversation.html\)](#)

Declaration

[\(NetAF.Conversations.Conversation.html\)](#)

#### LogItem

```
public Participant Participant { get; }
```

[\(NetAF.Conversations.LogItem.html\)](#)

#### Paragraph

Property Value

[\(NetAF.Conversations.Paragraph.html\)](#)

#### Type

##### Participant

[\(NetAF.Conversations.Participant.html\)](#)

##### Response

[\(NetAF.Conversations.Response.html\)](#)

#### Description

### + NetAF.Conversations.

#### Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

### + NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

### + NetAF.Rendoring



Type	Name	Description
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	<i>action</i>	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ <b>NetAF.Commands</b> <b>(NetAF.Commands.html)</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>name</i>	Specify the name of the paragraph.

## Persistence

## (NetAF.Commands.Persistence)

**Paragraph(string, ConversationActionCallback, string)**

#### - NetAF.Conversations

**Paragraph()** initializes a new instance of the Paragraph class.

## Declarative conversation

(NetAE.Conversations.Conversation)

```
public void SetActionCallback(ConversationActionCallback line, ConversationActionCallback action, string name = "")  
    (NetAF.Conversations.Conversation)
```

## LogItem

Parameters NAME Conversations LogItem.htm

Type	Description	Name	
Paragraph (NetAF.Conversations.Paragraph.h string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) Participant		<i>line</i>	Specify the line.
ConversationActionCallback Response (NetAF.Conversations.ConversationActionCallback.html) (NetAF.Conversations.Response.h string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )		<i>action</i>	Specify any action to be carried out with this line.
Paragraph (NetAF.Conversations.Paragraph.h string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )		<i>name</i>	Specify the name of the paragraph.

#### **Instructions**

(NetAE Conversations Instruct

(NetAF.Conversations.Instruction)  
Paragraph/string. [EndOfParagraphInstruction]

+ NetAE Extensions

**ParagraphExtensions**  
Initializes a new instance of the Paragraph class.  
**(Public Extension Method)**

## (NetAF.Extensions.n

# NetAF Interpretation

```
NetAFInterpretation.html) public ParagraphInstructionLine TEnderParagraphInstruction instruction, string name =
```

• 1999) •

## NetAELogis

## Network Parameters

## Parameters ± NetAE Persistence

Type ( <a href="#">NetAF.Persistence.html</a> )	Name	Description
+ <b>NetAF.Persistence.Json</b> ( <a href="#">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(<a href="#">NetAF.Persistence.Json.html</a>)</b>	<i>line</i>	Specify the line.

## + NetAF.Rendering

Type	Name	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>name</i>	Specify the name of the paragraph.

## + NetAF.Commands

**(NetAF.Commands.html)**

### Paragraph(string, string)

#### + NetAF.Commands.

##### Persistence

Initializes a new instance of the Paragraph class.

**(NetAF.Commands.Persistence)**

Declaration

#### - NetAF.Conversations

**(NetAF.Conversations.html)** *line, string name = ""*

Conversation

Parameters

ConversationActionCallback

Type  
(NetAF.Conversations.ConversationActionCallback.html)

string  
(<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

*line* Specify the line.

string  
(<https://learn.microsoft.com/dotnet/api/system.string>)

*name*

Specify the name of the paragraph.

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

## Properties

(NetAF.Conversations.Response.html)

#### + NetAF.Conversations.

##### Action Instructions

Get the ConversationActionCallback for this line.

#### + NetAF.Extensions

**(NetAF.Extensions.html)**

```
public ConversationActionCallback Action { get; set; }
```

#### + NetAF.Interpretation

**(NetAF.Interpretation.html)**

Property Value

#### + NetAF.Logic

Type  
(NetAF.Logic.html)

ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)

Description

#### + NetAF.Persistence

**(NetAF.Persistence.html)**

## CallResponse.Json

**(NetAF.Persistence.Json.html)**

Get if a response is possible.

#### + NetAF.Rendering

Declaration

```
public bool CanRespond { get; }
```

## Property Value

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

## + NetAF.Commands

### (NetAF.Commands.html)

## + NetAF.Commands.

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

### Persistence ([\(NetAF.Commands.Persistence.html\)](#))

Declaration

## - NetAF.Conversations

### (NetAF.Conversations.html)

Conversation

## Property Value

Type	Description
IEndOfParagraphInstruction ( <a href="#">(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)</a> )	

LogItem

IEndOfParagraphInstruction ([\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#))

([\(NetAF.Conversations.LogItem.html\)](#))

Paragraph

([\(NetAF.Conversations.Paragraph.html\)](#))

## LineParticipant

([\(NetAF.Conversations.Participant.html\)](#))

Get or set the line.

Response

([\(NetAF.Conversations.Response.html\)](#))

## + NetAF.Conversations.

public string Line { get; set; }

### Instructions ([\(NetAF.Conversations.Instructions.html\)](#))

## Property Value

## + NetAF.Extensions

### (NetAF.Extensions.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

## + NetAF.Interpretation

### (NetAF.Interpretation.html)

## + NetAF.Logic

### Name ([\(NetAF.Logic.html\)](#))

Get the name.

## + NetAF.Persistence

Declaration

### (NetAF.Persistence.html)

## + NetAF.Persistence.Json

public string Name { get; }

### (NetAF.Persistence.Json.html)

## Property Value

([\(NetAF.Persistence.Json.html\)](#))

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	

## Responses

Get or set the responses, applicable to the last line.

### NetAF Commands

([NetAF.Commands.html](#))

+ **NetAF.Commands.**

#### Persistence

Property Value

([NetAF.Commands.Persistence.html](#))

- **Type** **NetAF.Conversations**

Description

([NetAF.Conversations.html](#))

Conversation

([NetAF.Conversations.Conversation.html](#))

ConversationActionCallback

([NetAF.Conversations.ConversationActionCallback.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

+ **NetAF.Conversations.**

#### Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

# Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

([NetAF.Commands.html](#))

Syntax

+ **NetAF.Commands.**

`public enum Participant`

([NetAF.Commands.Persistence.html](#))

- **NetAF.Conversations**

([NetAF.Conversations.html](#))

**Fields**

Conversation

Name	Description
ConversationActionCallback	
Other	Any other participant.
LogItem	
Player	The player. ( <a href="#">NetAF.Conversations.LogItem.html</a> )
Paragraph	
( <a href="#">NetAF.Conversations.Paragraph.html</a> )	
Participant	
( <a href="#">NetAF.Conversations.Participant.html</a> )	
Response	
( <a href="#">NetAF.Conversations.Response.html</a> )	

+ **NetAF.Conversations.**

**Instructions**

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

# Class Response

Provides a response to a conversation.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands](#).

[Persistence](#)

Inherited Members

([NetAF.Commands.Persistence.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[NetAF.Conversations](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Conversation

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Conversations.Conversation.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

ConversationActionCallback

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.Conversation.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

LogItem

Namespace: NetAF (NetAF.html), Conversations (NetAF.Conversations.html)

([NetAF.Conversations.LogItem.html](#))

Assembly: NetAF.dll

Paragraph

Syntax ([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

+ [NetAF.Conversations](#).

[Constructors](#)

[Instructions](#)

([NetAF.Conversations.Instruct.html](#))

**Response(string)**

+ [NetAF.Extensions](#)

Initializes a new instance of the Response class.

([NetAF.Extensions.html](#))

Declaration

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

public Response(string line)

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Parameters

+ [NetAF.Persistence](#)

Type

([NetAF.Persistence.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

**Response(string, IEndOfParagraphInstruction)**

([NetAF.Rendering.html](#))

Provides a response to a conversation.

+ [NetAF.Rendering.Frame](#)

	Name	Description
	line	The line to trigger this response.

## Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

## Parameters

Type	Name	Description
string <b>(NetAF.Commands.html)</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) + NetAF.Commands. - NetAF.Conversations	line	The line to trigger this response.
IEndOfParagraphInstruction <b>(NetAF.Commands.Persistence.html)</b> ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html">https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html</a> ) - NetAF.Conversations	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

## (NetAF.Conversations.html)

Conversation

## Properties

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(NetAF.Conversations.Paragraph.html)

Participant

Declaration

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html) `public Response Instruction { get; }`

## + NetAF.Conversations.

### Instructions

#### (NetAF.Conversations.Instruct

Type Description

#### + NetAF.Extensions

IEndOfParagraphInstruction (<https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html>)

(NetAF.Extensions.html)

## + NetAF.Interpretation

### Line

(NetAF.Interpretation.html)

## General Logic

### (NetAF.Logic.html)

Declaration

## + NetAF.Persistence

public string Line { get; }

(NetAF.Persistence.html)

## + NetAF.Persistence.Json

Property Value

(NetAF.Persistence.Json.html)

Type

## + NetAF.Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Rendering.html)

## + NetAF.Rendering.Frame



[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

**Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

- **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Conversation

[\(NetAF.Conversations.Conversation.html\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

+ **NetAF.Conversations.**

**Instructions**

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

# Namespace NetAF.Conversations. Instructions

▼ Filter by title

## Classes

### + NetAF.Assets.Locations

[ByCallback \(NetAF.Conversations.Instructions.ByCallback.html\)](#)

An end-of-paragraph instruction that shifts paragraphs based on a callback.

### + NetAF.Commands

[\(NetAF.Commands.html\)](#)

**First** ([NetAF.Conversations.Instructions.First.html](#))

### + NetAF.Commands.

An end-of-paragraph instruction that shifts paragraphs to the start.

**Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

**GoTo** ([NetAF.Conversations.Instructions.GoTo.html](#))

An end-of-paragraph instruction that shifts paragraphs based on an absolute index.

### - NetAF.Conversations.

**Jump** ([NetAF.Conversations.Instructions.Jump.html](#))

An end-of-paragraph instruction that shifts paragraphs based on a delta.

ByCallback

[\(NetAF.Conversations.Instructions.html\)](#)

**Last** ([NetAF.Conversations.Instructions.Last.html](#))

First

An end-of-paragraph instruction that shifts paragraphs to the end.

[\(NetAF.Conversations.Instructions.html\)](#)

GoTo

[\(NetAF.Conversations.Instructions.html\)](#)

**Next** ([NetAF.Conversations.Instructions.Next.html](#))

IEndOfParagraphInstruction

An end-of-paragraph instruction that shifts paragraphs to the next paragraph.

[\(NetAF.Conversations.Instructions.html\)](#)

Jump

[\(NetAF.Conversations.Instructions.html\)](#)

**Previous** ([NetAF.Conversations.Instructions.Previous.html](#))

Last

An end-of-paragraph instruction that shifts paragraphs to the previous paragraph.

[\(NetAF.Conversations.Instructions.html\)](#)

Next

[\(NetAF.Conversations.Instructions.html\)](#)

**Repeat** ([NetAF.Conversations.Instructions.Repeat.html](#))

Previous

An end-of-paragraph instruction that repeats.

[\(NetAF.Conversations.Instructions.html\)](#)

Repeat

[\(NetAF.Conversations.Instructions.html\)](#)

**ToName** ([NetAF.Conversations.Instructions.ToName.html](#))

ToName

An end-of-paragraph instruction that shifts paragraphs based on a name.

[\(NetAF.Conversations.Instructions.html\)](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

# Interfaces

## IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

[View All Assets](#) | [View All Instructions](#)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

### - NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.html)

First

(NetAF.Conversations.Instructions.First.html)

GoTo

(NetAF.Conversations.Instructions.GoTo.html)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Jump

(NetAF.Conversations.Instructions.Jump.html)

Last

(NetAF.Conversations.Instructions.Last.html)

Next

(NetAF.Conversations.Instructions.Next.html)

Previous

(NetAF.Conversations.Instructions.Previous.html)

Repeat

(NetAF.Conversations.Instructions.Repeat.html)

ToName

(NetAF.Conversations.Instructions.ToName.html)

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

# Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

([NetAF.Assets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

↳ ByCallback

([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

**Persistence**

Inherited Members

([NetAF.Commands.Persistence.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#)) / [learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

- **NetAF Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Conversations.Instruction.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ByCallback

Name ([NetAF.Conversations.Instructions.html](#)) Instructions ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

First

Assembly: NetAF.dll

([NetAF.Conversations.Instructions.html](#))

Syntax

GoTo

([NetAF.Conversations.Instructions.html](#))

public sealed class ByCallback : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.html](#))

Jump

([NetAF.Conversations.Instructions.html](#))

Last

([NetAF.Conversations.Instructions.html](#))

**ByCallback(Func<IEndOfParagraphInstruction>)**

([NetAF.Conversations.Instructions.html](#))

An end of paragraph instruction that shifts paragraphs based on a callback.

Previous

([NetAF.Conversations.Instructions.html](#))

Declaration

Repeat

([NetAF.Conversations.Instructions.html](#))

public ByCallback(Func<IEndOfParagraphInstruction> callback)

ToName

([NetAF.Conversations.Instructions.html](#))

Parameters

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

IEndOfParagraphInstruction

([NetAF.Interpretation.html](#))

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+>**NetAF.Logic**

([NetAF.Logic.html](#))

	Name	Description
+ <b>NetAF.Extensions</b>		

# Properties

## Callback

Get the callback that decides the instruction to use.

Declaration  
**(NetAF.Assets.Locations.html)**

+ **NetAF.Commands**  
**(NetAF.Commands.html)**

Property Value  
+ **NetAF.Commands**.

Type	Description
<b>(NetAF.Commands.Persistence)</b> Func<TEndOfParagraphInstruction> Callback { get; }	

+ **NetAF.Conversations**  
**(NetAF.Conversations.html)**

- **NetAF.Conversations**.

## Methods

+ **NetAF.Conversations.Instruct**

ByCallback  
**GetIndexOfNext(Paragraph, Paragraph[])**  
(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

First  
(NetAF.Conversations.Instructions.

Declaration  
**GoTo**

(NetAF.Conversations.Instructions.  
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

Jump

Parameters  
(NetAF.Conversations.Instructions.

Type	Name	Description
<b>east</b> (NetAF.Conversations.Instructions.		
<b>Paragraph</b> (NetAF.Conversations.Paragraph.html) Next	<i>current</i>	The current paragraph.

Paragraph (NetAF.Conversations.Paragraph.html)]

*paragraphs*

The collection of paragraphs.

Previous

Return  
(NetAF.Conversations.Instructions.

Type	Description
<b>Repeat</b> (NetAF.Conversations.Instructions.	

<b>int</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.
--	----------------------------------

(NetAF.Conversations.Instructions.

+ **NetAF.Extensions**

**Implements**  
**(NetAF.Extensions.html)**

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ **NetAF.Interpretation**  
**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**(NetAF.Logic.html)**

▼

**(NetAF.Assets.Locations.html)**

+ **NetAF.Commands**

**(NetAF.Commands.html)**

+ **NetAF.Commands.**

**Persistence**

**(NetAF.Commands.Persistence.html)**

+ **NetAF.Conversations**

**(NetAF.Conversations.html)**

- **NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instructions.html)**

ByCallback

**(NetAF.Conversations.Instructions.ByCallback.html)**

First

**(NetAF.Conversations.Instructions.First.html)**

GoTo

**(NetAF.Conversations.Instructions.GoTo.html)**

IEndOfParagraphInstruction

**(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)**

Jump

**(NetAF.Conversations.Instructions.Jump.html)**

Last

**(NetAF.Conversations.Instructions.Last.html)**

Next

**(NetAF.Conversations.Instructions.Next.html)**

Previous

**(NetAF.Conversations.Instructions.Previous.html)**

Repeat

**(NetAF.Conversations.Instructions.Repeat.html)**

ToName

**(NetAF.Conversations.Instructions.ToName.html)**

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**(NetAF.Logic.html)**

# Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Commands.html)**  
↳ First

+ **NetAF.Commands.**

Implementation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

**(NetAFCommands.Persistence)**

Inherited Members

+ **NetAF.Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))  
**(NetAF.Conversations.html)**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object)))

- **NetAF.Conversations.**

Instructions

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**(NetAF.Conversations.Instructions)**

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

GoTo

Syntax

(NetAF.Conversations.Instructions.

    IEndOfParagraphInstruction

    public sealed class First : IEndOfParagraphInstruction

    (NetAF.Conversations.Instructions.

        Jump

        (NetAF.Conversations.Instructions.

        Last

        (NetAF.Conversations.Instructions.

        Next

        (NetAF.Conversations.Instructions.

**Methods**

    Next

    (NetAF.Conversations.Instructions.

    PreIndex

**GetIndexOfNext(Paragraph, Paragraph[])**

    (NetAF.Conversations.Instructions.

    Get the index of the next paragraph.

    (NetAF.Conversations.Instructions.

    Declaration

    ToName

    (NetAF.Conversations.Instructions.

    public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

Parameters

+ **NetAF.Interpretation**

Type

**(NetAF.Interpretation.html)**

Paragraph (NetAF.Conversations.Paragraph.html)

Name

Description

+ **NetAF.Logic**

Paragraph (NetAF.Conversations.Paragraph.html)[]

parameters

The collection of paragraphs.

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

**IEndOfParagraphInstruction** ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))  
**(NetAF.Commands.html)**

+ **NetAF.Commands.**  
    **Persistence**  
        ([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**  
    ([NetAF.Conversations.html](#))

- **NetAF.Conversations.**  
    **Instructions**  
        ([NetAF.Conversations.Instructions.html](#))

    ByCallback  
    ([NetAF.Conversations.Instructions.ByCallback.html](#))  
    First  
    ([NetAF.Conversations.Instructions.First.html](#))  
    GoTo  
    ([NetAF.Conversations.Instructions.GoTo.html](#))  
    IEndOfParagraphInstruction  
    ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))  
    Jump  
    ([NetAF.Conversations.Instructions.Jump.html](#))  
    Last  
    ([NetAF.Conversations.Instructions.Last.html](#))  
    Next  
    ([NetAF.Conversations.Instructions.Next.html](#))  
    Previous  
    ([NetAF.Conversations.Instructions.Previous.html](#))  
    Repeat  
    ([NetAF.Conversations.Instructions.Repeat.html](#))  
    ToName  
    ([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**  
    ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**  
    ([NetAF.Interpretation.html](#))

+ **NetAF.Logic**  
    ([NetAF.Logic.html](#))

# Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

**(NetAFCommands.html)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands.**

Implementation

IEndOfParagraphInstruction ([\(NetAFCommands.Persistence.html\)](#))

Inherited Members

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

- **NetAF Conversations.** ([Instructions.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
First

Name ([\(NetAF.Conversations.Instructions.html\)](#))

Assembly: NetAF.dll

Syntax ([\(NetAF.Conversations.Instructions.html\)](#))

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.  
public sealed class GoTo : IEndOfParagraphInstruction  
Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

**GoTo(int)**

(NetAF.Conversations.Instructions.

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Repeat

(NetAF.Conversations.Instructions.

Declaration

ToName

(NetAF.Conversations.Instructions.

public GoTo(int index)

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

Parameters

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	index	The index of the next paragraph.

+ **NetAF.Logic**

**(NetAF.Logic.html)**

+ **NetAF.Persistence**

# Properties

## Index

Get the index.



Declaration

```
(NetAF.Commands.html)
public int Index { get; }
```

### + NetAF.Commands.

#### Persistence

Property Value

(NetAF.Commands.Persistence)

Type

### + NetAF.Conversations

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Conversations.html)

### - NetAF.Conversations.

#### Instructions

## Methods

NetAF.Conversations.Instruct

ByCallback

GetIndexOfNext(Paragraph, Paragraph[])

First

Get the index of the next paragraph.

GoTo

Declaration

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

Parameters

Last

Type NetAF.Conversations.Instructions.

Name

Description

Next

current

The current paragraph.

Paragraph (NetAF.Conversations.Paragraph.html)

paragraphs

The collection of paragraphs.

(NetAF.Conversations.Instructions.

Returns

(NetAF.Conversations.Instructions.

Type

ToName

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

### + NetAF.Extensions

(NetAF.Extensions.html)

#### Implements

### + NetAF.Interpretation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Interpretation.html)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Persistence

▼

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

**Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**

**Instructions**

[\(NetAF.Conversations.Instructions.html\)](#)

ByCallback

[\(NetAF.Conversations.Instructions.ByCallback.html\)](#)

First

[\(NetAF.Conversations.Instructions.First.html\)](#)

GoTo

[\(NetAF.Conversations.Instructions.GoTo.html\)](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

Jump

[\(NetAF.Conversations.Instructions.Jump.html\)](#)

Last

[\(NetAF.Conversations.Instructions.Last.html\)](#)

Next

[\(NetAF.Conversations.Instructions.Next.html\)](#)

Previous

[\(NetAF.Conversations.Instructions.Previous.html\)](#)

Repeat

[\(NetAF.Conversations.Instructions.Repeat.html\)](#)

ToName

[\(NetAF.Conversations.Instructions.ToName.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

# Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: NetAF (NetAF.html). Conversations (NetAF.Conversations.html). Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

+ **NetAF.Commands.**

Syntax

**Persistence**

(**NetAF.Commands.Persistence**)

public interface IEndOfParagraphInstruction

+ **NetAF.Conversations**

(**NetAF.Conversations.html**)

- **NetAF.Conversations.**

**Methods**

Instructions

(**NetAF.Conversations.Instruct**)

**GetIndexOfNext(Paragraph, Paragraph[])**

(**NetAF.Conversations.Instructions.**

Get the index of the next paragraph.

First

Declaration

GoTo

(**NetAF.Conversations.Instructions.**

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

IEndOfParagraphInstruction

(**NetAF.Conversations.Instructions.**

Parameters

Type	Name	Description
( <b>NetAF.Conversations.Instructions.</b>		
Last		
( <b>NetAF.Conversations.Instructions.</b>	current	The current paragraph.
Paragraph ( <b>NetAF.Conversations.Paragraph.html</b> )		
( <b>NetAF.Conversations.Instructions.</b>	paragraphs	The collection of paragraphs.
Next		

Previous

Returns

(**NetAF.Conversations.Instructions.**

Type	Description
( <b>NetAF.Conversations.Instructions.</b>	
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

(**NetAF.Conversations.Instructions.**

+ **NetAF.Extensions**

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**

(**NetAF.Interpretation.html**)

+ **NetAF.Logic**

(**NetAF.Logic.html**)

+ **NetAF.Persistence**

(**NetAF.Persistence.html**)

# Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

## + NetAF.Commands.

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Persistence

↳ Jump

## (NetAF.Commands.Persistence)

Implements

## + NetAF.Conversations.

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

## (NetAF.Conversations.html)

Inherited Members

## - NetAF.Conversations.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

ByCallback

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Goto

Name [NetAF.Conversations.Instructions](#) ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly [NetAF.dll](#)

Syntax [\(NetAF.Conversations.Instructions.](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

public sealed class Jump : IEndOfParagraphInstruction

Last

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

## Constructors

### Jump([int](#))

[\(NetAF.Conversations.Instructions.](#)

An end of paragraph instruction that shifts paragraphs based on a delta.

ToName

[\(NetAF.Conversations.Instructions.](#)

Declaration

## + NetAF.Extensions

### (NetAF.Extensions.html)

## + NetAF.Interpretation

Parameters

### (NetAF.Interpretation.html)

Type

## + NetAF.Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

### (NetAF.Logic.html)

Name	Description
delta	The delta to shift paragraphs by.

## + NetAF.Persistence

### (NetAF.Persistence.html)

# Properties

## Delta

Get the delta.



Declaration

### + NetAF.Commands.

```
public int Delta { get; }
```

(NetAF.Commands.Persistence.html)

Property Value

### + NetAF.Conversations

Type	Description
NetAF.Conversations.html	

- NetAF.Conversations.int32

#### Instructions

(NetAF.Conversations.Instruct.html)

ByCallback

(NetAF.Conversations.Instructions.html)

First

(NetAF.Conversations.Instructions.html)

GoTo

Get the index of the next paragraph.

IEndOfParagraphInstruction

Declaration

(NetAF.Conversations.Instructions.html)

Jump

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Last

(NetAF.Conversations.Instructions.html)

Parameters

Next

Type	Name	Description
NetAF.Conversations.Instructions.html		

Name

Description

PreviousParagraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
--	---------	------------------------

current

Description

Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The collection of paragraphs.
--	------------	-------------------------------

paragraphs

Description

(NetAF.Conversations.Instructions.html)

Returning

ToName

Type	
------	--

Description

### + NetAF.Extensions

int (https://learn.microsoft.com/dotnet/api/system.int32)

The index of the next paragraph.

(NetAF.Extensions.html)

## + NetAF.Interpretation

### Implements

NetAF.Interpretation.html

### # NetAF.Logic

(NetAF.Logic.html)

## + NetAF.Persistence

(NetAF.Persistence.html)

▼

+ **NetAF.Commands.**

**Persistence**

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- **NetAF.Conversations.**

**Instructions**

([NetAF.Conversations.Instructions.html](#))

ByCallback

([NetAF.Conversations.Instructions.ByCallback.html](#))

First

([NetAF.Conversations.Instructions.First.html](#))

GoTo

([NetAF.Conversations.Instructions.GoTo.html](#))

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Jump

([NetAF.Conversations.Instructions.Jump.html](#))

Last

([NetAF.Conversations.Instructions.Last.html](#))

Next

([NetAF.Conversations.Instructions.Next.html](#))

Previous

([NetAF.Conversations.Instructions.Previous.html](#))

Repeat

([NetAF.Conversations.Instructions.Repeat.html](#))

ToName

([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

# Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

## Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Commands.Persistence)**  
↳ Last

## + NetAF Conversations

Implements

IEndOfParagraphInstruction ([\(NetAF.Conversations.html\)](#))

Implementation

## NetAF Conversations.

### Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
**(NetAF.Conversations.Instruct**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
↳ ByCallback

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name EndOfParagraphInstruction ([\(NetAF.Conversations.html\)](#).Instructions ([\(NetAF.Conversations.Instructions.html\)](#))

Assembly NetAF

Jump

Syntax  
↳ (NetAF.Conversations.Instructions.

Last

public sealed class Last : IEndOfParagraphInstruction  
↳ (NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

## Methods

Repeat

(NetAF.Conversations.Instructions.

## GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

## + NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

## + NetAF Interpretation

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)  
**(NetAF.Interpretation.html)**

## + NetAF Logic

[\(NetAF.Logic.html\)](#)  
Type

Name

Description

+ NetAF Persistence

Paragraph ([\(NetAF.Conversations.Paragraph.html\)](#))  
**(NetAF.Persistence.html)**

current

The current paragraph.

Paragraph ([\(NetAF.Conversations.Paragraph.html\)](#)[])

paragraphs

The collection of paragraphs.

## + NetAF Persistence.Json

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

([NetAF.Commands.Persistence](#))

+ **NetAF.Conversations**  
([NetAF.Conversations.html](#))

- **NetAF.Conversations.**  
**Instructions**  
([NetAF.Conversations.Instruct](#)

ByCallback  
([NetAF.Conversations.Instructions.](#)  
First  
([NetAF.Conversations.Instructions.](#)  
GoTo  
([NetAF.Conversations.Instructions.](#)  
IEndOfParagraphInstruction  
([NetAF.Conversations.Instructions.](#)  
Jump  
([NetAF.Conversations.Instructions.](#)  
Last  
([NetAF.Conversations.Instructions.](#)  
Next  
([NetAF.Conversations.Instructions.](#)  
Previous  
([NetAF.Conversations.Instructions.](#)  
Repeat  
([NetAF.Conversations.Instructions.](#)  
ToName  
([NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**  
([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**  
([NetAF.Interpretation.html](#))

+ **NetAF.Logic**  
([NetAF.Logic.html](#))

+ **NetAF.Persistence**  
([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

# Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance - - -

**(NetAF.Commands.Persistence)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations**

**(NetAF.Conversations.html)**

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

- **NetAF.Conversations.**

Inherited Members

**Instructions**

**(NetAF.Conversations.Instruct**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

ByCallback

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

This

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

GetType

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

IEndOfParagraphInstruction

Name [\(NetAF.Conversations.html\).Instructions](#) ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Jump

Assembly NetAF.dll

Syntax [\(NetAF.Conversations.Instructions.](#)

Last

[\(NetAF.Conversations.Instructions.](#)

public sealed class Next : IEndOfParagraphInstruction

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Request

[\(NetAF.Conversations.Instructions.](#)

ToName

**GetIndexOfNext(Paragraph, Paragraph[])**

+ **NetAF.Extensions**

Get the index of the next paragraph.

**(NetAF.Extensions.html)**

Declaration

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **NetAF.Logic**

**(NetAF.Logic.html)**

Type	Name	Description
+ <b>NetAF.Persistence</b>		
<b>(NetAF.Persistence.html)</b>		

Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

The current paragraph.

Paragraph[] ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

**(NetAF.Persistence.Json.html)**

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**  
**Instructions**  
[\(NetAF.Conversations.Instruct](#)

ByCallback  
(NetAF.Conversations.Instructions.  
First  
(NetAF.Conversations.Instructions.  
GoTo  
(NetAF.Conversations.Instructions.  
IEndOfParagraphInstruction  
(NetAF.Conversations.Instructions.  
Jump  
(NetAF.Conversations.Instructions.  
Last  
(NetAF.Conversations.Instructions.  
Next  
(NetAF.Conversations.Instructions.  
Previous  
(NetAF.Conversations.Instructions.  
Repeat  
(NetAF.Conversations.Instructions.  
ToName  
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**  
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**  
[\(NetAF.Persistence.Json.html\)](#)

# Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance Commands.cshtml

+ **NetAF Conversations**  
↳ Previous  
([NetAF.Conversations.html](#))

Implements

- **NetAF Conversations**.  
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

([NetAF.Conversations.Instruct](#)

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))  
([NetAF.Conversations.Instructions](#)).  
object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))  
([NetAF.Conversations.Instructions](#)).  
object GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))  
object GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))  
object ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))  
object ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))  
([NetAF.Conversations.Instructions](#))

NameSpace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))  
([NetAF.Conversations.Instructions](#).

Assembly: NetAF

Last

Syntax  
([NetAF.Conversations.Instructions](#).

Next

public sealed class Previous : IEndOfParagraphInstruction

Previous

([NetAF.Conversations.Instructions](#).

Repeat

([NetAF.Conversations.Instructions](#).

Methods

ToName

([NetAF.Conversations.Instructions](#).

**GetIndexOfNext(Paragraph, Paragraph[])**

([NetAF.Extensions.html](#))

Get the index of the next paragraph.

+ **NetAF Interpretation**

Declaration  
([NetAF.Interpretation.html](#))

+ **NetAF Logic**  
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

([NetAF.Logic.html](#))

Parameters

+ **NetAF Persistence**

Type  
([NetAF.Persistence.html](#))

Paragraph ([NetAF Conversations.Paragraph.html](#))

+ **NetAF Persistence.Json**

Paragraph ([NetAF.Persistence.Json.html](#))[]

Name	Description
current	The current paragraph.
paragraphs	The collection of paragraphs.

... . . . .

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

[IEndOfParagraphInstruction](#) ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

### + NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

#### - NetAF.Conversations.

**Instructions**

[\(NetAF.Conversations.Instruct](#)

ByCallback

[\(NetAF.Conversations.Instructions.](#)

First

[\(NetAF.Conversations.Instructions.](#)

GoTo

[\(NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

Last

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Repeat

[\(NetAF.Conversations.Instructions.](#)

ToName

[\(NetAF.Conversations.Instructions.](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

### + NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

... . . . .

# Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

## + NetAF.Conversations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Repeat

## - NetAF.Conversations.

Implements

### Instructions

IEndOfParagraphInstruction (<NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html>)

## (NetAF.Conversations.Instruct

Inherited Members

ByCallback

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

First

object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

GoTo

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Jump

Name <NetAF.Conversations.Instructions> (<NetAF.Conversations.html>).Instructions (<NetAF.Conversations.Instructions.html>)

Last

Assembly: NetAF.dll

Syntax

Next

(NetAF.Conversations.Instructions.

public sealed class Repeat : IEndOfParagraphInstruction  
Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

## + NetAF.Extensions

### GetIndexOfNext(Paragraph, Paragraph[])

(<NetAF.Extensions.html>)

Get the index of the next paragraph.

## + NetAF.Interpretation

(<NetAF.Interpretation.html>)

## + NetAF.Logic

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)  
(<NetAF.Logic.html>)

## + NetAF.Persistence

Parameters

(<NetAF.Persistence.html>)

Type

## + NetAF.Persistence.Json

Paragraph (<NetAF.Conversations.Paragraph.html>)

(<NetAF.Persistence.Json.html>)

Paragraph (<NetAF.Conversations.Paragraph.html>)[]

## + NetAF.Rendering

	Name	Description
Type		
Paragraph ( <a href="NetAF.Conversations.Paragraph.html">NetAF.Conversations.Paragraph.html</a> )	current	The current paragraph.
Paragraph ( <a href="NetAF.Conversations.Paragraph.html">NetAF.Conversations.Paragraph.html</a> )[]	paragraphs	The collection of paragraphs.

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

- + **NetAF.Conversations**  
[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)  
**(NetAF.Conversations.html)**
- **NetAF.Conversations.**  
**Instructions**  
**(NetAF.Conversations.Instruct**

ByCallback  
(NetAF.Conversations.Instructions.  
First  
(NetAF.Conversations.Instructions.  
GoTo  
(NetAF.Conversations.Instructions.  
IEndOfParagraphInstruction  
(NetAF.Conversations.Instructions.  
Jump  
(NetAF.Conversations.Instructions.  
Last  
(NetAF.Conversations.Instructions.  
Next  
(NetAF.Conversations.Instructions.  
Previous  
(NetAF.Conversations.Instructions.  
Repeat  
(NetAF.Conversations.Instructions.  
ToName  
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**  
**(NetAF.Extensions.html)**
- + **NetAF.Interpretation**  
**(NetAF.Interpretation.html)**
- + **NetAF.Logic**  
**(NetAF.Logic.html)**
- + **NetAF.Persistence**  
**(NetAF.Persistence.html)**
- + **NetAF.Persistence.Json**  
**(NetAF.Persistence.Json.html)**
- + **NetAF.Rendering**

# Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

## + NetAF.Conversations

↳ [\(NetAF.Conversations.html\)](#)

↳ ToName

## - NetAF.Conversations.

Implements

### Instructions

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

## (NetAF.Conversations.Instruct

Inherited Members

ByCallback

object [\(NetAF.Object.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

object [\(NetAF.ObjectObject.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object [\(NetAF.GetHashCode.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object [\(NetAF.GetType.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object [\(NetAF.ReferenceEquals.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object [\(NetAF.ToString.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

(NetAF.Conversations.Instructions Namespace) ([NetAF \(NetAF.html\)](#).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#)))

Last

Assembly: NetAF.dll

(NetAF.Conversations.Instructions.

Syntax

Next

(NetAF.Conversations.Instructions.

public sealed class ToName : IEndOfParagraphInstruction

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

## ToName(string)

### + NetAF.Extensions

#### (NetAF.Extensions.html)

An end of paragraph instruction that shifts paragraphs based on a name.

### + NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

public ToName(string name)

### + NetAF.Logic

(NetAF.Logic.html)

Parameters

### + NetAF.Persistence

Type

(NetAF.Persistence.html)

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

-----

Name	Description
name	The name of the paragraph to jump to.

# Properties

## Name

Get the name of the paragraph to jump to.

Declaration

### + NetAF.Conversations

(NetAF.Conversations.html)

### - NetAF.Conversations.

Property Value

## Instructions

Type	Description
ByCallback string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Conversations.Instructions.	

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

## GetIndexOfNext(Paragraph, Paragraph[])

Jump

(NetAF.Conversations.Instructions.

Last

Declaration

(NetAF.Conversations.Instructions.

Next

param NetAF.ConversationsExtensionsParagraph current, Paragraph[] paragraphs)

Previous

(NetAF.Conversations.Instructions.

Parameters

Repeat

Type	Name	Description
NetAF.Conversations.Instructions.		
ToName Paragraph (NetAF.Conversations.Paragraph.html) (NetAF.Conversations.Instructions.	current	The current paragraph.

### + NetAF.Extensions

(NetAF.Extensions.html)

Returns

### + NetAF.Interpretation

Type

(NetAF.Interpretation.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The index of the next paragraph.

### + NetAF.Logic

(NetAF.Logic.html)

## Implements

### + NetAF.Persistence

## (NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

▼

- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**  
**Instructions**  
[\(NetAF.Conversations.Instruct](#)

ByCallback  
(NetAF.Conversations.Instructions.  
First  
(NetAF.Conversations.Instructions.  
GoTo  
(NetAF.Conversations.Instructions.  
IEndOfParagraphInstruction  
(NetAF.Conversations.Instructions.  
Jump  
(NetAF.Conversations.Instructions.  
Last  
(NetAF.Conversations.Instructions.  
Next  
(NetAF.Conversations.Instructions.  
Previous  
(NetAF.Conversations.Instructions.  
Repeat  
(NetAF.Conversations.Instructions.  
ToName  
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**  
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**  
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**  
-- -- -- -- --

# Namespace NetAF.Extensions

## Classes

Filter by title

### DirectionExtensions (NetAF.Extensions.DirectionExtensions.html)

#### + NetAF.Commands

Provides extension versions for Directions.  
(NetAF.Commands.html)

#### + NetAF.Commands.

### StringBuilderExtensions (NetAF.Extensions.StringBuilderExtensions.html)

#### Persistence

Provides extension methods for StringBuilder.  
(NetAF.Commands.Persistence)

#### + NetAF.Conversations

### StringExtensions (NetAF.Extensions.StringExtensions.html)

#### (NetAF.Conversations.html)

Provides extension methods for strings.

#### + NetAF.Conversations.

##### Instructions

(NetAF.Conversations.Instruct

#### - NetAF.Extensions

(NetAF.Extensions.html)

    DirectionExtensions

        (NetAF.Extensions.DirectionExtens

    StringBuilderExtensions

        (NetAF.Extensions.StringBuilderEx

    StringExtensions

        (NetAF.Extensions.StringExtension

#### + NetAF.Interpretation

(NetAF.Interpretation.html)

#### + NetAF.Logic

(NetAF.Logic.html)

#### + NetAF.Persistence

(NetAF.Persistence.html)

#### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

#### + NetAF.Rendering

(NetAF.Rendering.html)

#### + NetAF.Rendering.Frame

# Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

## + NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
[\(NetAF.Commands.html\)](#)  
↳ DirectionExtensions

## + NetAF.Commands.

Inherited Members

### Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
[\(NetAF.Commands.Persistence.html\)](#)

## + NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
[\(NetAF.Conversations.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

## + NetAF.Conversations.

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
[\(NetAF.Conversations.Instruct.html\)](#)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## - NetAF.Extensions

Namespace: NetAF ([NetAF.html](#)).Extensions ([NetAF.Extensions.html](#))

## (NetAF.Extensions.html)

Assembly: NetAF.dll

DirectionExtensions

(NetAF.Extensions.DirectionExtens  
StringBuilderExtensions  
public static class DirectionExtensions  
(NetAF.Extensions.StringBuilderEx  
StringExtensions  
(NetAF.Extensions.StringExtension

## + NetAF.Interpretation

### Methods

## (NetAF.Interpretation.html)

## + NetAF.Logic

### Inverse(Direction)

## (NetAF.Logic.html)

Get an inverse direction

## + NetAF.Persistence

## (NetAF.Persistence.html)

## + NetAF.Persistence.Json

public static Direction Inverse(this Direction value)

## (NetAF.Persistence.Json.html)

## + NetAF.Rendering

Parameters

## (NetAF.Rendering.html)

Type

## + NetAF.Rendering.Frame

Direction ([NetAF.Assets.Locations.Direction.html](#))

### Builders

## (NetAF.Rendering.FrameBuilder.html)

Returns

## + NetAF.Rendering.Frame

Builders Color

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	The inverse direction.

▼

- + NetAF.Commands  
[\(NetAF.Commands.html\)](#)
- + NetAF.Commands.  
**Persistence**  
[\(NetAF.Commands.Persistence.html\)](#)
- + NetAF.Conversations  
[\(NetAF.Conversations.html\)](#)
- + NetAF.Conversations.  
**Instructions**  
[\(NetAF.Conversations.Instructions.html\)](#)
- NetAF.Extensions  
[\(NetAF.Extensions.html\)](#)
  - DirectionExtensions  
[\(NetAF.Extensions.DirectionExtensions.html\)](#)
  - StringBuilderExtensions  
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)
  - StringExtensions  
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + NetAF.Interpretation  
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic  
[\(NetAF.Logic.html\)](#)
- + NetAF.Persistence  
[\(NetAF.Persistence.html\)](#)
- + NetAF.Persistence.Json  
[\(NetAF.Persistence.Json.html\)](#)
- + NetAF.Rendering  
[\(NetAF.Rendering.html\)](#)
- + NetAF.Rendering.Frame  
**Builders**  
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + NetAF.Rendering.Frame  
**Builders Color**  
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

# Class StringBuilderExtensions

Provides extension methods for `StringBuilder`.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ `object` (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Commands.html)**  
↳ `StringBuilderExtensions`

+ **NetAF.Commands.**

Inherited Members

**Persistence**

`object.Equals(object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
**(NetAF.Commands.Persistence.html)**

+ **NetAF.Conversations**

`object.Equals(object, object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
**(NetAF.Conversations.html)**

`object.GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Conversations.**

**Instructions**  
**(NetAF.Conversations.Instructions.html)**

`object.ToString()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **NetAF.Extensions**

Namespace: `NetAF` (<NetAF.html>).`Extensions` (<NetAF.Extensions.html>)

**(NetAF.Extensions.html)**

Assembly: `NetAF.dll`

DirectionExtensions

`(NetAF.Extensions.DirectionExtens`

`StringBuilderExtensions`  
public static class `StringBuilderExtensions`  
**(NetAF.Extensions.StringBuilderEx**

`StringExtensions`

`(NetAF.Extensions.StringExtension`

+ **NetAF.Interpretation**

**Methods**

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**EnsureFinishedSentence(StringBuilder)**

**(NetAF.Logic.html)**

Ensures this string is a finished sentence, ending in either ?, ! or .

+ **NetAF.Persistence**

**(NetAF.Persistence.html)**

Declaration

+ **NetAF.Persistence.Json**

`public static void EnsureFinishedSentence(this StringBuilder value)`

**(NetAF.Persistence.Json.html)**

Type	Name	Description
<code>StringBuilder</code> ( <a href="https://learn.microsoft.com/dotnet/api/system.text.stringbuilder">https://learn.microsoft.com/dotnet/api/system.text.stringbuilder</a> ) <b>Builders</b>	<code>value</code>	The string to finish.

**(NetAF.Rendering.FrameBuilder.html)**

+ **NetAF.Rendering.Frame**

**Builders Color**

▼

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**  
  **Persistence**  
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
  **Instructions**  
[\(NetAF.Conversations.Instructions.html\)](#)
- **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
  - DirectionExtensions  
[\(NetAF.Extensions.DirectionExtensions.html\)](#)
  - StringBuilderExtensions  
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)
  - StringExtensions  
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**  
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**  
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**  
  **Builders**  
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + **NetAF.Rendering.Frame**  
  **Builders Color**  
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

# Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

## + NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Commands.html)**  
↳ StringExtensions

## + NetAF.Commands.

Inherited Members

### Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
**(NetAF.Commands.Persistence.html)**

## + NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
**(NetAF.Conversations.html)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

## + NetAF.Conversations.

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
**(NetAF.Conversations.Instruction.html)**  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## - NetAF.Extensions

Namespace: NetAF ([NetAF.html](#)).Extensions ([NetAF.Extensions.html](#))

### (NetAF.Extensions.html)

Assembly: NetAF.dll

DirectionExtensions

(NetAF.Extensions.DirectionExtensions)

StringBuilderExtensions  
public static class StringExtensions  
(NetAF.Extensions.StringBuilderExtensions)

StringExtensions

(NetAF.Extensions.StringExtension)

## + NetAF.Interpretation

### Methods

#### (NetAF.Interpretation.html)

## + NetAF.Logic

### CaseInsensitiveContains(string, string)

#### (NetAF.Logic.html)

Returns a value indicating whether a specified substring occurs within this string. This is not case sensitive.

## + NetAF.Persistence

### (NetAF.Persistence.html)

## + NetAF.Persistence.Json

public static bool CaseInsensitiveContains(this string value, string subString)

### (NetAF.Persistence.Json.html)

## + NetAF.Rendering

Parameters

### (NetAF.Rendering.html)

Type

## + NetAF.Rendering.Frame

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### Builders

#### (NetAF.Rendering.FrameBuilder.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name	Description
value	The value.
subString	The string to seek.

## + NetAF.Rendering.Frame

Returns

Builders Color

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

▼

## EnsureFinishedSentence(string)

[\(NetAF.Commands.html\)](#)

Ensures this string is a finished sentence, ending in either ?, ! or .

### + NetAF.Commands.

Declaration

#### Persistence

##### [\(NetAF.Commands.Persistence.html\)](#)

### + NetAF.Conversations

Parameters

##### [\(NetAF.Conversations.html\)](#)

### + NetAF.Conversations.

#### Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

##### [\(NetAF.Conversations.Instruct.html\)](#)

Returns

### - NetAF.Extensions

#### Type

##### [\(NetAF.Extensions.html\)](#)

#### Name

#### Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

The finished string.

(NetAF.Extensions.DirectionExtensions)

StringBuilderExtensions

(NetAF.Extensions.StringBuilderExtensions)

StringExtensions

## EqualsExaminable(string, IExaminable)

[\(NetAF.Extensions.StringExtension.html\)](#)

Determines if this string equals an IExaminable.

### + NetAF.Interpretation

Declaration

##### [\(NetAF.Interpretation.html\)](#)

### + NetAF.Logic

#### Type

##### [\(NetAF.Logic.html\)](#)

Parameters

### + NetAF.Persistence

#### Type

##### [\(NetAF.Persistence.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

#### Name

#### Description

+ NetAF.Persistence.Json

value

The value.

#### Type

##### [\(NetAF.Persistence.Json.html\)](#)

IExaminable ([\(NetAF.Persistence.Examifiable.html\)](#))

examinable

The examinable.

### + NetAF.Rendering

Returns

#### Type

##### [\(NetAF.Rendering.html\)](#)

#### Type

### + NetAF.Rendering.Frame

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

#### Builders

#### Description

True if this string equals the identifier, else false.

#### Type

### (NetAF.Rendering.FrameBuilder)

### + NetAF.Rendering.Frame

#### Identifiers

##### [\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

Parameters

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

**Name**

**Description**

*value*

The value.

+ **NetAF.Commands**

[Identifier \(NetAF.Assets.Identifier.html\)](#)

**Persistence**

*identifier*

The identifier.

Returns

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

**Description**

True if this string equals the identifier, else false.

+ **NetAF.Conversations.**

**Instructions**

[GetObjectIdentifier\(string\)](#)

**NetAF.Extensions**

Get an objectifier to a word.

[\(NetAF.Extensions.html\)](#)

Declaration

DirectionExtensions

```
public static string GetObjectIdentifier(this string word)
```

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

Parameters

StringExtensions

[\(NetAF.Extensions.StringExtension](#)

**Type**

**Name**

**Description**

+ **NetAF.Interpretation**

[string \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

[\(NetAF.Interpretation.html\)](#)

*word*

The word.

Returns

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

**Description**

+ **NetAF.Persistence**

[string \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

The objectifier.

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

**IsPlural(string)**

[\(NetAF.Persistence.Json.html\)](#)

Get if a word is plural.

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

```
public static bool IsPlural(this string word)
```

**Builders**

[\(NetAF.Rendering.FrameBuilder](#)

Parameters

+ **NetAF.Rendering.Frame**

[Builders Color](#)

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	word	The word to check.

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the word is plural.

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

**IsVowel(string)**

**Persistence**

Get if a character is a vowel.

[\(NetAF.Commands.Persistence.html\)](#)

Declaration

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

public static bool IsVowel(this string value)

+ **NetAF.Conversations.**

**Instructions**

Parameters

[\(NetAF.Conversations.Instruct.html\)](#)

Type

- **NetAF.Extensions**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Extensions.html\)](#)

Returns

**DirectionExtensions**

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

Type

**StringBuilderExtensions**

[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

StringExtensions

[\(NetAF.Extensions.StringExtension.html\)](#)

**LineCount(string)**

[\(NetAF.Interpretation.html\)](#)

Determine the number of lines in this string.

+ **NetAF.Logic**

Declaration

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

LineCount(this string value)

[\(NetAF.Persistence.html\)](#)

Parameters

**NetAF.Persistence.Json**

Type

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Rendering.html\)](#)

Returns

+ **NetAF.Rendering.Frame**

Type

**Builders**

[\(NetAF.Rendering.FrameBuilders.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The number of lines in the string.

+ **NetAF.Rendering.Frame**

**Builders Color**

## RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

### + NetAF.Commands

Parameters

(NetAF.Commands.html)

Type

### + NetAF.Commands.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Persistence

(NetAF.Commands.Persistence.html)

Returns

### + NetAF.Conversations

Type

(NetAF.Conversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

### - NetAF.Extensions

Returns this string as a Description.

(NetAF.Extensions.html)

Declaration

DirectionExtensions

(NetAF.Extensions.DirectionExtens

```
public static Description ToDescription(this string value)
```

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

Parameters

Type

### + NetAF.Interpretation

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Interpretation.html)

### NetAF.Logic

(NetAF.Logic.html)

Type

### + NetAF.Persistence

Description (NetAF.Assets.Description.html)

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

ToIdentifier(string).Json.html)

Return Value: An Identifier.

(NetAF.Rendering.html)

Declaration

### + NetAF.Rendering.Frame

```
public static Identifier ToIdentifier(this string value)
```

Builders

(NetAF.Rendering.FrameBuilder.html)

Parameters

### + NetAF.Rendering.Frame

Builders Color

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.

Returns

Type	Description
Identifier ( <a href="#">NetAF.Assets.Identifier.html</a> )	This string as an identifier.

### + NetAF.Commands

#### ([NetAF.Commands.html](#))

### ToSentenceCase(string)

#### Persistence

Convert a string to sentence case.

#### ([NetAF.Commands.Persistence.html](#))

Declaration

### + NetAF.Conversations

#### ([NetAF.Conversations.html](#))

```
public static string ToSentenceCase(this string value)
```

### + NetAF.Conversations.

### Instructions

Parameters

#### ([NetAF.Conversations.Instruct.html](#))

#### Type

#### - NetAF.Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

#### ([NetAF.Extensions.html](#))

Returns

### DirectionExtensions

#### ([NetAF.Extensions.DirectionExtensions.html](#))

#### Type

#### StringBuilderExtensions

#### ([NetAF.Extensions.StringBuilderExtensions.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

#### StringExtensions

#### ([NetAF.Extensions.StringExtension.html](#))

### + NetAF.Interpretation

#### ([NetAF.Interpretation.html](#))

Convert a string to speech.

### + NetAF.Logic

Declaration

#### ([NetAF.Logic.html](#))

### + NetAF.Persistence

#### ([NetAF.Persistence.html](#))

### Parameters

#### ([NetAF.Persistence.Json.html](#))

#### Type

#### ([NetAF.Persistence.Json.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

#### ([NetAF.Rendering.html](#))

Returns

### + NetAF.Rendering.Frame

#### Type

#### Builders

#### ([NetAF.Rendering.FrameBuilder.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

#### Description

The value in sentence case.

### + NetAF.Rendering.Frame

#### Builders Color

▼

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**  
  **Persistence**  
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
  **Instructions**  
[\(NetAF.Conversations.Instructions.html\)](#)
- **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
  - DirectionExtensions  
[\(NetAF.Extensions.DirectionExtensions.html\)](#)
  - StringBuilderExtensions  
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)
  - StringExtensions  
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**  
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**  
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**  
  **Builders**  
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + **NetAF.Rendering.Frame**  
  **Builders Color**  
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

# Namespace NetAF.Interpretation

## Classes

Filter by title

### + ~~NetAF.Commands~~

#### **CommandHelp** ([NetAF.Interpretation.CommandHelp.html](#)) ([NetAF.Commands.html](#))

Provides help for a command.

#### + **NetAF.Commands**.

Persistence

#### ~~CustomCommandInterpreter~~

#### **CustomCommandInterpreter** ([NetAF.Interpretation.CustomCommandInterpreter.html](#)) ([NetAF.Commands.Persistence.html](#))

#### + **NetAF.Conversations**.

Provides an object that can be used for interpreting custom commands.

([NetAF.Conversations.html](#))

### + ~~NetAF.Conversations~~

#### **InterpretationResult** ([NetAF.Interpretation.InterpretationResult.html](#))

Instructions

Represents the result of an interpretation.

([NetAF.Conversations.Instruct.html](#))

### + ~~NetAF.Extensions~~

#### **Extensions** ([NetAF.Extensions.html](#))

### + ~~NetAF.Interpretation~~

#### **IInterpreter** ([NetAF.Interpretation.IInterpreter.html](#)) ([NetAF.Interpretation.html](#))

Represents any object that can act as an interpreter for input.

CommandHelp

([NetAF.Interpretation.CommandHelp.html](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.InterpretationResult.html](#))

#### + **NetAF.Logic**

([NetAF.Logic.html](#))

#### + **NetAF.Persistence**

([NetAF.Persistence.html](#))

#### + **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

#### + **NetAF.Rendering**

([NetAF.Rendering.html](#))

#### + **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

#### + ~~NetAF.Rendering.Frame~~

# Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands](#).

Implements

IEnumerable<CommandHelp> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1<CommandHelp>>)

([NetAF.Interpretation.CommandHelp.html](#))

+ [NetAF.Conversations](#)

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Conversations](#).

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ [NetAF.Extensions](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Extensions.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

Syntax: `NetAF.Interpretation.CommandHe`

CustomCommandInterpreter

public sealed class CommandHelp : IEquatable<CommandHelp>

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.Interpretation.html](#))

+ [NetAF.Logic](#)

CommandHelp(string, string)

+ [NetAF.Persistence](#)

CommandHelp(string, string)

([NetAF.Persistence.html](#))

Declaration

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

Parameters

([NetAF.Rendering.html](#))

Type

+ [NetAF.Rendering.Frame](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

command

The command.

([NetAF.Rendering.FrameBuilder.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

The help.

+ [NetAF.Renderina.Frame](#)

# Properties

## Command

Get the command.

Declaration

([NetAF.Commands.html](#))  
public string Command { get; }

+ NetAF.Commands.

**Persistence**  
Property Value

([NetAFCommands.Persistence.html](#))

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

**Instructions**

**Description**  
([NetAF.Conversations.Instruct.html](#))

Get the description of the command.

+ NetAF.Extensions

Declaration

([NetAF.Extensions.html](#))

- NetAF.Interpretation

public string Description { get; }

([NetAF.Interpretation.html](#))

CommandHelp

Property Value  
([NetAF.Interpretation.CommandHelp.html](#))

Type

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.InterpretationResult.html](#))

## Methods

+ NetAF.Logic

([NetAF.Logic.html](#))

**Equals(CommandHelp)**

+ NetAF.Persistence

Indicates whether the current object is equal to another object of the same type.

([NetAF.Persistence.html](#))

Declaration

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

public bool Equals(CommandHelp other)

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Parameters

+ NetAF.Rendering.Frame

Type

Builders

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

([NetAF.Rendering.FrameBuilder.html](#))

Name	Description
other	An object to compare with this object.

+ NetAF.Renderina.Frame

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	true ( <a href="https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool">https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool</a> ) if the current object is equal to the other parameter; otherwise, false ( <a href="https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool">https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool</a> ).  <a href="#">(NetAF.Commands.html)</a>

## + NetAF.Commands. Persistence

[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

### + NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

### + NetAF.Conversations.

[Instructions](#)

[\(NetAF.Conversations.Instruct](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

### - NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

CommandHelp

[\(NetAF.Interpretation.CommandHe](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomComr](#)

IIInterpreter

[\(NetAF.Interpretation.IIInterpreter.ht](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

### + NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

### + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

### + NetAF.Rendering.Frame

[Builders](#)

[\(NetAF.Rendering.FrameBuild](#)

### + NetAF.Renderina.Frame

# Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

(NetAF.Commands.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF.Commands

Persistence

Implements

(NetAF.Commands.Persistence.html)

Inherited Members

+ NetAF.Conversations

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Instructions

(NetAF.Conversations.Instruct.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Extensions

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

(NetAF.Extensions.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NetAF.Interpretation

(NetAF.Interpretation.html)

Assembly: NetAF.dll

CommandHelp

Syntax

NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

public class CustomCommandInterpreter : IInterpreter

IInterpreter

(NetAF.Interpretation.IInterprete

InterpretationResult

(NetAF.Interpretation.Interpretation

Properties

+ NetAF.Logic

(NetAF.Logic.html)

SupportedCommands

+ NetAF.Persistence

(NetAF.Persistence.html)

Get all array of supported commands.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

public CommandHelp[] SupportedCommands { get; }

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Type

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Renderina.Frame

Description

# Methods

## GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

(NetAF.Commands.html)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Conversations

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Returns

Instructions

Type

(NetAF.Conversations.Instruct.html)

CommandHelp (NetAF.Interpretation.CommandHelp.html)[]

+ NetAF.Extensions

(NetAF.Extensions.html)

## Interpret(string, Game)

(NetAF.Interpretation.html)

Interpret a string.

CommandHelp

Declaration

(NetAF.Interpretation.CommandHe

CustomCommandInterpreter

```
public InterpretCustomCommandInterpreter Interpret(string input, Game game)
```

IInterpreter

(NetAF.Interpretation.IInterpreter.html)

Parameters

InterpretationResult

Type

NetAF.Interpretation.Interpretation

Name

Description

+ NetAF.Logic

System.Uri (msdn.microsoft.com/dotnet/api/system.string)

input

The string to interpret.

(NetAF.Logic.html)

Game (NetAF.Logic.Game.html)

game

The game.

+ NetAF.Persistence

Returns

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

Interpreter

(NetAF.Persistence.Json.html)

Name

Description

NetAF.Persistence.Json

The result of the interpretation.

+ NetAF.Rendering

(NetAF.Rendering.html)

Implements

+ NetAF.Rendering.Frame

Interpreter (NetAF.Interpretation.IInterpreter.html)

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Renderina.Frame

▼

**(NetAF.Commands.html)**

- + **NetAF.Commands.**  
  **Persistence**  
    (**NetAF.Commands.Persistence.html**)
- + **NetAF.Conversations**  
    (**NetAF.Conversations.html**)
- + **NetAF.Conversations.**  
  **Instructions**  
    (**NetAF.Conversations.Instructions.html**)
- + **NetAF.Extensions**  
    (**NetAF.Extensions.html**)
- **NetAF.Interpretation**  
    (**NetAF.Interpretation.html**)
  - CommandHelp  
    (**NetAF.Interpretation.CommandHelp.html**)
  - CustomCommandInterpreter  
    (**NetAF.Interpretation.CustomCommandInterpreter.html**)
  - IInterpreter  
    (**NetAF.Interpretation.IInterpreter.html**)
  - InterpretationResult  
    (**NetAF.Interpretation.InterpretationResult.html**)
- + **NetAF.Logic**  
    (**NetAF.Logic.html**)
- + **NetAF.Persistence**  
    (**NetAF.Persistence.html**)
- + **NetAF.Persistence.Json**  
    (**NetAF.Persistence.Json.html**)
- + **NetAF.Rendering**  
    (**NetAF.Rendering.html**)
- + **NetAF.Rendering.Frame**  
  **Builders**  
    (**NetAF.Rendering.FrameBuilders.html**)
- + **NetAF.Renderina.Frame**

# Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

(NetAF.Commands.html)

Syntax

+ **NetAF.Commands.**

**Persistence**

public interface IInterpreter  
(NetAFCommands.Persistence)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

**Properties**

Instructions

(NetAF.Conversations.Instruct  
SupportedCommands)

+ **NetAF.Extensions**

Get an array of all supported commands.  
(NetAF.Extensions.html)

Declaration

- **NetAF.Interpretation**

(NetAF.Interpretation.html)

CommandHelp[] SupportedCommands { get; }

CommandHelp

(NetAF.Interpretation.CommandHe

Property Value

CustomCommandInterpreter

Type

(NetAF.Interpretation.CustomComr

IInterpreter

CommandHelp (NetAF.Interpretation.CommandHelp.html)

(NetAF.Interpretation.IInterpreter.h

InterpretationResult

(NetAF.Interpretation.Interpretation

Description

**Methods**

(NetAF.Logic.html)

+ **NetAF.Persistence**

GetContextualCommandHelp(Game)

(NetAF.Persistence.html)

Get contextual command help for a game, based on its current state.

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

CommandHelp[] GetContextualCommandHelp(Game game)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Parameters

**Builders**

Type

(NetAF.Rendering.FrameBuilder

Game (NetAF.Logic.Game.html)

+ **NetAF.Rendering.Frame**

Name

Description

game

The game.

Returns

Type	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	The contextual help.

## ▼ Interpret(string, Game)

(NetAF.Commands.html)  
Interpret a string.

### + NetAF.Commands. Declaration Persistence

(NetAF.Commands.Persistence)  
Interpret a string (string input, Game game)

### + NetAF.Conversations

(NetAF.Conversations.html)

#### + NetAF.Conversations.

Instructions  
String (<https://learn.microsoft.com/dotnet/api/system.string>)  
(NetAF.Conversations.Instruction)  
Game (NetAF.Logic.Game.html)

#### + NetAF.Extensions

(NetAF.Extensions.html)

#### - Type NetAF.Interpretation

(NetAF.Interpretation.html)  
InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

CommandHelp  
(NetAF.Interpretation.CommandHelp)  
CustomCommandInterpreter  
(NetAF.Interpretation.CustomCommandInterpreter)  
IInterpreter  
(NetAF.Interpretation.IInterpreter)  
InterpretationResult  
(NetAF.Interpretation.InterpretationResult)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Persistence

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

### + NetAF.Renderina.Frame



# Properties

## Command

Get the command.

Declaration

**(NetAF.Commands.html)**

```
public ICommand Command { get; }
```

+ NetAF.Commands.

### Persistence

Property Value

**(NetAFCommands.Persistence.html)**

Type

+ NetAF.Conversations

ICommand (NetAF.Commands.ICommand.html)

**(NetAF.Conversations.html)**

+ NetAF.Conversations.

### Instructions

**Fail**

**(NetAF.Conversations.Instruct.html)**

Get a default result for failure.

+ NetAF.Extensions

Declaration

**(NetAF.Extensions.html)**

- NetAF.Interpretation

```
public static InterpretationResult Fail { get; }
```

**(NetAF.Interpretation.html)**

Property Value

**(NetAF.Interpretation.CommandHelp.html)**

Type

CustomCommandInterpreter

**(NetAF.Interpretation.CustomCommandInterpreter.html)**

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

**IInterpreter**

**(NetAF.Interpretation.IInterpreter.html)**

InterpretationResult

**WasInterpretedSuccessfully**

**(NetAF.Interpretation.WasInterpretedSuccessfully.html)**

**NetAF.Logic**

Logic was successful.

**(NetAF.Logic.html)**

Declaration

+ NetAF.Persistence

**(NetAF.Persistence.html)**

+ NetAF.Persistence.Json

Property Value

**(NetAF.Persistence.Json.html)**

Type

+ NetAF.Rendering

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

**(NetAF.Rendering.html)**

+ NetAF.Rendering.Frame

Builders

**(NetAF.Rendering.FrameBuilder.html)**

+ NetAF.Renderina.Frame

Builders

**(NetAF.Renderina.FrameBuilder.html)**

Type	Description
<b>IInterpreter</b>	

▼

**(NetAF.Commands.html)**

- + **NetAF.Commands.**  
  **Persistence**  
    (**NetAF.Commands.Persistence.html**)
- + **NetAF.Conversations**  
    (**NetAF.Conversations.html**)
- + **NetAF.Conversations.**  
  **Instructions**  
    (**NetAF.Conversations.Instructions.html**)
- + **NetAF.Extensions**  
    (**NetAF.Extensions.html**)
- **NetAF.Interpretation**  
    (**NetAF.Interpretation.html**)
  - CommandHelp  
    (**NetAF.Interpretation.CommandHelp.html**)
  - CustomCommandInterpreter  
    (**NetAF.Interpretation.CustomCommandInterpreter.html**)
  - IInterpreter  
    (**NetAF.Interpretation.IInterpreter.html**)
  - InterpretationResult  
    (**NetAF.Interpretation.InterpretationResult.html**)
- + **NetAF.Logic**  
    (**NetAF.Logic.html**)
- + **NetAF.Persistence**  
    (**NetAF.Persistence.html**)
- + **NetAF.Persistence.Json**  
    (**NetAF.Persistence.Json.html**)
- + **NetAF.Rendering**  
    (**NetAF.Rendering.html**)
- + **NetAF.Rendering.Frame**  
  **Builders**  
    (**NetAF.Rendering.FrameBuilders.html**)
- + **NetAF.Renderina.Frame**

# Namespace NetAF.Logic

## Classes

Filter by title

### AssetCatalog (NetAF.Logic.AssetCatalog.html)

+ NetAF.Commands.

Persistence  
Provides a catalog of all assets in a game.

(NetAF.Commands.Persistence)

### AssetGenerator (NetAF.Logic.AssetGenerator.html)

+ NetAF.Commands.

(NetAF.Commands.AssetGenerator.html) assets.

+ NetAF.Conversations.

### EndCheckResult (NetAF.Logic.EndCheckResult.html)

(NetAF.Conversations.Instruction)

+ NetAF.Extensions

### Game (NetAF.Logic.Game.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

### GameConfiguration (NetAF.Logic.GameConfiguration.html)

- NetAF.Logic

Represents a configuration for a game.

(NetAF.Logic.html)

AssetCatalog

### GameEndConditions (NetAF.Logic.GameEndConditions.html)

AssetGenerator

Provides a container for game end conditions.

(NetAF.Logic.AssetGenerator.html)

EndCheck

### GameInfo (NetAF.Logic.GameInfo.html)

EndCheckResult

Provides information about a game.

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

### PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)

Game (NetAF.Logic.Game.html)

Provides a record of the location of a playable character.

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

Ents

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

GameEndConditions

### ExitMode (NetAF.Logic.ExitMode.html)

GameInfo

Enumeration of exit modes.

(NetAF.Logic.GameInfo.html)

GameSetupCallback

### GameState (NetAF.Logic.GameState.html)

(NetAF.Logic.GameSetupCallback)

GameState

Enumeration of game states.

(NetAF.Logic.GameState.html)

# Delegates

## EndCheck (NetAF.Logic.EndCheck.html)

Represents the callback used for end checks.

▼

## GameCreationCallback (NetAF.Logic.GameCreationCallback.html)

### + NetAF.Commands

Represents the callback used for Game creation.

Persistence

(NetAF.Commands.Persistence.html)

## GameSetupCallback (NetAF.Logic.GameSetupCallback.html)

### + NetAF.Conversations

Represents the callback used for Game setup.

(NetAF.Conversations.html)

### + NetAF.Conversations

## OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)

Instructions

Represents a callback for Overworld creation.

(NetAF.Conversations.Instruct.html)

### + NetAF.Extensions

## PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)

(NetAF.Extensions.html)

Represents a callback for Player creation.

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### - NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

# Class AssetCatalog

Provides a catalog of all assets in a game.

Filter by title

Inheritance

**Persistence**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

**(NetAF.Commands.Persistence)**

↳ AssetCatalog

+ **NetAF Conversations**

Inherited Members

**(NetAF.Conversations.html)**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

**(NetAF.Conversations.Instruct**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

Namespace: NetAF (NetAF.html), Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

**(NetAF.Logic.html)**

AssetCatalog

public class AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

GetGame([Game](#))

[\(NetAF.Logic.Game.html\)](#)

GameConfiguration

Declaration

[\(NetAF.Logic.GameConfiguration.h\)](#)

GameCreationCallback

public NonPlayableCharacter[] Characters { get; }

[\(NetAF.Logic.GameCreationCallback\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

PropertyValue

[\(NetAF.Logic.PropertyValue.html\)](#)

GameInfo

**Type** ([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

[NonPlayableCharacter](#) ([NetAF.Assets.Characters.NonPlayableCharacter.html](#))[]

[\(NetAF.Logic.GameSetupCallback\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

+ **Examinables**

[\(NetAF.Logic.ExaminableCreationCallback\)](#)

Type	Description
<a href="#">NonPlayableCharacter</a> ( <a href="#">NetAF.Assets.Characters.NonPlayableCharacter.html</a> )[]	<a href="#">(NetAF.Logic.GameSetupCallback)</a>

Get the examinables.

Declaration

```
public IExaminable[] Examinables { get; }
```

Property Value

Type	Description
(NetAF.Commands.Persistence.IExaminable (NetAF.Assets.IExaminable.html))	

## + NetAF.Conversations

(NetAF.Conversations.html)

## ItemContainers

+ NetAF.Conversations.

Get the item containers.

(NetAF.Conversations.Instruct

Declaration

## + NetAF.Extensions

(NetAF.Extensions.html)

## + NetAF.Interpretation

Property Value

(NetAF.Interpretation.html)

Type

## - NetAF.Logic

ItemContainer (NetAF.Assets.IItemContainer.html))

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

## Items

### AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Get the items

EndCheck

(NetAF.Logic.EndCheck.html)

Declaration

EndCheckResult

(NetAF.Logic\_EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Property Value

(NetAF.Logic.Game.html)

Type

GameConfiguration

(NetAF.Logic.GameConfiguration.h

ItemGameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

## Players

GameInfo

(NetAF.Logic.GameInfo.html)

Get the players

GameSetupCallback

Declaration

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

Players

{ get; }

OverworldCreationCallback

Description

Description

Property Value

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	

## Rooms

### Persistence

Get the rooms.

(NetAF.Commands.Persistence.html)

Declaration

### + NetAF.Conversations

(NetAF.Conversations.html) }

### + NetAF.Conversations.

Property Value

### InSTRUCTIONS

(NetAF.Conversations.Instruct.html)

Description

+ NetAF.Extensions (NetAF.Extensions.Locations.Room.html)

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

## Methods

### - NetAF.Logic

(NetAF.Logic.html)

### FromGame(Game)

AssetCatalog

Create a new AssetCatalog from a game.

AssetGenerator

Declaration (NetAF.Logic.AssetGenerator.html)

EndCheck

public static AssetCatalog FromGame(Game game)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Parameters

ExitMode

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to create the catalog from.

GameConfiguration (NetAF.Logic.GameConfiguration.html)

Returns GameCreationCallback

Type NetAF.Logic.GameCreationCallba

GameEndConditions

AssetCatalog (NetAF.Logic.AssetCatalog.html)

(NetAF.Logic.GameEndConditions.html)

Description

The populate asset catalog.

GameState

(NetAF.Logic.GameState.html)

Registers a collection of examinables.

GameState

(NetAF.Logic.GameSetupCallback.html)

Registers a collection of examinables.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

## Register(params IExaminable[])

```
public void Register(params IExaminable[] examinables)
```

## Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html)[]	examinables	The examinables to register.

## Persistence

(NetAF.Commands.Persistence)

+ NetAF.Conversations  
Register a conversation template.

Registers a conversation template.

- NetAF.Conversations.

## Instructions

(NetAF.Conversations.Instructions)

+ NetAF.Extensions

Parameters  
(NetAF.Extensions.html)

Type  
+ NetAF.Interpretation

IAssetTemplate<NetAF.Utility.IAssetTemplate<IExaminable>[]> templates  
IExaminable (NetAF.Assets.IExaminable.html)<>

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

Type	Name	Description
IAssetTemplate<NetAF.Utility.IAssetTemplate<IExaminable>[]> templates IExaminable (NetAF.Assets.IExaminable.html)<>	templates	The templates to register.

# Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance.....

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Conversations](#)

Inheritance.....

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Interpretation.html](#))

Namespace: NetAF ([NetAF.html](#)), [NetAF.Logic.html](#)

Assembly: NetAF.dll

- [NetAF.Logic](#)

Syntax

([NetAF.Logic.html](#))

AssetCatalog

public sealed class AssetGenerator

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Custom(OverworldCreationCallback, PlayerCreationCallback)

([NetAF.Logic.ExitMode.html](#))

CreateGameSetupCallback creates custom values. Callbacks determine the overworld and player that will be returned from GetOverworld and GetPlayer.

([NetAF.Logic.GameConfiguration.h](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallba](#))

public static AssetGenerator Custom(OverworldCreationCallback overworldCreationCallb

ack, PlayerCreationCallback playerCreationCallback)

([NetAF.Logic.GameEndConditions](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

Parameters

GameSetupCallback

Type

([NetAF.Logic.GameSetupCallback](#))

GameState

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

Type	Name	Description
GameSetupCallback	overworldCreationCallback	The overworld creation callback.

Type	Name	Description
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)	<i>playerCreationCallback</i>	The player creation callback.

Returns

Type	Description
AssetGeneration (NetAF.Commands.Persistence.html) + NetAF.Conversations	Asset generation that will always return an overworld and a player as defined by the callbacks.

**(NetAF.Conversations.html)**

**GetOverworld**

**Instructions**

Get the overworld.

**(NetAF.Conversations.Instruct**

Declaration

+ NetAF.Extensions

**(NetAF.Extensions.html)**

public Overworld GetOverworld()

+ NetAF.Interpretation

**(NetAF.Interpretation.html)**

Returns

- Type

**(NetAF.Logic.html)**

Overworld (NetAF.Assets.Locations.Overworld.html)

Description

The overworld.

AssetCatalog

**(NetAF.Logic.AssetCatalog.html)**

AssetGenerator

**(NetAF.Logic.AssetGenerator.html)**

EndCheck

Get the player.

**(NetAF.Logic.EndCheck.html)**

Declaration

+ EndCheckResult

**(NetAF.Logic.EndCheckResult.html)**

ExitMode

**public PlayableCharacter GetPlayer()**

**(NetAF.Logic.ExitMode.html)**

Game (NetAF.Logic.Game.html)

Returns

GameConfiguration

Type **(NetAF.Logic.GameConfiguration.h)**

GameCreationCallback

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

Description

The player.

GameEndConditions

**(NetAF.Logic.GameEndConditions.html)**

GameInfo

**(NetAF.Logic.GameInfo.html)**

CreateGameStepGenerator that creates new values. Different instances of overworld and player will be returned on each call.

**(NetAF.CreateGameStepGenerator.html)**

GameState

Declaration

**(NetAF.Logic.GameState.html)**

OverworldCreationCallback

**(NetAF.Logic.OverworldCreationCa**

**New(IAssetTemplate<Overworld>, IAssetTemplate<PlayableCharacter>)**

**(NetAF.Logic.GameInfo.html)**

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

## Parameters

Type	Name	Description
IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)< <b>(NetAF.Commands.Persistence)</b> Overworld (NetAF.Assets.Locations.Overworld.html)>	overworldTemplate	The overworld template.
+ NetAF.Conversations IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)< <b>(NetAFConversations.html)</b> PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) > NetAF.Conversations.	playerTemplate	The player template.

## Instructions

Returns

### (NetAF.Conversations.Instruct)

Type	Description
+ NetAF.Extensions AssetGenerator (NetAF.Extensions.html) (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return a new overworld and a new player.
+ NetAF.Interpretation (NetAF.Interpretation.html)	

## New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

### (NetAF.Logic.html)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to Overworld and GetPlayer.

Asset Catalog

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

```
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)
```

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

## Parameters

ExitMode

Type	Name	Description
(NetAF.Logic.ExitMode.html)		
Game (NetAF.Logic.Game.html)	overworldMaker	The overworld maker.

OverworldMaker (NetAF.Utilities.OverworldMaker.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

IAssetTemplate<NetAF.Utilities.IAssetTemplate-1.html><

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)>

GameEndConditions

Return

(NetAF.Logic.GameEndConditions.html)

Type	Description
GameInfo (NetAF.Logic.GameInfo.html)	
AssetSetupCallback (NetAF.Logic.AssetSetupCallback)	Asset generation that will always return a new overworld and a new player.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

## Retained(Overworld, PlayableCharacter)

(NetAF.Logic.OverworldCreationCa

Create an asset generator that uses retained value. The same instance of overworld and player will be returned on each call to GetOverworld and GetPlayer.

## Declaration

```
public static AssetGenerator Retained(Overworld overworld, PlayableCharacter player)
```

### Parameters

#### (NetAF.Commands.Persistence.html)

Type

#### + NetAF.Conversations

Overworld (NetAF.Assets.Locations.Overworld.html)

#### (NetAF.Conversations.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

#### + NetAF.Conversations.

### Instructions

Returns

#### (NetAF.Conversations.Instruct.html)

Type

#### + NetAF.Extensions

AssetGenerator

#### (NetAF.Extensions.html)

(NetAF.Logic.AssetGenerator.html)

### Description

Asset generation that will always return the same instance overworld and the same instance of the player.

#### + NetAF.Interpretation

#### (NetAF.Interpretation.html)

#### - NetAF.Logic

#### (NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback.html)

# Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: NetAF (NetAF.html) | Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax  
[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).EndCheckResult EndCheck(Game game)

**Instructions**

[\(NetAF.Conversations.Instruct](#)

Parameters

+ <a href="#">NetAF.Extensions</a>	Name	Description
<a href="#">(NetAF.Extensions.html)</a> Game (NetAF.Logic.Game.html)	game	The game to check for end.

+ [NetAF.Interpretation](#)

Returns  
[\(NetAF.Interpretation.html\)](#)

- Type <a href="#">NetAF.Logic</a>	Description
<a href="#">(NetAF.Logic.html)</a> .Logic.EndCheckResult.html	Returns a result from the check.

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

# Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

+ **NetAF.Conversations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Conversations.html)**  
↳ EndCheckResult

+ **NetAF Conversations.**

Inherited Members

**Instructions**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
**(NetAF.Conversations.Instruct**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
**(NetAF.Extensions.html)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

- **NetAF Logic** (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
**(NetAF.Logic.html)**

Namespace: NetAF ([NetAF.Logic.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic))

AssetCatalog

Assembly: NetAF.dll

[NetAF.Logic.AssetCatalog.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.AssetCatalog)

Syntax

AssetGenerator

[NetAF.Logic.AssetGenerator.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.AssetGenerator)  
public class EndCheckResult

[NetAF.Logic.EndCheck.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.EndCheck)

EndCheckResult

[NetAF.Logic.EndCheckResult.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.EndCheckResult)

ExitMode

[NetAF.Logic.ExitMode.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.ExitMode)

**EndCheckResult(bool, string, string)**

GameConfiguration

Represents the result of an end check.  
[NetAF.Logic.GameConfiguration.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.GameConfiguration)

GameCreationCallback

[NetAF.Logic.GameCreationCallback.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.GameCreationCallback)

GameEndConditions

public EndCheckResult(bool hasEnded, string title, string description)  
[NetAF.Logic.GameEndConditions.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.GameEndConditions)

GamelInfo

[NetAF.Logic.GamelInfo.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.GamelInfo)

GameSetupCallback

Type  
[NetAF.Logic.GameSetupCallback.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.GameSetupCallback)

GameState

<https://learn.microsoft.com/dotnet/api/system.boolean>

[NetAF.Logic.GameState.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.GameState)

string

<https://learn.microsoft.com/dotnet/api/system.string>

OverworldCreationCallback

[NetAF.Logic.OverworldCreationCallback.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.OverworldCreationCallback)

PlayableCharacterLocation

[NetAF.Logic.PlayableCharacterLocation.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.PlayableCharacterLocation)

PlayTime

[NetAF.Logic.PlayTime.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.PlayTime)

Type	Name	Description
<a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.GameSetupCallback">NetAF.Logic.GameSetupCallback.html</a>		
bool	hasEnded	If the game has ended.
<a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.GameState">NetAF.Logic.GameState.html</a>	title	A title to describe the end.
string	description	A description of the end.

# Properties

## Description

Get a description of the end.

▼

Declaration

### + NetAF.Conversations

public string Description { get; }

### + NetAF.Conversations.

Property Value

**Instructions**

Type	Description
NetAF.Conversations.Instruct	

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

**HasEnded**

(NetAF.Interpretation.html)

Get if the game has come to an end.

### - NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

public bool HasEnded { get; }

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Property Value

EndCheck

Type	Description
(NetAF.Logic.EndCheck.html)	

EndCheckResult

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

**NotEnded**

Game (NetAF.Logic.Game.html)

GameConfiguration

Get a default result for not ended.

(NetAF.Logic.GameConfiguration.html)

Declaration

**GameCreationCallback**

(NetAF.Logic.GameCreationCallba

public static EndCheckResult NotEnded { get; }

(NetAF.Logic.GameEndConditions.

GameInfo

Property Value

(NetAF.Logic.GameInfo.html)

**GameStateCallback**

(NetAF.Logic.GameSetupCallback.

EndCheckResult (NetAF.Logic.EndCheckResult.html)

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

Get a list to choose playable charac

ter from.

(NetAF.Logic.PlayableCharacterLo

cation.html)

## Declaration

```
public string Title { get; }
```

### Property Value

Type	Description
+ <a href="#">NetAF.Conversations</a> ( <a href="https://docs.microsoft.com/dotnet/api/system.string">https://docs.microsoft.com/dotnet/api/system.string</a> )	
( <a href="#">NetAF.Conversations.html</a> )	
+ <a href="#">NetAF.Conversations.</a>	
<a href="#">Instructions</a>	
( <a href="#">NetAF.Conversations.Instruct</a>	
+ <a href="#">NetAF.Extensions</a>	
( <a href="#">NetAF.Extensions.html</a> )	
+ <a href="#">NetAF.Interpretation</a>	
( <a href="#">NetAF.Interpretation.html</a> )	
- <a href="#">NetAF.Logic</a>	
( <a href="#">NetAF.Logic.html</a> )	
AssetCatalog	
( <a href="#">NetAF.Logic.AssetCatalog.html</a> )	
AssetGenerator	
( <a href="#">NetAF.Logic.AssetGenerator.html</a> )	
EndCheck	
( <a href="#">NetAF.Logic.EndCheck.html</a> )	
EndCheckResult	
( <a href="#">NetAF.Logic.EndCheckResult.htm</a>	
ExitMode	
( <a href="#">NetAF.Logic.ExitMode.html</a> )	
Game	
( <a href="#">NetAF.Logic.Game.html</a> )	
GameConfiguration	
( <a href="#">NetAF.Logic.GameConfiguration.h</a>	
GameCreationCallback	
( <a href="#">NetAF.Logic.GameCreationCallba</a>	
GameEndConditions	
( <a href="#">NetAF.Logic.GameEndConditions.</a>	
GameInfo	
( <a href="#">NetAF.Logic.GameInfo.html</a> )	
GameSetupCallback	
( <a href="#">NetAF.Logic.GameSetupCallback.</a>	
GameState	
( <a href="#">NetAF.Logic.GameState.html</a> )	
OverworldCreationCallback	
( <a href="#">NetAF.Logic.OverworldCreationCa</a>	
PlayableCharacterLocation	
( <a href="#">NetAF.Logic.PlayableCharacterLo</a>	
...	

# Enum ExitMode

Enumeration of exit modes.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

**(NetAF.Conversations.html)**

Assembly: NetAF.dll

Syntax

**public enum ExitMode**  
**(NetAF.Conversations.Instruct**

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

**Fields**

**Interpretation**  
**(NetAF.Interpretation.html)**

Name	Description
<b>ExitApplication</b> <b>(NetAF.Logic.html)</b>	Exit the application.
<b>ReturnToTitleScreen</b> <b>AssetCatalog</b>  (NetAF.Logic.AssetCatalog.html) AssetGenerator (NetAF.Logic.AssetGenerator.html) EndCheck (NetAF.Logic.EndCheck.html) EndCheckResult (NetAF.Logic.EndCheckResult.htm ExitMode (NetAF.Logic.ExitMode.html) Game (NetAF.Logic.Game.html) GameConfiguration (NetAF.Logic.GameConfiguration.h GameCreationCallback (NetAF.Logic.GameCreationCallba GameEndConditions (NetAF.Logic.GameEndConditions. GameInfo (NetAF.Logic.GameInfo.html) GameSetupCallback (NetAF.Logic.GameSetupCallback. GameState (NetAF.Logic.GameState.html) OverworldCreationCallback (NetAF.Logic.OverworldCreationCa	Return to the title screen.

# Class Game

Represents a game.

Filter by title

Inheritance

+ [NetAF.Conversations](#)([soft.com/dotnet/api/system.object](https://learn.microsoft.com/dotnet/api/system.object))

## Instructions

Implementations

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Game

+ [NetAF.Extensions](#)

Serialization ([NetAF.Serialization.GameSerialization.html](#))>

([NetAF.Extensions.html](#))

Inherited Members

+ [NetAF.Interpretation](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.AssetGenerator.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

EndCheck

Assembly: NetAF.dll

([NetAF.Logic.EndCheck.html](#))

Syntax

[EndCheckResult](#)

([NetAF.Logic.EndCheckResult.html](#))

public sealed class Game : IRestoreFromObjectSerialization<GameSerialization>

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

## Properties

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

ActiveConverser ([NetAF.Logic.ActiveConverser.html](#))

GameInfo

Get the active converser.

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

public IConverser ActiveConverser { get; }

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

Property Value ([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Type	Description
PlayableCharacterLocation	( <a href="#">NetAF.Logic.PlayableCharacterLocation.html</a> )
IConverser ( <a href="#">NetAF.Assets.Characters.IConverser.html</a> )	( <a href="#">NetAF.Logic.PlayerCreationCallback.html</a> )

# Catalog

Get the catalog of assets for this game.

Declaration

```
public AssetCatalog Catalog { get; }
```

Property Value

+ **NetAF.Conversations.**

Type Instructions

([NetAF.Conversations.Instruct](#))

Description

[AssetCatalog \(NetAF.Logic.AssetCatalog.html\)](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

**Configuration**

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Declaration

**NetAF.Logic**

([NetAF.Logic.html](#))

```
public GameConfiguration Configuration { get; }
```

AssetCatalog

([NetAF.Logic.AssetCatalog.html](#))

Property Value

Type

EndCheck

Description

Game (NetAF.Logic.EndCheck.html)

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

**EndConditions**

([NetAF.Logic.ExitMode.html](#))

Game (NetAF.Logic.Game.html)

Get the end conditions.

GameConfiguration

Declaration

[NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

Property Value

GameInfo

Type

Description

GameSetupCallback

GameEndConditions ([NetAF.Logic.GameEndConditions.html](#))

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

**Info**

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

Get **PlayableCharacterLocation**

([NetAF.Logic.PlayableCharacterLocation.html](#))

Declaration

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

```
public GameInfo Info { get; }
```

## Property Value

Type	Description
GameInfo (NetAF.Logic.GameInfo.html)	

## + NetAF.Conversations.

### Instructions Introduction (NetAF.Conversations.Instruct

Get the introduction.

### + NetAF.Extensions

Declaration  
(NetAF.Extensions.html)

## + NetAF.Interpretation

```
public string Introduction { get; }
```

(NetAF.Interpretation.html)

## NetAF.Logic

### Property Value

Type	Description
AssetCatalog string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Logic.AssetCatalog.html)	

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

Get iEndCheckResult.

(NetAF.Logic.EndCheckResult.html)

Declaration

ExitMode

(NetAF.Logic.ExitMode.html)

```
public bool IsExecuting { get; }
```

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

### Property Value

GameCreationCallback

### Type

(NetAF.Logic.GameCreationCallba

GameEndConditions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

## Overworld

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

Get the overworld.

GameState

Declaration  
(NetAF.Logic.GameState.html)

OverworldCreationCallback

```
public OverworldId Overworld { get; }
```

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

### Property Value

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Type	Description
Overworld (NetAF.Assets.Locations.Overworld.html)	

## Player

Get the player.

### + NetAF Conversations.

Declaration

#### Instructions

##### (NetAF Conversations.Instruction)

```
public PlayableCharacter Player { get; }
```

### + NetAF.Extensions

Properties (NetAF.Extensions.html)

### + Type NetAF.Interpretation

#### (NetAF Interpretation.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

### - NetAF.Logic

#### (NetAF.Logic.html)

## Methods

### AssetCatalog

(NetAF.Logic.AssetCatalog.html)

### AssetGenerator

(NetAF.Logic.AssetGenerator.html)

### ChangePlayer(PlayableCharacter, bool)

#### EndCheck

Character (NetAF.SpecifiedPlayer.html)

#### EndCheckResult

Declaration  
(NetAF.Logic.EndCheckResult.html)

#### ExitMode

```
public void ChangePlayer(PlayableCharacter player, bool jumpToLastLocation = true)
```

Game (NetAF.Logic.Game.html)

#### GameConfiguration

(NetAF.Logic.GameConfiguration.h)

#### Type GameCreationCallback

#### Name

#### Description

PlayableCharacter (NetAF.Logic.GameCreationCallback.html)

The player to change to.

GameEndConditions (NetAF.Assets.Characters.GameEndConditions.html)

PlayableCharacter (NetAF.Logic.GameEndConditions.html)

GamelInfo (NetAF.Logic.GamelInfo.html)

bool (NetAF.Logic.GamelInfo.html)

JumpToLastLocation (https://learn.microsoft.com/microsoft/universal-holocore/GameSetupCallback)

m/dtNetAFLogic.GameSetupCallback.

an) GameState (NetAF.Logic.GameState.html)

Jump to the last location, if it is known. Then true the player will be added at the last location, when false the current location will be used. By default this is true.

### Create(GameInfo, string, AssetGenerator, GameEndConditions,

### GameConfiguration, GameSetupCallback)

#### (NetAF.Logic.PlayableCharacterLo

CreatePlayerCreationCallback generating instances of a game.

(NetAF.Logic.PlayerCreationCallba

## Declaration

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetGenerator assetGenerator, GameEndConditions conditions, GameConfiguration configuration, GameSetupCallback setup = null)
```



## Parameters

Type	Name	Description
+ <a href="#">NetAF.Conversations.Instructions</a> <a href="#">(NetAF.Conversations.Instruction.html)</a>	<i>info</i>	Information about the game.
+ <a href="#">NetAF.Extensions</a> <a href="#">(NetAF.Extensions.html)</a> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>introduction</i>	An introduction to the game.
+ <a href="#">NetAF.Interpretation</a> <a href="#">(NetAF.Logic.AssetGenerator.html)</a> <a href="#">(NetAF.Interpretation.html)</a> AssetGenerator GameEndConditions - <a href="#">NetAF.Logic</a> <a href="#">(NetAF.Logic.html)</a> GameConfiguration AssetCatalog ( <a href="#">NetAF.Logic.GameConfiguration.html</a> ) ( <a href="#">NetAF.Logic.AssetCatalog.html</a> ) GameSetupCallback AssetGenerator ( <a href="#">NetAF.Logic.GameSetupCallback.html</a> ) ( <a href="#">NetAF.Logic.AssetGenerator.html</a> )	<i>assetGenerator</i>	The generator to use to create game assets.
	<i>conditions</i>	The game conditions.
	<i>configuration</i>	The configuration for the game.
	<i>setup</i>	A setup function to run on the created game after it has been created.

EndCheck

Returns [\(NetAF.Logic.EndCheck.html\)](#)

Type	Description
EndCheckResult ( <a href="#">NetAF.Logic.EndCheckResult.html</a> )	
GameCreationCallback ( <a href="#">NetAF.Logic.GameCreationCallback.html</a> )	A new GameCreationHelper that will create a GameCreator with the parameters specified.

## DisplayAbout()

Display the about frame.  
GameCreationCallback  
GameEndConditions  
Declaration  
GameInfo  
p([NetAF.Logic.GameInfoAbout\(\)](#))

GameSetupCallback  
([NetAF.Logic.GameSetupCallback.html](#))  
GameState

## DisplayHelp()

GameState.html  
OverworldCreationCallback  
Display the help frame  
([NetAF.Logic.OverworldCreationCa](#))

PlayableCharacterLocation  
([NetAF.Logic.PlayableCharacterLo](#))  
PlayerCreationCallback  
([NetAF.Logic.PlayerCreationCallba](#))

```
public void DisplayHelp()
```

## DisplayMap()

Display the map frame.

Declaration

+ **NetAF.Conversations**.

### Instructions

public void DisplayMap()

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

**DisplayTransition(string, string)**

+ **NetAF.Interpretation**

Display transition frame.

([NetAF.Interpretation.html](#))

Declaration

- **NetAF.Logic**

([NetAF.Logic.html](#))

```
public void DisplayTransition(string title, string message)
    AssetCatalog
```

([NetAF.Logic.AssetCatalog.html](#))

Parameters

AssetGenerator

Type	Name	Description
EndCheck		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	title	The title.

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

message

The message.

([NetAF.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

**Execute(GameCreationCallback)**

GameConfiguration

Execute a game.

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

```
public static void Execute(GameCreationCallback creator)
    (NetAF.Logic.GameEndConditions.
```

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

Name

Description

GameStateCallback

([NetAF.Logic.GameStateCallback.html](#))

creator

The creator to use to create the game.

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

**FindInteractionTarget(string)**

([NetAF.Logic.FindInteractionTarget.html](#))

PlayerCreationCallback

Find an interaction target within the current scope for this Game.

([NetAF.Logic.PlayerCreationCallback.html](#))

## Declaration

```
public IIInteractWithItem FindInteractionTarget(string name)
```

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	name	The targets name.

## + NetAF.Conversations.

### Instructions

Returns

Type	Description
<a href="#">(NetAF.Conversations.Instruct.html)</a>	The first IIInteractWithItem object which has a name that matches the name parameter.

## + NetAF.Interpretation

### (NetAF.Interpretation.html)

## GetAllPlayerVisibleExaminables()

### (NetAF.Logic.html)

Get all examinables that are currently visible to the player.  
AssetCatalog

Declaration

AssetGenerator

```
public IExamitable[] GetAllPlayerVisibleExaminables()
EndCheck
```

(NetAF.Logic.EndCheck.html)

Returns

EndCheckResult

Type	Description
ExitMode	An array of all examinables that are currently visible to the player.

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

Get an array of inactive player locations.

(NetAF.Logic.GameEndConditions.

Declaration

GameInfo

(NetAF.Logic.GameInfo.html)

```
public PlayableCharacterLocation[] GetInactivePlayerLocations()
```

(NetAF.Logic.GameSetupCallback.

GameState

Returns

(NetAF.Logic.GameState.html)

Type	Description
OverworldCreationCallback	An array containing all locations of inactive platers.

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLoca

(NetAF.Logic.PlayableCharacterLo

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

## RestoreFrom(GameSerialization)

Restore this object from a serialization.

Declaration

```
public void RestoreFrom(GameSerialization serialization)
```

Parameters

+ [NetAF.Conversations](#).

Type	Instructions	Name	Description
	<a href="#">(NetAF.Conversations.Instruct</a> GameSerialization (NetAF.Serialization.GameSerialization.html)	serialization	The serialization to restore from.

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Implements

+ [NetAF.Interpretation](#)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

[\(NetAF.Interpretation.html\)](#)

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

# Class GameConfiguration

Represents a configuration for a game.

Filter by title

Inheritance

+ **NetAF.Conversations.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

| GameConfiguration

(**NetAF.Conversations.Instruct**

Inherited Members

+ **NetAF.Extensions**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

AssetCatalog

Name ([NetAF.Logic \(NetAF.Logic.html\)](#))

Assembly: NetAF

([NetAF.Logic.AssetGenerator.html](#))

Syntax

EndCheck

([NetAF.Logic.EndCheck.html](#))

public sealed class GameConfiguration

    EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

+ **GameConfiguration(Size, ExitMode, IIOAdapter)**

GameCreationCallback

Represents a configuration for a game.

([NetAF.Logic.GameCreationCallback](#))

GameEndConditions

Declaration ([NetAF.Logic.GameEndConditions](#).)

GameState

Type ([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback](#))

ExitMode ([NetAF.Logic.ExitMode.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation](#))

IIOAdapter ([NetAF.Adapters.IIOAdapter.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback](#))

+ **NetAF.Persistence**

# Properties

## Adapter

Get the I/O adapter.



Declaration

### + NetAF.Conversations.

**Instructions** Adapter Adapter { get; }

(NetAF.Conversations.Instruct)

Property value

### + NetAF.Extensions

Type (NetAF.Extensions.html)

Description

+ NetAF.Interpretation (NetAF.Interpretation.IIOAdapter.html)

(NetAF.Interpretation.html)

### - NetAF.Logic

#### Default (NetAF.Logic.html)

Get the default game configuration.

(NetAF.Logic.AssetCatalog.html)

Declaration

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

public static GameConfiguration Default { get; }

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Description

Type ExitMode

(NetAF.Logic.ExitMode.html)

GameConfiguration (NetAF.Logic.GameConfiguration.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

### DisplayCommandListInSceneFrames

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

Get or set if the command list is displayed in scene frames.

GameEndConditions

Declaration (NetAF.Logic.GameEndConditions)

GameInfo

(NetAF.Logic.GameInfo.html)

public bool DisplayCommandListInSceneFrames { get; set; }

GameSetupCallback

(NetAF.Logic.GameSetupCallback)

Property Value

GameState

Type (NetAF.Logic.GameState.html)

Description

OverworldCreationCallback

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Get the display size.

### + NetAF.Persistence

## Declaration

```
public Size DisplaySize { get; }
```

### Property Value

Type	Description
+ <a href="#">NetAF.Conversations</a> Size (NetAF.Assets.Size.html)	

### Instructions

[\(NetAF.Conversations.Instruct\)](#)

## ErrorPrefix

### NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Get or set the prefix to use when displaying errors.

### + NetAF.Interpretation

Declaration

[\(NetAF.Interpretation.html\)](#)

### - NetAF.Logic

[\(NetAF.Logic.html\)](#)

### Property Value

#### AssetCatalog

Type	Description
+ <a href="#">NetAF.Logic.AssetCatalog.html</a> AssetGenerator string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Logic.AssetGenerator.html)	

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

## ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Declaration

[Game \(NetAF.Logic.Game.html\)](#)

GameConfiguration

public [ExitMode](#) ExitMode { get; }  
(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

### Property Value

#### GameEndConditions

Type	Description
+ <a href="#">NetAF.Logic.GameEndConditions.html</a> GameInfo ExitMode ( <a href="#">NetAF.Logic.ExitMode.html</a> ) (NetAF.Logic.GameInfo.html)	

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

## FrameBuilders

[\(NetAF.Logic.GameState.html\)](#)

Get or set the collection of frame builders to use to render the game.

OverworldCreationCallback

[Declaration](#) [\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLoc](#)

public [FrameBuilderCollection](#) FrameBuilders { get; set; }

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

### Property Value

## + NetAF.Persistence

Type	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	

## Interpreter

Get or set the interpreter used for interpreting input.

### NetAF.Conversations.

Declaration

#### (NetAF.Conversations.Instruct

```
public IInterpreter Interpreter { get; set; }
```

### + NetAF.Extensions

#### (NetAF.Extensions.html)

Property Value

### + NetAF.Interpretation

#### Type (NetAF.Interpretation.html)

IInterpreter (NetAF.Interpretation.IInterpreter.html)

### - NetAF.Logic

#### (NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Get or set the type of key to use on the scene map.

(NetAF.Logic.AssetGenerator.html)

Declaration

EndCheck

(NetAF.Logic.EndCheck.html)

### EndCheckResult

SceneMapKeyType { get; set; }

(NetAF.Logic.EndCheckResult.htm

ExitMode

Property Value

(NetAF.Logic.ExitMode.html)

### TypeGame

(NetAF.Logic.Game.html)

## Description

Type	Description
GameConfiguration	
KeyType (NetAF.Rendering.KeyType.html)	
(NetAF.Logic.GameConfiguration.h	
GameCreationCallback	
(NetAF.Logic.GameCreationCallba	
GameEndConditions	
(NetAF.Logic.GameEndConditions.	
GameInfo	
(NetAF.Logic.GameInfo.html)	
GameSetupCallback	
(NetAF.Logic.GameSetupCallback.	
GameState	
(NetAF.Logic.GameState.html)	
OverworldCreationCallback	
(NetAF.Logic.OverworldCreationCa	
PlayableCharacterLocation	
(NetAF.Logic.PlayableCharacterLo	
PlayerCreationCallback	
(NetAF.Logic.PlayerCreationCallba	

### + NetAF.Persistence

# Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

**Instructions**

Assembly: NetAF.dll

**(NetAF.Conversations.Instruct**

Syntax

+ **NetAF.Extensions**

**(NetAF.Extensions.html)** GameCreationCallback()

+ **NetAF.Interpretation**

Returns **(NetAF.Interpretation.html)**

Type

- **NetAF.Logic**

Game (NetAF.Logic.Game.html)

Type	Description
<b>Game</b> (NetAF.Logic.Game.html)	A game created by the callback.

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlaverCreationCallback

# Class GameEndConditions

Provides a container for game end conditions.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Inherited Members

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Interpretation.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- [NetAF.Logic](#)

([NetAF.Logic.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

AssetGenerator

Name ([NetAF.Logic.AssetGenerator.html](#))

EndCheck

Assembly: NetAF.dll

([NetAF.Logic.EndCheck.html](#))

Syntax

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

public sealed class GameEndConditions

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

Constructors

[GameEndConditions\(EndCheck, EndCheck\)](#)

GameEndConditions

Provides a container for game end conditions.

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Declaration ([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

public GameEndConditions(EndCheck completionCondition, EndCheck gameOverCondition)  
([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

Parameters

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

Name

Description

EndCheck

([NetAF.Logic.EndCheck.html](#))

completionCondition

The condition that determines if the game was completed.

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

gameOverCondition

The condition that determines if the game has ended.

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

# Properties

## CompletionCondition

Get the condition that determines if the game was completed.

Declaration

**(NetAF.Conversations.Instruct**

```
public EndCheck CompletionCondition { get; }
```

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

Property Value

+ **NetAF.Interpretation**

Type

**(NetAF.Interpretation.html)**

EndCheck (NetAF.Logic.EndCheck.html)

- **NetAF.Logic**

**(NetAF.Logic.html)**

## GameOverCondition

**(NetAF.Logic.AssetCatalog.html)**

Get the condition that determines if the game has ended.

Declaration

EndCheck

**(NetAF.Logic.EndCheck.html)**

```
public EndCheck GameOverCondition { get; }
```

**EndCheckResult**

**(NetAF.Logic.EndCheckResult.html)**

Property Value

**(NetAF.Logic.ExitMode.html)**

Type

**Game** (NetAF.Logic.Game.html)

**GameConfiguration**

**EndCheck** (NetAF.Logic.EndCheck.html)

**(NetAF.Logic.GameConfiguration.html)**

**GameCreationCallback**

**(NetAF.Logic.GameCreationCallback)**

**NoEnd**

**GameEndConditions**

**(NetAF.Logic.GameEndConditions.html)**

Get a value for no end.

**GameInfo**

Declaration

**(NetAF.Logic.GameInfo.html)**

**GameSetupCallback**

**public static GameEndConditions** NoEnd { get; }

**GameState**

**(NetAF.Logic.GameState.html)**

Property Value

**OverworldCreationCallback**

Type

**(NetAF.Logic.OverworldCreationCa**

**PlayableCharacterLocation**

**GameEndConditions** (NetAF.Logic.GameEndConditions.html)

**(NetAF.Logic.PlayableCharacterLo**

**PlayerCreationCallback**

**(NetAF.Logic.PlayerCreationCallba**

## NotEnded

### Persistence

**(NetAF.Persistence.html)**

Get an end check that returns EndCheckResult.NotEnded.

Description

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## Declaration

```
public static EndCheck NotEnded { get; }
```

### Property Value

Type	Description
E< <a href="#">EndCheck</a> > (NetAF.Logic.EndCheck.html)	(NetAF.Conversations.Instruction)

- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
  - AssetCatalog  
(NetAF.Logic.AssetCatalog.html)
  - AssetGenerator  
(NetAF.Logic.AssetGenerator.html)
  - EndCheck  
(NetAF.Logic.EndCheck.html)
  - EndCheckResult  
(NetAF.Logic.EndCheckResult.html)
  - ExitMode  
(NetAF.Logic.ExitMode.html)
  - Game (NetAF.Logic.Game.html)
  - GameConfiguration  
(NetAF.Logic.GameConfiguration.html)
  - GameCreationCallback  
(NetAF.Logic.GameCreationCallback.html)
  - GameEndConditions  
(NetAF.Logic.GameEndConditions.html)
  - GameInfo  
(NetAF.Logic.GameInfo.html)
  - GameSetupCallback  
(NetAF.Logic.GameSetupCallback.html)
  - GameState  
(NetAF.Logic.GameState.html)
  - OverworldCreationCallback  
(NetAF.Logic.OverworldCreationCallback.html)
  - PlayableCharacterLocation  
(NetAF.Logic.PlayableCharacterLocation.html)
  - PlayerCreationCallback  
(NetAF.Logic.PlayerCreationCallback.html)
- + **NetAF.Persistence**  
[\(NetAF.Persistence.html\)](#)

# Class GameInfo

Provides information about a game.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

↳ GameInfo

([NetAF.Extensions.html](#))

Inherited Members

+ [NetAF.Interpretation](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Interpretation.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Logic.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.AssetGenerator.html](#))

Namespace: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

EndCheck

Assembly: [NetAF.dll](#)

([NetAF.Logic.EndCheck.html](#))

Syntax

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

public sealed class GameInfo

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

## Constructors

### GameInfo(string, string, string)

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

public GameInfo(string name, string description, string author)

GameState

([NetAF.Logic.GameState.html](#))

Parameters

OverworldCreationCallback

Type	Name	Description
( <a href="#">NetAF.Logic.OverworldCreationCallback.html</a> )		

PlayableCharacterLocation

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Logic.PlayableCharacterLocation.html](#))

PlayerCreationCallback

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Logic.PlayerCreationCallback.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

name

The name of the game.

description

A description of the game.

author

A author of the game.

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

# Properties

## Author

Get the author.



Declaration

**(NetAF.Conversations.Instruct**

```
    public string Author { get; set; }
```

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

Property Value

+ **NetAF.Interpretation**

Type

**(NetAF.Interpretation.html)**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- **NetAF.Logic**

**(NetAF.Logic.html)**

AssetCatalog

**Description**

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

Get the description of the game.

[\(NetAF.Logic.AssetGenerator.html\)](#)

Declaration

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

```
public EndCheckResult Description { get; }
```

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

Property Value

[\(NetAF.Logic.ExitMode.html\)](#)

Type

**Game** ([NetAF.Logic.Game.html](#))

**Description**

GameConfiguration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

Name

EndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

Get the name of the game.

[GameInfo](#)

Declaration

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

```
public string Name { get; }
```

GameState

[\(NetAF.Logic.GameState.html\)](#)

PlayableCharacterCreationCallback

Type

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

Declaration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

**Description**

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

+ **NetAF.Persistence**

**(NetAF.Persistence.html)**

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▼

**(NetAF.Conversations.Instruct**

**+ NetAF.Extensions**

**(NetAF.Extensions.html)**

**+ NetAF.Interpretation**

**(NetAF.Interpretation.html)**

**- NetAF.Logic**

**(NetAF.Logic.html)**

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

**+ NetAF.Persistence**

**(NetAF.Persistence.html)**

# Delegate GameSetupCallback

Represents the callback used for Game setup.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

+ **NetAF.Extensions**

Assembly: NetAF.dll

([NetAF.Extensions.html](#))

Syntax

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

- **NetAF.Logic**

Parameters

([NetAF.Logic.html](#))

Type	Name	Description
AssetCatalog (NetAF.Logic.AssetCatalog.html) Game (NetAF.Logic.Game.html) AssetGenerator	game	The game to setup.

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game (NetAF.Logic.Game.html)

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

+ **NetAF.Persistence**

# Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)  
**(NetAF.Conversations.Instruct**

Assembly: NetAF.dll

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

- **NetAF.Logic**

**(NetAF.Logic.html)**

## Fields

AssetCatalog		Description
Name	<a href="#">(NetAF.Logic.AssetCatalog.html)</a>	
AssetGenerator	<a href="#">(NetAF.Logic.AssetGenerator.html)</a>	Active.
Active	<a href="#">(NetAF.Logic.AssetGenerator.html)</a>	
EndCheck	<a href="#">(NetAF.Logic.EndCheck.html)</a>	Finished.
NotStarted	<a href="#">(NetAF.Logic.EndCheck.html)</a>	Not started.
EndCheckResult	<a href="#">(NetAF.Logic.EndCheckResult.html)</a>	

AssetCatalog

[Name](#) [\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[Active](#) [\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[NotStarted](#) [\(NetAF.Logic.EndCheck.html\)](#)

[EndCheckResult](#) [\(NetAF.Logic.EndCheckResult.html\)](#)

AssetCatalog

[AssetGenerator](#) [\(NetAF.Logic.AssetGenerator.html\)](#)

[Active](#) [\(NetAF.Logic.AssetGenerator.html\)](#)

[EndCheck](#) [\(NetAF.Logic.EndCheck.html\)](#)

[NotStarted](#) [\(NetAF.Logic.EndCheck.html\)](#)

[EndCheckResult](#) [\(NetAF.Logic.EndCheckResult.html\)](#)

AssetCatalog

[Name](#) [\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[Active](#) [\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[NotStarted](#) [\(NetAF.Logic.EndCheck.html\)](#)

[EndCheckResult](#) [\(NetAF.Logic.EndCheckResult.html\)](#)

AssetCatalog

[AssetGenerator](#) [\(NetAF.Logic.AssetGenerator.html\)](#)

[Active](#) [\(NetAF.Logic.AssetGenerator.html\)](#)

[EndCheck](#) [\(NetAF.Logic.EndCheck.html\)](#)

[NotStarted](#) [\(NetAF.Logic.EndCheck.html\)](#)

[EndCheckResult](#) [\(NetAF.Logic.EndCheckResult.html\)](#)

+ **NetAF.Persistence**

**(NetAF.Persistence.html)**

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# Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

## + NetAF.Interpretation

Syntax  
[\(NetAF.Interpretation.html\)](#)

### - NetAF.Logic

public delegate Overworld OverworldCreationCallback()  
[\(NetAF.Logic.html\)](#)

Returns

AssetCatalog  
[\(NetAF.Logic.AssetCatalog.html\)](#)

### Type

AssetGenerator

### Description

Overworld ([NetAF.Assets.Locations.Overworld.html](#))

A generated Overworld.

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.h](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.h](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#))

## + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

# Class PlayableCharacterLocation

Provides a record of the location of a playable character.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

↳ PlayableCharacterLocation

([NetAF.Extensions.html](#))

Implements

- [IRestoreFromObjectSerialization](#)

↳ [\(NetAF.Interpretation.html\)](#) (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) <Playables>

CharacterLocationSerialization ([NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html](#))>

Inherited Members

- [NetAF.Logic](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

AssetCatalog

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

AssetGenerator

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Logic.AssetGenerator.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

EndCheck

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

([NetAF.Logic.EndCheck.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

EndCheckResult

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.EndCheckResult.html](#))

Namespace: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

AssetCreationCallback ([NetAF.Logic.ExitMode.html](#))

Syntax

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

```
(NetAF.Logic.GameConfiguration.h
public class PlayableCharacterLocation : IRestoreFromObjectSerialization<PlayableCharacterLocation>
    GameCreationCallback
        (NetAF.Logic.GameCreationCallback)
    GameEndConditions
        (NetAF.Logic.GameEndConditions.
```

## Constructors

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

**PlayableCharacterLocation(string, string, string)**

([NetAF.Logic.GameSetupCallback.html](#))

Provides a record of the location of a playable character.

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

```
public PlayableCharacterLocation(string playerIdentifier, string regionIdentifier, string type)
    (NetAF.Logic.PlayableCharacterLocation)
```

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Parameters

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>playerIdentifier</i>	The player identifier.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>NetAF.Conversations.Instruct</b>	<i>regionIdentifier</i>	The identifier for the region that the player is in.
<b>+ NetAF.Extensions</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>roomIdentifier</i>	The identifier for the room that the player is in.

## + NetAF.Interpretation ([NetAF.Interpretation.html](#))

### - NetAF.Logic Properties ([NetAF.Logic.html](#))

AssetCatalog

#### **PlayerIdentifier** ([AssetCatalog.html](#))

AssetGenerator

#### Get the player ([NetAF.Logic.AssetGenerator.html](#))

EndCheck

#### Declaration ([NetAF.Logic.EndCheck.html](#))

EndCheckResult

```
public string PlayerIdentifier { get; }
```

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

#### Property ([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

#### Type GameConfiguration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

### RegionIdentifier

Get the identifier for the region that the player is in.

([NetAF.Logic.GameInfo.html](#))

#### Declaration

GameSetupCallback

([NetAF.Logic.GameSetupCallback](#))

```
public GameState RegionIdentifier { get; }
```

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

#### Property Value ([NetAF.Logic.OverworldCreationCa](#)

#### Type PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#)

## + NetAF.Persistence RoomIdentifier ([NetAF.Persistence.html](#))

Get the identifier for room that the player is in.

Declaration

```
public string RoomIdentifier { get; }
```



Property Value

Type  
[\(NetAF.Conversations.Instruct.html\)](#)

Description

+ [NetAF.Extensions](#)  
String (<https://learn.microsoft.com/dotnet/api/system.string>)  
[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

## Methods

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

**FromSerialization(PlayableCharacterLocationSerialization)**

AssetCatalog

Create a new instance of PlayableCharacterLocation from a serialization.

AssetGenerator

Declaration  
[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

```
public static PlayableCharacterLocation FromSerialization(PlayableCharacterLocations serialization, EndCheckResult result)
```

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Type Game ([NetAF.Logic.Game.html](#))

Name

Description

GameConfiguration

PlayableCharacterLocationSerialization

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

Returns GameEndConditions

Type [NetAF.Logic.GameEndConditions](#).

Description

GameInfo

PlayableCharacterLocation ([NetAF.Logic.PlayableCharacterLocation.html](#))

[\(NetAF.Logic.GameInfo.html\)](#)

The location.

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

**RestoreFrom(PlayableCharacterLocationSerialization)**

[\(NetAF.Logic.GameState.html\)](#)

Restore this object from a serialization.

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

```
public void RestoreFrom(PlayableCharacterLocationSerialization serialization, PlayerCreationCallback callback)
```

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Parameters

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

Type	Name	Description
PlayableCharacterLocationSerialization (NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.h ml)	serialization	The serialization to restore from.

▼

## Implements

(NetAF.Conversations.Instruct

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

+ NetAF.Persistence

(NetAF.Persistence.html)

-- -- -- - - -

# Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

## + NetAF.Interpretation

Syntax  
[\(NetAF.Interpretation.html\)](#)

- [NetAF.Logic](#)  
public delegate PlayableCharacter PlayerCreationCallback()  
[\(NetAF.Logic.html\)](#)

Returns

[AssetCatalog](#)  
(NetAF.Logic.AssetCatalog.html)

Type

[AssetGenerator](#)  
(NetAF.Logic.AssetGenerator.html)

Type	Description
<a href="#">AssetGenerator</a> (NetAF.Logic.AssetGenerator.html)	A generated Player.

[EndCheck](#)  
(NetAF.Logic.EndCheck.html)

[EndCheckResult](#)  
(NetAF.Logic.EndCheckResult.htm

[ExitMode](#)  
(NetAF.Logic.ExitMode.html)

[Game](#)  
(NetAF.Logic.Game.html)

[GameConfiguration](#)  
(NetAF.Logic.GameConfiguration.h

[GameCreationCallback](#)  
(NetAF.Logic.GameCreationCallba

[GameEndConditions](#)  
(NetAF.Logic.GameEndConditions.

[GameInfo](#)  
(NetAF.Logic.GameInfo.html)

[GameSetupCallback](#)  
(NetAF.Logic.GameSetupCallback.

[GameState](#)  
(NetAF.Logic.GameState.html)

[OverworldCreationCallback](#)  
(NetAF.Logic.OverworldCreationCa

[PlayableCharacterLocation](#)  
(NetAF.Logic.PlayableCharacterLo

[PlayerCreationCallback](#)  
(NetAF.Logic.PlayerCreationCallba

## + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

# Namespace NetAF.Persistence

## Classes

Filter by title

+ [NetAF.Commands](#)  
[RestorePoint](#) ([NetAF.Persistence.RestorePoint.html](#))

+ [NetAF.Commands](#)  
Creates a restore point for a Game.

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).

[Instructions](#)

[\(NetAF.Conversations.Instructions.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

- [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

[RestorePoint](#)

[\(NetAF.Persistence.RestorePoint.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

# Class RestorePoint

Represents a restore point for a Game.

Filter by title

Inheritance  [System.Object](#)

**(NetAF.Assets.Locations.html)**

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

**Inheritance**  [System.Object](#)

**(NetAF.Commands.html)**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

**Persistence**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object)))

**(NetAF.Commands.Persistence.html)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**Instruct**  [\(NetAF.Commands.Instruct.html\)](#) ([NetAF.Persistence.html](#))

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax  [\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

public class RestorePoint

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

**Properties**

- **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

**CreationTime**

RestorePoint

[\(NetAF.Persistence.RestorePoint.h\)](#)  
Get or set the creation time of this save.

+ **NetAF.Persistence.Json**

Declaration

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[CreationTime](#) CreationTime { get; set; }

**(NetAF.Rendering.html)**

Property Value

+ **NetAF.Rendering.Frame**

**Builders**

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Date Time (<https://learn.microsoft.com/dotnet/api/system.datetime>)

+ **NetAF.Rendering.Frame**

**Builders.Color**

**Game** [\(NetAF.Rendering.FrameBuilder.html\)](#)

Type	Description
<a href="#">(NetAF.Rendering.FrameBuilder.html)</a>	

Get or set the serialized game.

Declaration

```
public GameSerialization Game { get; set; }
```



Property Value

Type	Description
(NetAF.Assets.Locations.html)	GameSerialization (NetAF.Serialization.GameSerialization.html)

#### + NetAF.Commands

(NetAF.Commands.html)

#### Name

Persistence

Gets or sets the name of this persistence.

(NetAF.Commands.Persistence.html)

Declaration

#### + NetAF.Conversations

(NetAF.Conversations.html)

```
public string Name { get; set; }
```

#### + NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

#### + NetAF.Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Extensions.html)

Description

#### + NetAF.Interpretation

(NetAF.Interpretation.html)

#### Methods

##### + NetAF.Logic

(NetAF.Logic.html)

#### Create(string Game)

NetAF.Persistence

(NetAF.Persistence.html)

Create a new restore point.

RestorePoint

Declaration

(NetAF.Persistence.RestorePoint.h)

#### + NetAF.Persistence.Json

public static RestorePoint Create(string name, Game game)

(NetAF.Persistence.Json.html)

#### Parameters

#### + NetAF.Rendering

(NetAF.Rendering.html)

Name	Description
name	The name of the restore point.
game	The game to create the restore point for.

#### + NetAF.Rendering.Frame

(NetAF.Rendering.Frame.html)

Builders

Game (NetAF.Logic.Game.html)

(NetAF.Rendering.FrameBuilder

#### + NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

Type	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	The restore point.

▼

- **NetAF.Assets**  
**Locations**  
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**  
**Persistence**  
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
**Instructions**  
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- **NetAF.Persistence**  
[\(NetAF.Persistence.html\)](#)
  - RestorePoint  
[\(NetAF.Persistence.RestorePoint.html\)](#)
  - + **NetAF.Persistence.Json**  
[\(NetAF.Persistence.Json.html\)](#)
  - + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)
  - + **NetAF.Rendering.Frame**  
**Builders**  
[\(NetAF.Rendering.FrameBuilders.html\)](#)
  - + **NetAF.Rendering.Frame**  
**Builders.Color**  
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

# Namespace NetAF.Persistence.Json

## Classes

Filter by title ▾

+ **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)  
**JsonSave** [\(NetAF.Persistence.Json.JsonSave.html\)](#)

+ **NetAF.Commands** or a save in the Json format.

**Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

**Instructions**

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

- **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

JsonSave

[\(NetAF.Persistence.Json.JsonSave.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

**Builders**

[\(NetAF.Rendering.FrameBuilders.html\)](#)

+ **NetAF.Rendering.Frame**

**Builders.Color**

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

# Class JsonSave

Provides persistence for a save in the Json format.

Filter by title

Inheritance (NetAF.Persistence)

+ **NetAF.Commands**

Inheritance (NetAF.Commands.html)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

**Persistence**

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object))

+ **NetAF.Conversations**

Inheritance (NetAF.Conversations.html)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

+ **NetAF.Conversations**

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Name (NetAF.Conversations.Instruct) (NetAF.Persistence.html).Json (NetAF.Persistence.Json.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax (NetAF.Extensions.html)

+ **NetAF.Interpretation**

public static class JsonSave

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

**Methods**

+ **NetAF.Persistence**

(NetAF.Persistence.html)

**FromFile(string, out RestorePoint, out string)**

- **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Declaration

(NetAF.Persistence.Json.JsonSave

+ **NetAF.Rendering**

message)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Parameters

**Builders**

Type

(NetAF.Rendering.FrameBuilder)

Name

Description

Type	Name	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	<i>restorePoint</i>	The restore point.
string (https://learn.microsoft.com/dotnet/api/system.string) <b>(NetAF.Assets.Locations.html)</b>	<i>message</i>	A message detailing the result of the load, if the load was unsuccessful. If the load was successful this will be empty.

## NetAF.Commands

Type	Description
+ NetAF.Commands (NetAF.Commands.html)	True if the load was successful else false.

### Persistence

#### (NetAF.Commands.Persistence.html)

##### FromJson(string)

[NetAF.Conversations](#)

#### (NetAF.Conversations.html)

Create a restore point from Json.

##### + NetAF.Conversations.

Declaration

### Instructions

#### (NetAF.Conversations.Instructions.html)

##### + NetAF.Extensions

Parameters

#### (NetAF.Extensions.html)

##### + NetAF.Interpretation

#### (NetAF.Interpretation.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

##### + NetAF.Logic

Returns

#### (NetAF.Logic.html)

Type

##### + NetAF.Persistence

RestorePoint (NetAF.Persistence.RestorePoint.html)

#### (NetAF.Persistence.html)

Description

The restore point created from the Json.

### - NetAF.Persistence.Json

#### (NetAF.Persistence.Json.html)

##### ToFile(string, RestorePoint, out string)

JsonSave

Persists a restore point to a file. JsonSave

### NetAF.Rendering

#### (NetAF.Rendering.html)

public static bool ToFile(string path, RestorePoint restorePoint, out string message)

##### + NetAF.Rendering.Frame

### Builders

#### (NetAF.Rendering.FrameBuilder.html)

Parameters

##### + NetAF.Rendering.Frame

### Builders.Color

#### (NetAF.Rendering.FrameBuilder.html)

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>path</i>	The file path.
RestorePoint ( <a href="#">NetAF.Persistence.RestorePoint.html</a> ) <b>(NetAF.Assets.Locations.html)</b>	<i>restorePoint</i>	The restore point to persist.
string + <b>NetAF.Commands</b> ( <a href="#">NetAF.Commands.html</a> )	<i>message</i>	A message detailing the result of the save, if the save was unsuccessful. If the save was successful this will be empty.

## + NetAF.Commands.

Returns:

### Persistence

Type	Description
<a href="#">NetAF.Commands.Persistence</a>	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

## + NetAF.Conversations

### ([NetAF.Conversations.html](#))

## + NetAF.Conversations

### ToJson(RestorePoint) Instructions

Code: [NetAF.Conversations.Instruct](#)

## NetAF.Extensions

### ([NetAF.Extensions.html](#))

```
public static string ToJson(RestorePoint restorePoint)
```

## + NetAF.Interpretation

### ([NetAF.Interpretation.html](#))

Parameters

Type	Name	Description
<a href="#">NetAF.Logic.html</a>	<i>restorePoint</i>	The restore point.

## + NetAF.Persistence

### ([NetAF.Persistence.html](#))

Returns:

Type	Description
<a href="#">NetAF.Persistence.Json</a>	

### ([NetAF.Persistence.Json.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

The Json reatore point.

JsonSave

(NetAF.Persistence.Json.JsonSave)

## + NetAF.Rendering

### ([NetAF.Rendering.html](#))

## + NetAF.Rendering.Frame

### Builders

### ([NetAF.Rendering.FrameBuilder.html](#))

## + NetAF.Rendering.Frame

### Builders.Color

### ([NetAF.Rendering.FrameBuilder.html](#))

# Namespace NetAF.Rendering

## Enums

Filter by title

### **KeyType** (NetAF.Rendering.KeyType.html)

Persistence of key types.

(NetAF.Commands.Persistence.html)

### **RegionMapMode** (NetAF.Rendering.RegionMapMode.html)

(NetAF.Commands.Persistence.html).

#### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

#### + NetAF.Extensions

(NetAF.Extensions.html)

#### + NetAF.Interpretation

(NetAF.Interpretation.html)

#### + NetAF.Logic

(NetAF.Logic.html)

#### + NetAF.Persistence

(NetAF.Persistence.html)

#### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

#### - NetAF.Rendering

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

#### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

#### + NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

# Enum KeyType

Enumeration of key types.

 Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.KeyType**

**Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

**Fields**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**

Description

**Instructions**

Dynamic      Dynamic key, only show relevant key items.

[\(NetAF.Conversations.Instruct.html\)](#)

Full      Full key.

+ **NetAF.Extensions**

None      No key.

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

- **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ **NetAF.Rendering.Frame**

**Builders**

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

**Builders.Color**

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

# Enum RegionMapMode

Enumeration of region map modes.

 Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands** RegionMapMode

**Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

**Fields**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**.

**Instructions**

Detailed Shows rooms at a detailed level.

[\(NetAF.Conversations.Instruct.html\)](#)

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

+ **NetAF.Extensions**

Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

- **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ **NetAF.Rendering.Frame**

**Builders**

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

**Builders.Color**

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

# Namespace NetAF.Rendering.FrameBuilders

▼ Filter by title

## Classes

+ [NetAF.Conversations.](#)

[Instructions](#)

[FrameBuilderCollection](#)

[\(NetAF.Conversations.Instructions.FrameBuilderCollection.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

[FrameBuilderCollections](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

[\(NetAF.Interpretation.html\)](#)

    Provides a container from frame builder collections.

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

[GridStringBuilder](#) ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

+ [NetAF.Persistence](#)

    Provides a class for building strings as part of a grid.

[\(NetAF.Persistence.html\)](#)

[Interfaces](#)

[\(NetAF.Persistence.Json.html\)](#)

[NetAF.Rendering](#)

[IAboutFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

[\(NetAF.Rendering.html\)](#)

    Represents any object that can build about frames.

- [NetAF.Rendering.FrameBuilders](#)

[ICompletionFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

    Represents any object that can build completion frames.

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

    FrameBuilderCollection

    FrameBuilderCollections

[IConversationFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

    Represents any object that can build conversation frames.

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

    IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

    IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

    IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

    IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

    IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

    Represents any object that can build help frames.

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

    IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html\)](#)

## IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Represents any object that can build region maps.

## IRegionMapFrameBuilder

### (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Represents any object that can build region map frames.

+ NetAF.Conversations.

## IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

Instructions

Represents any object that can build room maps.

+ NetAF.Extensions

## ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Represents any object that can build scene frames.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

## ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

+ NetAF.Logic

Represents any object that can build title frames.

(NetAF.Logic.html)

+ NetAF.Persistence

## ITransitionFrameBuilder

(NetAF.Persistence.html)

### (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

+ NetAF.Persistence.Json

Represents any object that can build transition frames.

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder



Type	Name	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
<b>+ NetAF.Extensions.Instructions</b> IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
<b>+ NetAF.Interpretation</b> IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
<b>+ NetAF.Logic</b> ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
<b>+ NetAF.Persistence</b>  <b>(NetAF.Persistence.html)</b> (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html) <b>+ NetAF.Persistence.Json</b> <b>(NetAF.Persistence.Json.html)</b> IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	<i>gameOverFrameBuilder</i>  <i>aboutFrameBuilder</i>	The builder to use for building game over frames.  The builder to use for building about frames.
<b>- NetAF.Rendering.FrameBuilders</b> <b>(NetAF.Rendering.FrameBuilders.html)</b> IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)	<i>transitionFrameBuilder</i>  <i>conversationFrameBuilder</i>	The builder to use for building transition frames.  The builder to use for building conversation frames.

## Properties

**AboutFrameBuilder**  
Get the builder to use for about frames.  
**Declaration**  

```
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

**Property Value**  

```
IRegionMapFrameBuilder
```

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

## CompletionFrameBuilder

Get the builder to use for completion frames.

### + NetAF.Conversations.Instruction

#### Type

public ICompletionFrameBuilder CompletionFrameBuilder { get; }

### + NetAF.Interpretation

Property Value

(NetAF.Interpretation.html)

Type	Description
ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	

### + NetAF.Persistence

(NetAF.Persistence.html)

## ConversationFrameBuilder

### + NetAF.Persistence.Json

Get the builder to use for conversation frames.

(NetAF.Persistence.Json.html)

Declaration

### + NetAF.Rendering

(NetAF.Rendering.html)

public IConversationFrameBuilder ConversationFrameBuilder { get; }

### - NetAF.Rendering.Frame

Builders

Type

Type	Description
FrameBuilderCollection IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html) (NetAF.Rendering.FrameBuilders.F	

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

## GameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Get the builder to use for game over frames.

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

public IGameOverFrameBuilder GameOverFrameBuilder { get; }

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

Type	Description
IHelpFrameBuilder	

Type	Description
IRegionMapBuilder	

Type	Description
IRegionMapFrameBuilder	

...

## HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

### Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Description

+ NetAF.Interpretation

(NetAF.Interpretation.html)

RegionMapFrameBuilder

+ NetAF.Logic

Get the builder to use for region map frames.

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Description

(NetAF.Rendering.html)

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

- NetAF.Rendering.Frame

Builders

SceneFrameBuilderFrameBuilder

FrameBuilderCollection

Get the builder to use for scene frames.

(NetAF.Rendering.FrameBuilders.F

Declaration

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

frameBuilder SceneFrameBuilder { get; }

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.I

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

TitleFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

Get the builder to use for title frames.

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

Declaration

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

## Property Value

Type	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html) <b>Instructions</b>	

### (NetAF.Conversations.Instruct)

## TransitionFrameBuilder

### (NetAF.Extensions.html)

Get the builder to use for transition frames.

#### + NetAF.Interpretation

Declaration

### (NetAF.Interpretation.html)

#### + NetAF.Logic TransitionFrameBuilder TransitionFrameBuilder { get; }

### (NetAF.Logic.html)

## Property Value

### + NetAF.Persistence

#### T(NetAF.Persistence.html)

#### + NetAF.Persistence Json (NetAF.Persistence.Json.html)

### (NetAF.Persistence.Json.html)

#### + NetAF.Rendering

### (NetAF.Rendering.html)

#### - NetAF.Rendering.Frame

## Builders

### (NetAF.Rendering.FrameBuilders.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

# Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

## Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.System.Object.html\)](#)

↳ FrameBuilderCollections

## + NetAF.Extensions

Inherited Members

[\(NetAF.Extensions.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## + NetAF.Interpretation

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## + NetAF.Logic

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

[\(NetAF.Persistence.Json.html\)](#)

Assembly: NetAF.dll

## Syntax

### NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public static class FrameBuilderCollections

## - NetAF.Rendering.Frame

### Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

## Default

GridStringBuilder

Get the default [FrameBuilderCollection](#)

IAboutFrameBuilder

Declaration [\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder

public static FrameBuilderCollection Default { get; } [\(NetAF.Rendering.FrameBuilders.Default.html\)](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

Property Value

IGameOverFrameBuilder

Type [\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

Description

IHelpFrameBuilder [\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html\)](#)

IRegionMapFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html\)](#)



## Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

... .

# Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

## Instructions

↳ <a href="#">(NetAF.Conversations.html)</a>
↳ GridStringBuilder
<b>+ NetAF.Extensions</b>
Inherited Members
<a href="#">(NetAF.Extensions.html)</a>
object.Equals(object) ( <a href="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)</a> )
<b>+ NetAF.Interpretation</b>
object.Equals(object, object) ( <a href="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)</a> )
<b>+ NetAF.Logic</b>
object.GetHashCode() ( <a href="https://learn.microsoft.com/dotnet/api/system.object.gethashcode">https://learn.microsoft.com/dotnet/api/system.object.gethashcode</a> )
object.GetType() ( <a href="https://learn.microsoft.com/dotnet/api/system.object.gettype">https://learn.microsoft.com/dotnet/api/system.object.gettype</a> )
object.MemberwiseClone() ( <a href="https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone">https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone</a> )
object.ReferenceEquals(object, object) ( <a href="https://learn.microsoft.com/dotnet/api/system.object.referenceequals">https://learn.microsoft.com/dotnet/api/system.object.referenceequals</a> )
object.ToString() ( <a href="https://learn.microsoft.com/dotnet/api/system.object.tostring">https://learn.microsoft.com/dotnet/api/system.object.tostring</a> )
<b>+ NetAF.Persistence</b>
<a href="#">(NetAF.Persistence.html)</a>
Namespace: NetAF ( <a href="#">NetAF.html</a> ).Rendering ( <a href="#">NetAF.Rendering.html</a> ).FrameBuilders ( <a href="#">NetAF.Rendering.FrameBuilders.html</a> )
<a href="#">(NetAF.Persistence.Json.html)</a>
Assembly: NetAF.dll

Syntax

## NetAF.Rendering

<a href="#">(NetAF.Rendering.html)</a>
public class GridStringBuilder

### - NetAF.Rendering.Frame

#### Builders

<a href="#">(NetAF.Rendering.FrameBuilders.html)</a>
FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

### GridStringBuilder(char, char, char)

(NetAF.Rendering.FrameBuilders.F

Provides a class for building strings as part of a grid.

Class
GridStringBuilder

Declaration
IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I
public GridStringBuilder(char leftBoundaryCharacter = ' ', char rightBoundaryCharacter = ' ', char horizontalDividerCharacter = '-')

Implementation
IConversationFrameBuilder

Parameters
(NetAF.Rendering.FrameBuilders.I

Type	Name	Description
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I		
charHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I	leftBoundaryCharacter	The character to use for left boundaries.
HorizontalRegionMapBuilder (NetAF.Rendering.FrameBuilders.I	rightBoundaryCharacter	The character to use for right boundaries.
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I	horizontalDividerCharacter	The character to use for horizontal boundaries.

Type	Name	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) <b>Instructions</b>	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

## (NetAF.Conversations.Instruct

### + NetAF.Extensions

([NetAF.Extensions.html](#))

## Properties

### + NetAF.Interpretation

([NetAF.Interpretation.html](#))

## DisplaySize

### + NetAF.Logic

Get the display size.

([NetAF.Logic.html](#))

Declaration

### + NetAF.Persistence

([NetAF.Persistence.html](#))

```
public Size DisplaySize { get; }
```

### + NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

### + NetAF.Rendering

([NetAF.Rendering.html](#))

Size ([NetAF.Assets.Size.html](#))

### - NetAF.Rendering.Frame

#### Builders

## HorizontalDividerCharacter

FrameBuilderCollection

Get or set the character used for horizontal dividers.

([NetAF.Rendering.FrameBuilders.F](#))

Declaration

([NetAF.Rendering.FrameBuilders.F](#))

GridStringBuilder

```
public char HorizontalDividerCharacter { get; set; }
```

([NetAF.Rendering.FrameBuilders.C](#))

IAboutFrameBuilder

Property Value

([NetAF.Rendering.FrameBuilders.I](#))

### Type

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

### Description

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

Get or set the character used for horizontal dividers.

IRegionMapBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

... (1 more)

## LeftBoundaryCharacter

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

Get or set the character used for left boundary.

IRegionMapBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

... (1 more)

```
public char LeftBoundaryCharacter { get; set; }
```

## Property Value

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

### Instructions

(NetAF.Conversations.Instruct)

## LineTerminator

(NetAF.Extensions.html)

Get or set the line terminator.

### + NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

### + NetAF.Logic LineTerminator { get; set; }

(NetAF.Logic.html)

## Property Value

### + NetAF.Persistence

T(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

#### RightBoundaryCharacter

(NetAF.Rendering.html)

Get or set the character used for right boundary.

### - NetAF.Rendering.Frame

## Builders

(NetAF.Rendering.FrameBuilders)

```
public char RightBoundaryCharacter { get; set; }
```

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

## Property Value

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

### Type

GridStringBuilder

### char

(<https://learn.microsoft.com/dotnet/api/system.char>)

### IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

### DrawBoundary(AnsiColor)

(NetAF.Rendering.FrameBuilders.I

### IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

### Declaration

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

```
public void DrawBoundary(AnsiColor color)
```

## Parameters

Type	Name	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) <b>Instructions</b>	color	The color to draw the boundary.

## (NetAF.Conversations.Instruct

### DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int)

#### (NetAF.Extensions.html)

Draw a wrapped string.

#### + NetAF.Interpretation

Declaration

#### (NetAF.Interpretation.html)

+ NetAF.Logic DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)  
(NetAF.Logic.html)

#### + NetAF.Persistence

Parameters

#### (NetAF.Persistence.html)

Type	Name	Description
+ NetAF.Persistence.Json		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The string.
+ NetAF.Rendering		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY	The start y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	maxWidth	The max width of the string.
- NetAF.Rendering.FrameBuilder		
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color to draw the text.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endX	The end x position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endY	The end y position.

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

### DrawHorizontalDivider(int, AnsiColor)

GridStringBuilder

Draw a horizontal divider.

#### (NetAF.Rendering.FrameBuilders.C

IApplicationBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Parameters

#### (NetAF.Rendering.FrameBuilders.I

Type	Name	Description
IGameOverFrameBuilder		
(NetAF.Rendering.FrameBuilders.I		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position of the divider.
AnsiColor (NetAF.Rendering.FrameBuilders.I	color	The color to draw the boundary.
IRegionMapBuilder		
(NetAF.Rendering.FrameBuilders.I		
IRegionMapFrameBuilder		

**DrawUnderline(int, int, int, AnsiColor)**

Draw an underline.

## Declaration

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

## Instructions

## Parameters

## (NetAF.Conversations.Instruct

Type		Name	Description
+ <b>NetAF.Extensions</b> <a href="#">(NetAF.Extensions.html)</a>	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The position of the underline, in x.
+ <b>NetAF.Interpretation</b> <a href="#">(NetAF.Interpretation.html)</a>	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The position of the underline, in y.
+ <b>NetAF.Logic</b> <a href="#">(NetAF.Logic.html)</a>	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	length	The length of the underline.
+ <b>AnsiColor</b> <a href="#">(AnsiColor.html)</a>	<a href="#">NetAF.Rendering.FrameBuilders.Color.AnsiColor.html</a>	color	The color of the underline.

## (NetAF.Logic.html)

+ NetAF.Persistence  
DrawWrapped(string, int, int, int, AnsiColor, out int, out int)  
(NetAF.Persistence.html)

Draw a wrapped string

▷ (NetAE Persistence, 1sc)

Digitized by srujanika@gmail.com

+ NetAF.Rendering  
public void Draw

**(NetAFRendering.html)**

## - NetAF.Rendering.Frame

# Builders

(NetAF.R)

Type		Name	Description
FrameBuilderCollection	string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Rendering.FrameBuilders.F	value	The string.
FrameBuilderCollections	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Rendering.FrameBuilders.F	startX	The start x position.
StringBuilder	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Rendering.FrameBuilders.C	startY	The start y position.
IApplicationBuilder	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) IAutoFrameBuilder	maxWidth	The max width of the string.
AnsiColor	Ans ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color to draw the text.
CompletionFrameBuilder	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Rendering.FrameBuilders.I	endX	The end x position.
CompletionFrameBuilder	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endY	The end y position.

(NetA)

## IGameOverFrameEvent

`Flush()` (NetAF.Rendering.FrameBuilders.I

**IHelpFrameBuilder**

## Flush the buffer (NetAF.Rendering.FrameBuilders.I

## IRegionMapBuilder

## Declaration

## IRegionMapFrameBuilder

```
public void Flush()
```

## GetCellColor(int, int)

Get a color for a cell.

### Instructions

Declaration

([NetAF.Conversations.Instruct](#))

### + NetAF.Extensions

public ANSIColor GetCellColor(int x, int y)  
([NetAF.Extensions.html](#))

### + NetAF.Interpretation

Type ([NetAF.Interpretation.html](#))

### + NetAF.Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Logic.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The x position of the cell.

y

The y position of the cell.

### + NetAF.Persistence

([NetAF.Persistence.html](#))

Returns

### + NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

The cell color.

### + NetAF.Rendering

([NetAF.Rendering.html](#))

## GetCharacter(int, int)

### - NetAF.Rendering.Frame

Gets a character from the buffer.

### ([NetAF.Rendering.FrameBuilder](#))

Declaration

FrameBuilderCollection

public char GetCharacter(int x, int y)

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.F](#))

Parameters

StringBuilder

Type ([NetAF.Rendering.FrameBuilders.C](#))

Name

Description

IAboutFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

x

The x position of the character.

ICompletionFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position of the character.

IConversationFrameBuilder

Returns

([NetAF.Rendering.FrameBuilders.I](#))

Type GameOverFrameBuilder

Description

([NetAF.Rendering.FrameBuilders.I](#))

The character.

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapBuilder

## GetNumberOfLines(string, int)

IRegionMapFrameBuilder

...

Get the number of lines a string will take up.

Declaration

```
public static int GetNumberOfLines(string value, int startY, int maxWidth)
```

Parameters

Instructions	Name	Description
Type <a href="#">(NetAF.Conversations.Instruct.html)</a> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The string.
+ <b>NetAF.Extensions</b> <a href="#">(NetAF.Extensions.html)</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY	The start y position.
+ <b>NetAF.Interpretation</b> <a href="#">(NetAF.Interpretation.html)</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	maxWidth	The max width of the string.

[\(NetAF.Interpretation.html\)](#)

Returns

Type	Description
<a href="#">(NetAF.Logic.html)</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The number of lines the string will take up.

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

**Resize(Size)istence.Json**

[\(NetAF.Persistence.Json.html\)](#)

Resize this builder.

+ **NetAF.Rendering**

Declaration

[\(NetAF.Rendering.html\)](#)

- **NetAF.Rendering.Frame**

Builders

Parameters

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Type	Name	Description
<a href="#">(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)</a> FrameBuilderCollection	displaySize	The new size.

[\(NetAF.Rendering.FrameBuilders.FrameBuilder.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder

Set a [\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#).

ICompletionFrameBuilder

Declaration [\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

public void SetCell(int x, int y, char character, AnsiColor color)

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

Type	Name	Description
<a href="#">(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The x position of the cell.
<a href="#">(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position of the cell.

Type		Name	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )		<i>character</i>	The character.
AnsiColor ( <a href="#">NetAF.Rendering.FrameBuilders.Color.AnsiColor.html</a> )		<i>color</i>	The color of the character.

▼

## Instructions

([NetAF.Conversations.Instruct](#))

- + **NetAF.Extensions**  
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**  
([NetAF.Interpretation.html](#))
- + **NetAF.Logic**  
([NetAF.Logic.html](#))
- + **NetAF.Persistence**  
([NetAF.Persistence.html](#))
- + **NetAF.Persistence.Json**  
([NetAF.Persistence.Json.html](#))
- + **NetAF.Rendering**  
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  - IGameOverFrameBuilder  
([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))
  - IHelpFrameBuilder  
([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))
  - IRegionMapBuilder  
([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))
  - IRegionMapFrameBuilder  
([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))
  - ...

# Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface IAboutFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, Game, int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, Game game, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.I

String (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title.

FrameBuilderCollection

Game (NetAF.Logic.Game.html)

game

The game.

FrameBuilderCollections

Int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

StringBuilder

Int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.I

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

# Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface ICompletionFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string message, string reason, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.I

String (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollection

String (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollection

String (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollections

Int (https://learn.microsoft.com/dotnet/api/system.int32) FrameBuilders.F

Int (https://learn.microsoft.com/dotnet/api/system.int32) GridStringBuilder

Int (https://learn.microsoft.com/dotnet/api/system.int32) GridStringBuilder

IApplicationBuilder

Returns

(NetAF.Rendering.FrameBuilders.I

Type CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

# Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

  Public Interface IConversationFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, IConverser, CommandHelp[], int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.I

Type	Name	Description
FrameBuilderCollection string (NetAF.Rendering.FrameBuilders.F (https://learn.microsoft.com/dotnet/api/system.string FrameBuilderCollections ) (NetAF.Rendering.FrameBuilders.F	<i>title</i>	The title to display to the user.
IConverser StringBuilder (NetAF.Rendering.FrameBuilders.I	<i>converser</i>	The converser.
IAboutFrameBuilder CommandHelp (NetAF.Rendering.FrameBuilders.I (NetAF.Interpretation.CommandHelp.html ICompletionFrameBuilder [] (NetAF.Rendering.FrameBuilders.I	<i>contextualCommands</i>	The contextual commands to display.
int IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I	<i>width</i>	The width of the frame.
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I IRegionMapFrameBuilder ...	<i>height</i>	The height of the frame.

Return **IRegionMapBuilder**

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

## Instructions

(NetAF.Conversations.Instruct

- + NetAF.Extensions  
(NetAF.Extensions.html)
- + NetAF.Interpretation  
(NetAF.Interpretation.html)
- + NetAF.Logic  
(NetAF.Logic.html)
- + NetAF.Persistence  
(NetAF.Persistence.html)
- + NetAF.Persistence.Json  
(NetAF.Persistence.Json.html)
- + NetAF.Rendering  
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Builders  
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GridStringBuilder  
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IConversationFrameBuilder  
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IGameOverFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IHelpFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IRegionMapBuilder  
(NetAF.Rendering.FrameBuilders.I  
IRegionMapFrameBuilder  
...

# Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public Interface IGameOverFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string message, string reason, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders	Name	Description
Type (NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)	message	The message to display to the user.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	reason	The reason the game ended.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	width	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	height	The height of the frame.

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

Type CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)	
IConversationFrameBuilder	

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

# Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

    Public Interface IHelpFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, CommandHelp[], int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

    IFrame Build(string title, string description, CommandHelp[] commandHelp, int width,  
(NetAF.Rendering.html)  
    int height)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.I

Type	Name	Description
FrameBuilderCollection string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Rendering.FrameBuilders.F	title	The title.
FrameBuilderCollection string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Rendering.FrameBuilders.F	description	The description.
CommandHelp ( <a href="https://learn.microsoft.com/dotnet/api/system.array">NetAF.Interpretation.CommandHelp.html</a> )[] GhoStringBuilder	commandHelp	The command help.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) IAboutFrameBuilder	width	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Rendering.FrameBuilders.I	height	The height of the frame.

ICompletionFrameBuilder

Return (NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IFrame ([NetAF.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/system.frame))

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...  
..

Description



## Instructions

(NetAF.Conversations.Instruct

### + NetAF.Extensions

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### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### - NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

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GridStringBuilder

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IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

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IConversationFrameBuilder

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IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

... .

# Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface IRegionMapBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

(NetAF.Persistence.html)

Build a map of a region.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)

- NetAF.Rendering.Frame

Builders

Type	Name	Description
FrameBuilderCollection<GridStringBuilder> (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.GridStringBuilderCollection.html)	gridStringBuilder	The string builder to use.
Region (NetAF.Assets.Locations.Region.html)	region	The region.
int IAaboutFrameBuilder (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	x	The x position to start building at.
int ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	y	The y position to start building at.
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	maxWidth	The maximum horizontal space available in which to build the map.
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)		
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)		

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

## Instructions

**(NetAF.Conversations.Instruct**

- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
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- + **NetAF.Logic**  
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- **NetAF.Rendering.Frame Builders**  
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IConversationFrameBuilder  
([NetAF.Rendering.FrameBuilders.I](#)  
IGameOverFrameBuilder  
([NetAF.Rendering.FrameBuilders.I](#)  
IHelpFrameBuilder  
([NetAF.Rendering.FrameBuilders.I](#)  
IRegionMapBuilder  
([NetAF.Rendering.FrameBuilders.I](#)  
IRegionMapFrameBuilder  
([NetAF.Rendering.FrameBuilders.I](#)  
...  
)

# Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public Interface IRegionMapFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(Region, int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(Region region, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Type	Name	Description
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)	region	The region.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

GridStringBuilder

Returns

NetAF.Rendering.FrameBuilders.C

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)	

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.IFrame)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

# Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface IRoomMapBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Build a map for a room.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

Void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin

t, KeyType key, int startX, int startY, out int endX, out int endY)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilders.html)

Type	Name	Description
frameBuilderCollection	gridStringBuilder	The string builder to use.
(NetAF.Rendering.FrameBuilders.GridStringBuilder)	room	The room.
FrameBuilderCollections	viewPoint	The viewpoint from the room.
(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	key	The key type.
(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)	startX	The start position, x.
KeyType (NetAF.Rendering.KeyType.html)	startY	The start position, x.
(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)	endX	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)	IHelpFrameBuilder	
int (https://learn.microsoft.com/dotnet/api/system.int32)	IRRegionMapBuilder	
(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)	IRRegionMapFrameBuilder	
	...	



## Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

... .

# Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

    Public Interface ISceneFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

(NetAF.Persistence.html)

Build a frame.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

    IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilder)

Type	Name	Description
frameBuilderCollection	room	Specify the Room.
(NetAF.Rendering.FrameBuilders.IRoom (NetAF.Assets.Locations.Room.html))	viewPoint	Specify the viewpoint from the room.
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	player	Specify the player.
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	message	Any additional message.
string (https://learn.microsoft.com/dotnet/api/system.string)	contextualCommands	The contextual commands to display.
IConversationFrameBuilder	keyType	The type of key to use.
CommandHelp (NetAF.Rendering.FrameBuilders.ICommandHelp (NetAF.Interpretation.CommandHelp.html))	width	The width of the frame.
IGameOverFrameBuilder	height	The height of the frame.
ILevelFrameBuilder		
KeyType (NetAF.Rendering.KeyType.html)		
(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)		
int (https://learn.microsoft.com/dotnet/api/system.int32)		
int (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)		

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

## Instructions

(NetAF.Conversations.Instruct

- + NetAF.Extensions  
(NetAF.Extensions.html)
- + NetAF.Interpretation  
(NetAF.Interpretation.html)
- + NetAF.Logic  
(NetAF.Logic.html)
- + NetAF.Persistence  
(NetAF.Persistence.html)
- + NetAF.Persistence.Json  
(NetAF.Persistence.Json.html)
- + NetAF.Rendering  
(NetAF.Rendering.html)
- NetAF.Rendering.Frame  
Builders  
(NetAF.Rendering.FrameBuild

FrameBuilderCollection  
(NetAF.Rendering.FrameBuilders.F  
FrameBuilderCollections  
(NetAF.Rendering.FrameBuilders.F  
GridStringBuilder  
(NetAF.Rendering.FrameBuilders.C  
IAboutFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
ICompletionFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IConversationFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IGameOverFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IHelpFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IRegionMapBuilder  
(NetAF.Rendering.FrameBuilders.I  
IRegionMapFrameBuilder  
...

# Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface ITitleFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, string description, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type  
(NetAF.Rendering.FrameBuilders.I

string (https://learn.microsoft.com/dotnet/api/system.string)  
FrameBuilderCollection

string (https://learn.microsoft.com/dotnet/api/system.string)  
FrameBuilderCollections

int (https://learn.microsoft.com/dotnet/api/system.int32)  
(NetAF.Rendering.FrameBuilders.I

int (https://learn.microsoft.com/dotnet/api/system.int32)  
(NetAF.Rendering.FrameBuilders.I

IAboutFrameBuilder

Returns  
(NetAF.Rendering.FrameBuilders.I

Type CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I  
IFrame (NetAF.Rendering.Frames.IFrame.html)  
IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

Name

Description

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollection	<i>title</i> The title.
string (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollections	<i>description</i> The description.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I	<i>width</i> The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I	<i>height</i> The height of the frame.

Type	Description
CompletionFrameBuilder	

(NetAF.Rendering.FrameBuilders.I	
IFrame (NetAF.Rendering.Frames.IFrame.html)	

IConversationFrameBuilder	
(NetAF.Rendering.FrameBuilders.I	

IAboutFrameBuilder	
(NetAF.Rendering.FrameBuilders.I	

IGameOverFrameBuilder	
(NetAF.Rendering.FrameBuilders.I	

IHelpFrameBuilder	
(NetAF.Rendering.FrameBuilders.I	

IRegionMapBuilder	
(NetAF.Rendering.FrameBuilders.I	

IRegionMapFrameBuilder	
(NetAF.Rendering.FrameBuilders.I	

...	
...	

# Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface ITransitionFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, string message, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders	Name	Description
Type (NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)	title	The title to display to the user.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) FrameBuilderCollection	message	The message to display to the user.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) FrameBuilderCollections	width	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) NetAF.Rendering.FrameBuilders.IFrameBuilder	height	The height of the frame.

IAboutFrameBuilder

Returns  
(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

Type	Description
CompletionFrameBuilder	
(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)	
IFrame (NetAF.Rendering.Frames.IFrame.html)	
IConversationFrameBuilder	
(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)	
IGameOverFrameBuilder	
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)	
IHelpFrameBuilder	
(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)	
IRegionMapBuilder	
(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)	
IRegionMapFrameBuilder	
(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)	
...	

# Namespace NetAF.Rendering.FrameBuilders.Color

▼ Filter by title

## Classes

+ [NetAF.Conversations.](#)

    Instructions

**ColorAboutFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html](#))

+ [NetAF.Extensions](#)

    ([NetAF.Extensions.html](#))

**ColorCompletionFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html](#))

    Provides a builder of color completion frames.

+ [NetAF.Logic](#)

    ([NetAF.Logic.html](#))

**ColorConversationFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html](#))

    ([NetAF.Persistence.html](#))

    Provides a builder of color conversation frames.

+ [NetAF.Persistence.Json](#)

    ([NetAF.Persistence.Json.html](#))

**ColorGameOverFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html](#))

    ([NetAF.Rendering.html](#))

    Provides a builder of color game over frames.

+ [NetAF.Rendering.Frame](#)

**ColorHelpFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html](#))

    Provides a builder of color help frames.

- [NetAF.Rendering.Frame](#)

    Builders

**ColorRegionMapBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html](#))

    AnsiColor

    Provides a color builder for region maps.

    ([NetAF.Rendering.FrameBuilders.C](#)

        ColorAboutFrameBuilder

        ([NetAF.Rendering.FrameBuilders.C](#)

**ColorRegionMapFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html](#))

    ([NetAF.Rendering.FrameBuilders.C](#)

        ColorCompletionFrameBuilder

        ([NetAF.Rendering.FrameBuilders.C](#)

**ColorRoomMapBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html](#))

    ([NetAF.Rendering.FrameBuilders.C](#)

        ColorHelpFrameBuilder

        ([NetAF.Rendering.FrameBuilders.C](#)

            ColorRegionMapBuilder

            ([NetAF.Rendering.FrameBuilders.C](#)

## **ColorSceneFrameBuilder**

**(NetAF.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html)**

Provides a builder for color scene frames.

## **ColorTitleFrameBuilder**

**(NetAF.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html)**

Provides a builder of color title frames.

### + NetAF.Conversations.

Instructions

ColorTransitionFrameBuilder  
(NetAF.Conversations.Instruct

**(NetAF.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html)**

### + NetAF.Extensions

Provides a builder of color transition frames.

**(NetAF.Extensions.html)**

## **Enums**

### **ColorInterpretation**

**(NetAF.Interpretation.html)**

## **AnsiColor** (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

**(NetAF.Logic.html)**

Generation of ANSI colors.

### + NetAF.Persistence

**(NetAF.Persistence.html)**

### + NetAF.Persistence.Json

**(NetAF.Persistence.Json.html)**

### + NetAF.Rendering

**(NetAF.Rendering.html)**

### + NetAF.Rendering.Frame

#### Builders

**(NetAF.Rendering.FrameBuilders.html)**

### - NetAF.Rendering.Frame

#### Builders.Color

**(NetAF.Rendering.FrameBuilders.Color.html)**

AnsiColor

**(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)**

ColorAboutFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.AboutFrameBuilder.html)**

ColorCompletionFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.CompletionFrameBuilder.html)**

ColorConversationFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.ConversationFrameBuilder.html)**

ColorGameOverFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.GameOverFrameBuilder.html)**

ColorHelpFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.HelpFrameBuilder.html)**

ColorRegionMapBuilder

**(NetAF.Rendering.FrameBuilders.Color.RegionMapBuilder.html)**

ColorTextFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextFrameBuilder.html)**

ColorTransitionFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TransitionFrameBuilder.html)**

ColorTextTransitionFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTransitionFrameBuilder.html)**

ColorTextAboutFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextAboutFrameBuilder.html)**

ColorTextCompletionFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextCompletionFrameBuilder.html)**

ColorTextConversationFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextConversationFrameBuilder.html)**

ColorTextGameOverFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextGameOverFrameBuilder.html)**

ColorTextHelpFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextHelpFrameBuilder.html)**

ColorTextRegionMapBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextRegionMapBuilder.html)**

ColorTextTransitionFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTransitionFrameBuilder.html)**

ColorTextTextFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextFrameBuilder.html)**

ColorTextTextTransitionFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTransitionFrameBuilder.html)**

ColorTextTextAboutFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextAboutFrameBuilder.html)**

ColorTextTextCompletionFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextCompletionFrameBuilder.html)**

ColorTextTextConversationFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextConversationFrameBuilder.html)**

ColorTextTextGameOverFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextGameOverFrameBuilder.html)**

ColorTextTextHelpFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextHelpFrameBuilder.html)**

ColorTextTextRegionMapBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextRegionMapBuilder.html)**

ColorTextTextTransitionFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTransitionFrameBuilder.html)**

ColorTextTextTextFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTextFrameBuilder.html)**

ColorTextTextTextTransitionFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTextTransitionFrameBuilder.html)**

ColorTextTextTextAboutFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTextAboutFrameBuilder.html)**

ColorTextTextTextCompletionFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTextCompletionFrameBuilder.html)**

ColorTextTextTextConversationFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTextConversationFrameBuilder.html)**

ColorTextTextTextGameOverFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTextGameOverFrameBuilder.html)**

ColorTextTextTextHelpFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTextHelpFrameBuilder.html)**

ColorTextTextTextRegionMapBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTextRegionMapBuilder.html)**

ColorTextTextTextTransitionFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTextTransitionFrameBuilder.html)**

ColorTextTextTextTextFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTextTextFrameBuilder.html)**

ColorTextTextTextTextTransitionFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTextTextTransitionFrameBuilder.html)**

ColorTextTextTextTextAboutFrameBuilder

**(NetAF.Rendering.FrameBuilders.Color.TextTextTextTextAboutFrameBuilder.html)**

ColorTextTextTextTextCompletionFrameBuilder

# Enum AnsiColor

## Enumeration of ANSI colors.



**Namespace:** NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

+ NetAF.Conversations.

### Assembly: NetAF.dll

## Instructions

## Syntax

### **(NetAF.Conversations.Instruct**

## + [NetAE Extensions](#)

(NetAF.Extensions.html)

## + NetAF.Interpretation

(NetAF.Interpretation.html)

# Fields

+ NetAF.Logic

<a href="#">NetAF.Logic.html</a>	Description
+ <a href="#">NetAF.Persistence</a>	Black (30).
<a href="#">(NetAF.Persistence.html)</a>	Blue (34).
+ <a href="#">NetAF.Persistence.Json</a>	Bright black (90).
<a href="#">(NetAF.Persistence.Json.html)</a>	Bright blue (94).
+ <a href="#">NetAF.Rendering</a>	Bright cyan (96).
<a href="#">(NetAF.Rendering.html)</a>	Bright green (92).
+ <a href="#">NetAF.Rendering.FrameBuilders</a>	Bright magenta (95).
<a href="#">(NetAF.Rendering.FrameBuilders.html)</a>	Bright red (91).
- <a href="#">NetAF.Rendering.FrameBuilders.Color</a>	Bright white (97).
<a href="#">(NetAF.Rendering.FrameBuilders.Color.html)</a>	Bright yellow (93).
Cyan	Cyan (36).
AnsiColor	
Green	Green (32).
<a href="#">(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)</a>	
Magenta	Magenta (35).
<a href="#">(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)</a>	
Red	Red (31).
<a href="#">(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)</a>	
Reset	Reset (0).
<a href="#">(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)</a>	
White	White (37).
<a href="#">(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)</a>	
Yellow	Yellow (33).
<a href="#">(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)</a>	



- + **NetAF.Conversations.**  
**Instructions**  
**(NetAF.Conversations.Instruct**
  - + **NetAF.Extensions**  
**(NetAF.Extensions.html)**
  - + **NetAF.Interpretation**  
**(NetAF.Interpretation.html)**
  - + **NetAF.Logic**  
**(NetAF.Logic.html)**
  - + **NetAF.Persistence**  
**(NetAF.Persistence.html)**
  - + **NetAF.Persistence.Json**  
**(NetAF.Persistence.Json.html)**
  - + **NetAF.Rendering**  
**(NetAF.Rendering.html)**
  - + **NetAF.Rendering.Frame**  
**Builders**  
**(NetAF.Rendering.FrameBuild**
  - **NetAF.Rendering.Frame**  
**Builders.Color**  
**(NetAF.Rendering.FrameBuild**
    - AnsiColor  
(NetAF.Rendering.FrameBuilders.C
    - ColorAboutFrameBuilder  
(NetAF.Rendering.FrameBuilders.C
    - ColorCompletionFrameBuilder  
(NetAF.Rendering.FrameBuilders.C
    - ColorConversationFrameBuilder  
(NetAF.Rendering.FrameBuilders.C
    - ColorGameOverFrameBuilder  
(NetAF.Rendering.FrameBuilders.C
    - ColorHelpFrameBuilder  
(NetAF.Rendering.FrameBuilders.C
    - ColorRegionMapBuilder  
(NetAF.Rendering.FrameBuilders.C







```
public IFrame Build(string title, Game game, int width, int height)
```

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>title</i>	The title.
+ <a href="#">NetAF.Conversations.html</a>	<i>game</i>	The game.
- <b>Instructions</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>(NetAF.Conversations.Instruct</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>width</i>	The width of the frame.
+ <a href="#">NetAF.Extensions.html</a>	<i>height</i>	The height of the frame.

Returns  
[\(NetAF.Extensions.html\)](#)

Type	Description
+ <a href="#">NetAF.Interpretation.html</a>	

[\(NetAF.Interpretation.html\)](#)  
IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

+ [NetAF.Logic.html](#)

[\(NetAF.Logic.html\)](#)

**Implements**

+ [NetAF.Persistence.html](#)

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))  
[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json.html](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering.html](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame.html](#)

**Builders**

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- [NetAF.Rendering.FrameBuilders.html](#)

**Color**

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)









# Properties

## BackgroundColor

Get or set the background color.

Declaration

### + NetAF.Conversations.

```
public AnsiColor BackgroundColor { get; set; }
```

#### Instructions

(NetAF.Conversations.Instruct  
Property Value

### + NetAF.Extensions

Type  
(NetAF.Extensions.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

## BorderColor

### (NetAF.Logic.html)

Get or set the border color.

### + NetAF.Persistence

Declaration

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Property Value

### + NetAF.Rendering

Type  
(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

#### Builders

(NetAF.Rendering.FrameBuilders)

## InputColor

### - NetAF.Rendering.Frame

#### Builders Color

Get or set the color.

### (NetAF.Rendering.FrameBuilders)

Declaration

AnsiColor

```
public AnsiColor InputBuilder { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C)

Property Value

ColorCompletionFrameBuilder

Type  
(NetAF.Rendering.FrameBuilders.C)

ColorConversationFrameBuilder

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C)

NonPlayerMessageColor

(NetAF.Rendering.FrameBuilders.C)

Get or set the non-player message color.

ColorRegionMapBuilder

#### Description



Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

# Methods

## + NetAF.Conversations.

**Build(string, IConverser, CommandHelp[], int, int)**

# (NetAF.Conversations.Instruct)

# + NetAF Extensions

## Declaration **(NetAF.Extensions.html)**

+ **NetAF.Interpretation** Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)  
**(NetAF.Interpretation.html)**

+ NetAF.Logic

## Parameters (NetAE)

## (NetAF.Logic.html)

(NetAF.Logic.html) Type		Name	Description
+ NetAF.Persistence string (NetAF.Persistence.html) (https://learn.microsoft.com/dotnet/api/system.string)		<i>title</i>	The title to display to the user.
+ NetAF.Persistence.Json  (NetAF.Persistence.Json.html) IConverser (NetAF.Assets.Characters.IConverser.html)		<i>converser</i>	The converser.
+ NetAF.Rendering  (NetAF.Rendering.html) (NetAF.Interpretation.CommandHelp.html)		<i>contextualCommands</i>	The contextual commands to display.
+ NetAF.Rendering.Frame Builders int (NetAF.Rendering.FrameBuilder.html) (https://learn.microsoft.com/dotnet/api/system.int32)		<i>width</i>	The width of the frame.
- NetAF.Rendering.Frame Builders.Color (https://learn.microsoft.com/dotnet/api/system.int32)		<i>height</i>	The height of the frame.

## Return AnsiColor

Type	Description
(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)	
IFrame (NetAF.Rendering.FrameBuilders.Frame.html)	

# Implementing Solar Conversations (NABER Rating)



- + **NetAF.Conversations.**  
**Instructions**  
**(NetAF.Conversations.Instruct**
  - + **NetAF.Extensions**  
**(NetAF.Extensions.html)**
  - + **NetAF.Interpretation**  
**(NetAF.Interpretation.html)**
  - + **NetAF.Logic**  
**(NetAFLogic.html)**
  - + **NetAF.Persistence**  
**(NetAF.Persistence.html)**
  - + **NetAF.Persistence.Json**  
**(NetAF.Persistence.Json.html)**
  - + **NetAF.Rendering**  
**(NetAF.Rendering.html)**
  - + **NetAF.Rendering.Frame**  
**Builders**  
**(NetAF.Rendering.FrameBuild**
  - **NetAF.Rendering.Frame**  
**Builders.Color**  
**(NetAF.Rendering.FrameBuild**
    - AnsiColor  
(NetAF.Rendering.FrameBuilders.C
    - ColorAboutFrameBuilder  
(NetAF.Rendering.FrameBuilders.C
    - ColorCompletionFrameBuilder  
(NetAF.Rendering.FrameBuilders.C
    - ColorConversationFrameBuilder  
(NetAF.Rendering.FrameBuilders.C
    - ColorGameOverFrameBuilder  
(NetAF.Rendering.FrameBuilders.C
    - ColorHelpFrameBuilder  
(NetAF.Rendering.FrameBuilders.C
    - ColorRegionMapBuilder  
(NetAF.Rendering.FrameBuilders.C













```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) + <b>NetAF.Conversations.</b> <b>Instructions</b>	<i>title</i>	The title.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) CommandHelp ( <a href="https://learn.microsoft.com/dotnet/api/system.array">https://learn.microsoft.com/dotnet/api/system.array</a> ) + <b>NetAF.Extensions.</b> <b>Int32</b>	<i>description</i>	The description.
CommandHelp ( <a href="https://learn.microsoft.com/dotnet/api/system.array">https://learn.microsoft.com/dotnet/api/system.array</a> ) + <b>NetAF.Extensions.</b> <b>Int32</b>	<i>commandHelp</i>	The command help.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) + <b>NetAF.Extensions.</b> <b>Int32</b>	<i>width</i>	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) + <b>NetAF.Interpretation</b>	<i>height</i>	The height of the frame.

Return  
([NetAF.Interpretation.html](#))

Type	Description
+ <b>NetAF.Logic</b> ( <a href="#">NetAF.Logic.html</a> )	

## + NetAF.Persistence

([NetAF.Persistence.html](#))

## Implements

+ **NetAF.Persistence.Json**

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

([NetAF.Persistence.Json.html](#))

## + NetAF.Rendering

([NetAF.Rendering.html](#))

## + NetAF.Rendering.Frame

### Builders

([NetAF.Rendering.FrameBuilders.html](#))

## - NetAF.Rendering.Frame

### Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html](#))











Build a map of a region.

## Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```



## Parameters

Name	Description
<code>gridStringBuilder</code>	The string builder to use.
<code>region</code>	The region.
<code>x</code>	The x position to start building at.
<code>y</code>	The y position to start building at.
<code>maxWidth</code>	The maximum horizontal space available in which to build the map.
<code>maxHeight</code>	The maximum vertical space available in which to build the map.

## + NetAF.Rendering.Frame

# Builders

# Implementations

[IRegionMapBuilder](#) ([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

Builders.Color

## (NetAF.Rendering.FrameBuilder)

## AnsiColor

(NetAF.Rendering.FrameBuilders.C

## ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

## ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C

## ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

## ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

## ColorRegionMapBuilder

# Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

+ **Object** (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ **Instructions** ↳ **ColorRegionMapFrameBuilder**

Implements

+ **IRegionMapFrameBuilder** ([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

↳ **NetAF.Extensions** ↳ **Instructions** ↳ **IRegionMapFrameBuilder**

+ **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.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object,-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object,-system-object)))

+ **NetAF.Logic** ↳ **Object** ↳ **Object** ↳ **Object**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Persistence** ↳ **Object** ↳ **Object** ↳ **Object**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name: **NetAF.Persistence.Json** ([NetAF.Persistence.Json.html](#))

([NetAF.Persistence.Json.html](#))

Assembly: NetAF.dll

↳ **NetAF.Rendering**

↳ **NetAF.Rendering.html**

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

+ **NetAF.Rendering.Frame**

↳ **Builders**

↳ **NetAF.Rendering.FrameBuilder**

↳ **Constructors**

- **NetAF.Rendering.Frame**

↳ **Builders.Color**

↳ **ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)**

Provides a builder of color region map frames.

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Declaration

↳ **ColorAboutFrameBuilder**

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

↳ **ColorCompetitorFrameBuilder** ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

↳ **ColorConversationFrameBuilder**

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Parameters

↳ **ColorGameOverFrameBuilder**

Type ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Name

Description

↳ **ColorHelpFrameBuilder**

gridStringBuilder

A builder to use for the string layout.

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

↳ **ColorRegionMapBuilder**

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

↳ **ColorRegionMapBuilder**

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Type	Name	Description
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)	regionMapBuilder	A builder for region maps.

▼

## Properties

+ NetAF.Conversations.

Instructions

BackgroundColor

(NetAF.Conversations.Instruct

Get or set the background color.

+ NetAF.Extensions

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

public AnsiColor BackgroundColor { get; set; }

(NetAF.Interpretation.html)

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Persistence

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

BorderColor

+ NetAF.Rendering

Get or set the border color.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

public AnsiColor BorderColor { get; set; }

(NetAF.Rendering.FrameBuild

Property Value

NetAF.Rendering.Frame

Builders.Color

Type

(NetAF.Rendering.FrameBuild

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(NetAF.Rendering.FrameBuild

ColorAboutFrameBuilder

TitleColor

(NetAF.Rendering.FrameBuild

ColorCompletionFrameBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuild

ColorConversationFrameBuilder

Declaration

(NetAF.Rendering.FrameBuild

ColorGameOverFrameBuilder

public ANSI\_COLOR TitleColor { get; set; }

(NetAF.Rendering.FrameBuild

ColorHelpFrameBuilder

Property Value

(NetAF.Rendering.FrameBuild

ColorRegionMapBuilder

... - - - . . - - - .. -











## VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Property Value

### + NetAF.Conversations.

Type

[Instruct](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

### + NetAF.Extensions

[html](#)

### VisitedExitColor

Type

[html](#)

Get or set the visited exit color.

Declaration

[html](#)

```
public AnsiColor VisitedExitColor { get; set; }
```

### + NetAF.Persistence

[html](#)

Property Value

### + NetAF.Persistence.Json

Type

[html](#)

Description

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

### + NetAF.Rendering

[html](#)

### + NetAF.Rendering.Frame

## Methods

[html](#)

**BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)**

[html](#)

Build a map for a room.

AnsiColor

Declaration

[NetAF.Rendering.FrameBuilders.C](#)

ColorAboutFrameBuilder

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint v
```

```
iewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

[NetAF.Rendering.FrameBuilders.C](#)

ColorConversationFrameBuilder

[NetAF.Rendering.FrameBuilders.C](#)

Type ColorGameOverFrameBuilder

[NetAF.Rendering.FrameBuilders.C](#)

GridStringBuilder

[NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#)

[NetAF.Rendering.FrameBuilders.C](#)

[NetAF.Rendering.FrameBuilders.Room.html](#)

[NetAF.Resources.Room.html](#)

Name

Description

gridStringBuilder

The string builder to use.

room

The room.















# Properties

## BackgroundColor

Get or set the background color.



## Declaration

## + NetAF.Conversations.

```
public AnsiColor BackgroundColor { get; set; }
```

## Instructions

## (NetAF.Conversations.Instruct Property Value

+ NetAF.Extensions		
Type	(NetAF.Extensions.html)	Description
AnsiColor	(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
+ NetAF.Interpretation		
	(NetAF.Interpretation.html)	

Banda FCBolívar

(NetAF.Logic.html)

**Get or set the border color.**

+ NetAF.Persistence  
Declaration

## Declaration **(NetApp)**

(NetAF.Persistence.html)

+ <b>NetAF.Persistence.Json</b>	<code>public Nullable&lt;Color&gt; BorderColor { get; set; }</code>	
	( <a href="#">NetAF.Persistence.Json.html</a> )	
Property Value		
+ <b>NetAF.Rendering</b>		
T( <a href="#">NetAF.Rendering.html</a> )		<b>Description</b>
+ <b>NetAF.Rendering.Frame</b>		
	( <a href="#">NetAF.Rendering.FrameBuilders.Color.AnsiColor.html</a> )	

## DescriptionColor

## - NetAF.Rendering.Frame

## Builders Color

#### (NetAE Rendering Frame)

## **(NETAP.Rendering.FrameBuilder**

Anscombe

Answer

```
public AnsiColor DescriptionColor { get; set; }  
ColorAboutFrameBuilder
```

## ColorAboutFrameBuilder

## (NetAF.Rendering.FrameBuilders.C

Property	Type	Description
ColorCompletionFrameBuilder	(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)	
ColorConversationFrameBuilder	(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)	
AnsiColor	(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
ColorGameOverFrameBuilder	(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)	
ColorHelpFrameBuilder	(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)	
TitleColor	ColorRegionMapBuilder	Get or set the title color.

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

## Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations.	

## Instructions

(NetAF.Conversations.Instruct)

## Methods

(NetAF.Extensions.html)

## Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

### + NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Persistence Build(string title, string description, int width, int height)

(NetAF.Persistence.html)

Parameters

### + NetAF.Persistence.Json

Type (NetAF.Persistence.Json.html)

Name

Description

+ NetAF.Rendering string (https://learn.microsoft.com/dotnet/api/system.string)

title

The title.

(NetAF.Rendering.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

description

The description.

### + NetAF.Rendering.Frame

int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

Builders

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

(NetAF.Rendering.FrameBuilder)

## Reference

### NetAF.Rendering.Frame

Type Builders.Color

Description

(NetAF.Rendering.FrameBuilder)

IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)

### Implements

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ITitleFrameBuilder)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)





## Declaration

```
public AnsiColor TitleColor { get; set; }
```

### Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations.	

### Instructions

(NetAF.Conversations.Instruct)

### Methods

(NetAF.Extensions.html)

### Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

### + NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Persistence Build(string title, string message, int width, int height)

(NetAF.Persistence.html)

Parameters

### + NetAF.Persistence.Json

Type (NetAF.Persistence.Json.html)

Name

Description

+ string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.html)	title	The title to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
+ int (https://learn.microsoft.com/dotnet/api/system.int32) Builders	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.html)	height	The height of the frame.

### Reference

#### NetAF.Rendering.Frame

Type Builders.Color

Description

(NetAF.Rendering.FrameBuilder)  
IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

#### Implements

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

# Namespace NetAF.Rendering.Frames

## Classes

Filter by title ▾

### [GridTextFrame \(NetAF.Rendering.Frames.GridTextFrame.html\)](#)

**Persistence** Persistence based frame for displaying a command based interface.

[\(NetAF.Commands.Persistence\)](#)

## Interfaces

[NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

### [IFrame \(NetAF.Rendering.Frames.IFrame.html\)](#)

**Instructions** Represents any object that is a frame that can display a command based interface.

[\(NetAF.Conversations.Instruct](#)

## + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

## + NetAF.Logic

[\(NetAF.Logic.html\)](#)

## + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

## + NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

## + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

## + NetAF.Rendering.Frame

**Builders**

[\(NetAF.Rendering.FrameBuilder\)](#)

## + NetAF.Rendering.Frame

**Builders.Color**

[\(NetAF.Rendering.FrameBuilder\)](#)

## - NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

[GridTextFrame](#)

# Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**  
object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GridTextFrame

([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**,

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

**Persistence**

Inherited Members

([NetAF.Commands.Persistence](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**.

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

**Instructions**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Conversations.Instruction](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Extensions**

As ([NetAF.Extensions.html](#))

Syntax

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public sealed class GridTextFrame : IFrame

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Constructors

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

([NetAF.Persistence.Json.html](#))

Provides a grid based frame for displaying a command based interface.

+ **NetAF.Rendering**

Declaration

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**  
public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor  
color, backgroundColor)

**Builders**

([NetAF.Rendering.FrameBuilder](#))

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

([NetAF.Rendering.FrameBuilder](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

- **NetAF.Rendering.Frames**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Rendering.Frames.html](#))

GridTextFrame

Type	Name	Description
Builders.Color	builder	The builder that creates the frame.
GridTextFrame	cursorLeft	The cursor left position.

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>cursorTop</i>	The cursor top position.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>backgroundColor</i>	The background color.

▼

[\(NetAF.Assets.Locations.html\)](#)

## Properties

[\(NetAF.Commands.html\)](#)

### + NetAF.Commands. AcceptsInput

#### Persistence

Get or set if this Frame accepts input.  
[\(NetAF.Commands.Persistence.html\)](#)

Declaration

### + NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

```
public bool AcceptsInput { get; set; }
```

### + NetAF.Conversations.

#### Instructions

Property Value

[\(NetAF.Conversations.Instruct.html\)](#)

Type

### + NetAF.Extensions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
[\(NetAF.Extensions.html\)](#)

Description

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

### Background Color

### + NetAF.Logic

Get the background color.

[\(NetAF.Logic.html\)](#)

Declaration

### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

```
public stringBackgroundColor { get; }
```

### + NetAF.Persistence.Json

Property Value

[\(NetAF.Persistence.Json.html\)](#)

Type

### + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

AnsiColor ([\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#))

Description

### + NetAF.Rendering.Frame

#### Builders

### CursorLeft

[\(NetAF.Rendering.FrameBuilders.html\)](#)

### + NetAF.Rendering.FrameBuilders

### + NetAF.Rendering.Frames

### + NetAF.Rendering.Frames.

[\(NetAF.Rendering.Frames.html\)](#)

Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	

## CursorTop ([NetAF.Assets.Location.html](#))

Get the cursor top position.

### + NetAF.Commands

Declaration  
([NetAF.Commands.html](#))

### + NetAF.Commands

```
public int CursorTop { get; }
```

#### Persistence

([NetAF.Commands.Persistence.html](#))

Property Value

### + NetAF.Conversations

Type  
([NetAF.Conversations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

### + NetAF.Conversations.

#### Instructions

([NetAF.Conversations.Instruct.html](#))  
ShowCursor

### + NetAF.Extensions

Get or set if the cursor should be shown.  
([NetAF.Extensions.html](#))

Declaration

### + NetAF.Interpretation

([NetAF.Interpretation.html](#))

```
public bool ShowCursor { get; set; }
```

### + NetAF.Logic

([NetAF.Logic.html](#))

### + NetAF.Persistence

([NetAF.Persistence.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

### + NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

## NetAF.Rendering

### Methods

#### + NetAF.Rendering.Frame

#### Render(IFramePresenter)

#### Builders

Return type  
([NetAF.Rendering.FrameBuilder.html](#))

### - NetAF.Rendering.Frame

#### Builders.Color

```
public void Render(IFramePresenter presenter)
```

### - NetAF.Rendering.Frames

Parameters  
([NetAF.Rendering.Frames.html](#))

GridTextFrame

Type	Name	Description
IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)	presenter	The presenter.

## ToString()

Returns a string that represents the current object.

### + NetAF.Commands

#### (NetAF.Commands.html)

```
public override string ToString()
```

### + NetAF.Commands.

#### Persistence

Returns

#### (NetAF.Commands.Persistence.html)

### + NetAF.Conversations

Overrides

#### Instructions

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

#### (NetAF.Conversations.Instruct.html)

### + NetAF.Extensions

#### (NetAF.Extensions.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

### + NetAF.Interpretation

#### (NetAF.Interpretation.html)

### + NetAF.Logic

#### (NetAF.Logic.html)

### + NetAF.Persistence

#### (NetAF.Persistence.html)

### + NetAF.Persistence.Json

#### (NetAF.Persistence.Json.html)

### + NetAF.Rendering

#### (NetAF.Rendering.html)

### + NetAF.Rendering.Frame

#### Builders

#### (NetAF.Rendering.FrameBuilder.html)

### + NetAF.Rendering.Frame

#### Builders.Color

#### (NetAF.Rendering.FrameBuilder.Color.html)

### - NetAF.Rendering.Frames

#### (NetAF.Rendering.Frames.html)

# Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands.IFrame**

**Persistence**

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

**Properties**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

**AcceptsInput**  
Instructions

(NetAF.Conversations.Instruct

Get or set if this Frame accepts input.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Property Value

+ **NetAF.Logic**

Type

(NetAF.Logic.html)

Description

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

**CURSORLeft**

(NetAF.Persistence.Json.html)

Get the cursor left position.

+ **NetAF.Rendering**

Declaration

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

Property Value

+ **NetAF.Rendering.Frame**

Type

Builders.Color

Description

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilder.html)

- **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

**CURSORTop**

GridTextFrame

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```



Property Value

Type	Description
<a href="#">(NetAF.Commands.html)</a> + NetAF.Commands int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <a href="#">(NetAF.Commands.html)</a>	

+ NetAF.Commands.

[Persistence](#)

[ShowCursor](#)

(NetAF.Commands.Persistence.html)

Get or set if the cursor should be shown.

+ NetAF.Conversations

Declaration

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

[ShowCursor](#)

(NetAF.Conversations.ShowCursor.html)

Get or set if the cursor should be shown.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[Methods](#)

(NetAF.Logic.html)

+ NetAF.Persistence

[Render\(IFramePresenter\)](#)

(NetAF.Persistence.html)

Render this frame on a presenter.

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

void Render(IFramePresenter presenter)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Parameters

[Builders](#)

Type

[\(NetAF.Rendering.FrameBuilder.html\)](#)

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

+ NetAF.Rendering.Frame

[Builders.Color](#)

(NetAF.Rendering.FrameBuilder.html)

- NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

[GridTextFrame](#)

Name	Description
presenter	The presenter.

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands  
(NetAF.Commands.html)
- + NetAF.Commands.  
Persistence  
(NetAF.Commands.Persistence)
- + NetAF.Conversations  
(NetAF.Conversations.html)
- + NetAF.Conversations.  
Instructions  
(NetAF.Conversations.Instructions)
- + NetAF.Extensions  
(NetAF.Extensions.html)
- + NetAF.Interpretation  
(NetAF.Interpretation.html)
- + NetAF.Logic  
(NetAF.Logic.html)
- + NetAF.Persistence  
(NetAF.Persistence.html)
- + NetAF.Persistence.Json  
(NetAF.Persistence.Json.html)
- + NetAF.Rendering  
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame  
Builders  
(NetAF.Rendering.FrameBuilders)
- + NetAF.Rendering.Frame  
Builders.Color  
(NetAF.Rendering.FrameBuilders.Color)
- NetAF.Rendering.Frames  
(NetAF.Rendering.Frames.html)

# Namespace NetAF.Rendering.Presenters

## Classes

Filter by title

### [TextWriterPresenter \(NetAF.Rendering.Presenters.TextWriterPresenter.html\)](#)

[Persistence](#) presenter for `TextWriter`.

([NetAF.Commands.Persistence](#))

## Interfaces

[NetAF.Conversations](#)

([NetAF.Conversations.html](#))

### [IFramePresenter \(NetAF.Rendering.Presenters.IFramePresenter.html\)](#)

Represents an object that can render a frame.

[Instructions](#)

([NetAF.Conversations.Instruct](#))

## + [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

## + [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

## + [NetAF.Logic](#)

([NetAF.Logic.html](#))

## + [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

## + [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

## + [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

## + [NetAF.Rendering.Frame](#)

[Builders](#)

([NetAF.Rendering.FrameBuilder](#))

## + [NetAF.Rendering.Frame](#)

[Builders.Color](#)

([NetAF.Rendering.FrameBuilder](#))

## + [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

# Interface IFramePresenter

Represents an object that can render a frame.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).Presenters (NetAF.Rendering.Presenters.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands.IFramePresenter**

**Persistence**

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

**Methods**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

**Write(char)**

Instructions

(NetAF.Conversations.Instruct.html)

Write a character.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Parameters

+ **NetAF.Logic**

Type (NetAF.Logic.html)

char (https://learn.microsoft.com/dotnet/api/system.char)

Name

Description

value

The character to write.

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

**Write(string)**

(NetAF.Persistence.Json.html)

Write a string.

+ **NetAF.Rendering**

Declaration

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Type void Write(string value)

**Builders**

(NetAF.Rendering.FrameBuilder.html)

Parameters

+ **NetAF.Rendering.Frame**

Type

**Builders.Color**

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Rendering.FrameBuilder.html)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

...

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands  
(NetAF.Commands.html)
- + NetAF.Commands.  
Persistence  
(NetAF.Commands.Persistence)
- + NetAF.Conversations  
(NetAF.Conversations.html)
- + NetAF.Conversations.  
Instructions  
(NetAF.Conversations.Instructions)
- + NetAF.Extensions  
(NetAF.Extensions.html)
- + NetAF.Interpretation  
(NetAF.Interpretation.html)
- + NetAF.Logic  
(NetAF.Logic.html)
- + NetAF.Persistence  
(NetAF.Persistence.html)
- + NetAF.Persistence.Json  
(NetAF.Persistence.Json.html)
- + NetAF.Rendering  
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame  
Builders  
(NetAF.Rendering.FrameBuilders)
- + NetAF.Rendering.Frame  
Builders.Color  
(NetAF.Rendering.FrameBuilders.Color)
- + NetAF.Rendering.Frames  
(NetAF.Rendering.Frames.html)

... -- . - .

# Class TextWriterPresenter

Represents a presenter for TextWriter.

Filter by title

Inheritance

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**  
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ TextWriterPresenter  
([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

**Persistence**

Inherited Members

([NetAF.Commands.Persistence](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

**Instructions**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations.Instruction**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Extensions**  
↳ Name ([NetAF.Extensions.html](#)).Rendering ([NetAF.Rendering.html](#)).Presenters ([NetAF.Rendering.Presenters.html](#))

As ([NetAF.Extensions.html](#))

Syntax

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public sealed class TextWriterPresenter : IFramePresenter

+ **NetAF.Logic**

([NetAF.Logic.html](#))

**Constructors**

NetAF.Persistence

([NetAF.Persistence.html](#))

TextWriterPresenter(TextWriter)

([NetAF.Persistence.Json.html](#))

Represents a presenter for TextWriter.

+ **NetAF.Rendering**

Declaration

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

**Builders**

Part ([NetAF.Rendering.FrameBuilder](#))

+ **NetAF.Rendering.Frame**

**Builders**

TextWriter (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

([NetAF.Rendering.FrameBuilder](#))

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

... -- - . . .

Type	Name	Description
TextWriter ( <a href="https://learn.microsoft.com/dotnet/api/system.io.textwriter">https://learn.microsoft.com/dotnet/api/system.io.textwriter</a> )	writer	The writer.

# Methods

## ToString()

Returns a string that represents the current object.

Declaration  
[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands**  
    string ToString()  
        (NetAF.Commands.html)

Returns  
+ **NetAF.Commands.**

Type	Description
<a href="#">(NetAF.Commands.Persistence)</a> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	A string that represents the current object.

+ **NetAF.Conversations**

Overrides  
[\(NetAF.Conversations.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations.**

Instructions

Write(char)  
[\(NetAF.Conversations.Instruct](#)

Writes a character.

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Declaration

+ **NetAF.Interpretation**  
    public void Write(char value)  
        (NetAF.Interpretation.html)

+ **NetAF.Logic**

Parameters  
[\(NetAF.Logic.html\)](#)

Type

+ **NetAF.Persistence**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Persistence.html\)](#)

Name

Description

value

The character to write.

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)  
Write(string)

+ **NetAF.Rendering**

Write a string.

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

Builders

    public void Write(string value)

[\(NetAF.Rendering.FrameBuilder](#)

+ **NetAF.Rendering.Frame**

Builders.Color

Type

[\(NetAF.Rendering.FrameBuilder](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

... -- - . . -

# Implements

IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands  
(NetAF.Commands.html)
- + NetAF.Commands.  
Persistence  
(NetAF.Commands.Persistence.html)
- + NetAF.Conversations  
(NetAF.Conversations.html)
- + NetAF.Conversations.  
Instructions  
(NetAF.Conversations.Instructions.html)
- + NetAF.Extensions  
(NetAF.Extensions.html)
- + NetAF.Interpretation  
(NetAF.Interpretation.html)
- + NetAF.Logic  
(NetAF.Logic.html)
- + NetAF.Persistence  
(NetAF.Persistence.html)
- + NetAF.Persistence.Json  
(NetAF.Persistence.Json.html)
- + NetAF.Rendering  
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame  
Builders  
(NetAF.Rendering.FrameBuilders.html)
- + NetAF.Rendering.Frame  
Builders.Color  
(NetAF.Rendering.FrameBuilders.Color.html)
- + NetAF.Rendering.Frames  
(NetAF.Rendering.Frames.html)

... -- . - .

# Namespace NetAF.Serialization

## Classes

Filter by title

### Persistence

#### **GameSerialization** (NetAF.Serialization.GameSerialization.html)

(NetAF.Commands.Persistence)

Represents a serialization of a Game.

### + NetAF.Conversations

(NetAF.Conversations.html)

## Interfaces

### + NetAF.Conversations.

#### Instructions

#### **IObjectSerialization<T>** (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Conversations.Instruct)

Represents any object that is a serialization of another object.

### + NetAF.Extensions

(NetAF.Extensions.html)

#### **IRestoreFromObjectSerialization<T>**

#### (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Interpretation.html)

Represents any object that can restore from an IObjectSerialization.

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Persistence

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

#### Builders

(NetAF.Rendering.FrameBuilder)

### + NetAF.Rendering.Frame

#### Builders.Color

(NetAF.Rendering.FrameBuilder)

### + NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

### + NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

# Class GameSerialization

Represents a serialization of a Game.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.](#)

Persistence

Implements

IObjectSerialization ([GameSerialization.Persistence.html](#))<Game ([NetAF.Logic.Game.html](#))>

Inherited Members

+ [NetAF.Conversations.](#)

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object)))

+ [NetAF.Conversations.](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ [NetAF.Extensions.](#)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

([NetAF.Extensions.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF.Interpretation.](#)

([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

+ [NetAF.Logic.](#)

Syntax

([NetAF.Logic.html](#))

+ [NetAF.Persistence.](#)

public class GameSerialization : IObjectSerialization<Game>

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json.](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering.](#)

GameSerialization(Game)

↳ [NetAF.Rendering.Frame](#).

Builders

Declaration

([NetAF.Rendering.FrameBuilder](#))

+ [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilder](#))

+ Type

([NetAF.Rendering.Frames.html](#))

Game ([NetAF.Logic.Game.html](#))

Name

Description

game

The game to serialize.

+ [NetAF.Rendering.Presenters.](#)

([NetAF.Rendering.Presenters.html](#))

# Properties

## ActivePlayerIdentifier

Get or set the active player identifier.

Declaration

### (NetAF.Commands.html)

```
public string ActivePlayerIdentifier { get; set; }
```

## + NetAF.Commands.

### Persistence

Property Value

### (NetAFCommands.Persistence.html)

Type

## + NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### (NetAF.Conversations.html)

Description

## + NetAF.Conversations.

### Instructions

## InactivePlayerLocations

### (NetAF.Conversations.Instruct.html)

Get or set the overworld serialization.

## + NetAF.Extensions

Declaration

### (NetAF.Extensions.html)

## + NetAF.Interpretation

```
public PlayableCharacterLocationSerialization[] InactivePlayerLocations { get; set; }
```

### (NetAF.Interpretation.html)

## + NetAF.Logic

Property Value

### (NetAF.Logic.html)

Type

## + NetAF.Persistence

### (NetAF.Persistence.html)

PlayableCharacterLocationSerialization ([NetAF.Persistence.html](#))

## + NetAF.Persistence.Json

### (NetAF.Persistence.Json.html)

Description

## + NetAF.Rendering

### (NetAF.Rendering.html)

Get or set the overworld serialization.

### Builders

Declaration

### (NetAF.Rendering.FrameBuilder.html)

## + NetAF.Rendering.Frame

### Builders.Color

Property Value

## + NetAF.Rendering.Frames

### (NetAF.Rendering.Frames.html)

OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))

Description

## + NetAF.Rendering.Presenters

### (NetAF.Rendering.Presenters.html)

## Players

Get or set the player serializations.

Declaration

```
public CharacterSerialization[] Players { get; set; }
```

[\(NetAF.Commands.html\)](#)  
Property value

+ <a href="#">NetAF.Commands.</a>	Description
<b>Persistence</b> <a href="#">CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)</a> <a href="#">(NetAF.Commands.Persistence.html)</a>	

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

## Methods

+ [NetAF.Conversations.](#)

[Instructions](#)

[Restore\(Game\)](#)

[NetAF.Conversations.Instruct](#)

Restores instances from this serialization.

[\(NetAF.Extensions.html\)](#)

Declaration

+ [NetAF.Interpretation](#)

[public void Restore\(Game game\)](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

Parameters

[\(NetAF.Logic.html\)](#)

Type

+ [NetAF.Persistence](#)

Game ([NetAF.Logic.Game.html](#))

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

[Implements](#)

+ [NetAF.Rendering](#)

[ObjectSerialization \(\[NetAF.Serialization.IObjectSerialization-1.html\]\(#\)\)](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

+ [NetAF.Rendering.Presenters](#)

[\(NetAF.Rendering.Presenters.html\)](#)

# Interface IObjectSerialization<T>

Represents any object that is a serialization of another object.

Filter by title

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

(NetAF.Commands.html)

Syntax

**NetAF.Commands.**

**Persistence**

public interface IObjectSerialization<in T>

(NetAF.Commands.Persistence)

+ **NetAF.Conversations**

Type Parameters

(NetAF.Conversations.html)

Name Description

+ **NetAF.Conversations.**

T Instructions The type of object that this serialization represents.

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Restore(I)

+ **NetAF.Logic**

Restore an instance from this serialization.

(NetAF.Logic.html)

Declaration

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Parameters

(NetAF.Persistence.Json.html)

Type	Name	Description
NetAF.Rendering		
T(NetAF.Rendering.html)		The obj to restore.

Builders
----------

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

# Interface IRestoreFromObject Serialization<T>

▼ Filter by title

Represents any object that can restore from an IObjectSerialization.

**(NetAF.Commands.html)**

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

+ **NetAF.Commands.**

Assembly: NetAF.dll

**Persistence**

Syntax

**(NetAF.Commands.Persistence)**

+ **NetAF.Conversations.** RestoreFromObjectSerialization<in T>

**(NetAF.Conversations.html)**

Type Parameters

+ **NetAF.Conversations.**

**Instruct**

**T**

The type of serialization that this object restores from.

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

**Methods**

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**RestoreFrom(T)**

**(NetAF.Logic.html)**

Restore this object from a serialization.

+ **NetAF.Persistence**

Defined in

**(NetAF.Persistence.html)**

+ **NetAF.Persistence.Json**

    Void RestoreFrom(T serialization)

**(NetAF.Persistence.Json.html)**

+ **NetAF.Rendering**

Parameters

**(NetAF.Rendering.html)**

Type

Name

Description

+ **NetAF.Rendering.Frame**

    Serialization

The serialization to restore from.

**Builders**

**(NetAF.Rendering.FrameBuilder)**

+ **NetAF.Rendering.Frame**

**Builders.Color**

**(NetAF.Rendering.FrameBuilder)**

+ **NetAF.Rendering.Frames**

**(NetAF.Rendering.Frames.html)**

+ **NetAF.Rendering.Presenters**

**(NetAF.Rendering.Presenters.html)**



Represents a serialization of a PlayableCharacterLocation.

## RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)

Represents a serialization of a Region.

▼

## RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)

Represents a serialization of a Room.  
(NetAF.Conversations.Instruct

- + NetAF.Extensions  
(NetAF.Extensions.html)
- + NetAF.Interpretation  
(NetAF.Interpretation.html)
- + NetAF.Logic  
(NetAF.Logic.html)
- + NetAF.Persistence  
(NetAF.Persistence.html)
- + NetAF.Persistence.Json  
(NetAF.Persistence.Json.html)
- + NetAF.Rendering  
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame  
Builders  
(NetAF.Rendering.FrameBuild
- + NetAF.Rendering.Frame  
Builders.Color  
(NetAF.Rendering.FrameBuild
- + NetAF.Rendering.Frames  
(NetAF.Rendering.Frames.htm
- + NetAF.Rendering.Presenters  
(NetAF.Rendering.Presenters.h
- + NetAF.Serialization  
(NetAF.Serialization.html)
- NetAF.Serialization.Assets  
(NetAF.Serialization.Assets.htr

AttributeManagerSerialization  
(NetAF.Serialization.Assets.Attribut  
AttributeSerialization  
(NetAF.Serialization.Assets.Attribut

# Class AttributeManagerSerialization

Represents a serialization of an AttributeManager.

Filter by title

Inheritance

## Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.Serialization.IObjectSerialization.html\)](#) ↳ [\(System.Object.html\)](#)

↳ AttributeManagerSerialization

## + NetAF.Extensions

Implements

[\(NetAF.Extensions.html\)](#)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) <AttributeManager

↳ [\(NetAF.Interpretation.html\)](#)

[\(NetAF.Interpretation.html\)](#)

Inherited Members

↳ [\(NetAF.Logic.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

[\(NetAF.Logic.html\)](#)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

↳ [\(NetAF.Persistence.html\)](#)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

↳ [\(NetAF.Persistence.Json.html\)](#)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

[\(NetAF.Persistence.Json.html\)](#)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

↳ [\(NetAF.Rendering.html\)](#) ↳ [\(NetAF.Rendering.Serialization.html\)](#) ↳ [\(NetAF.Rendering.html\)](#) ↳ [\(NetAF.Rendering.Assets.html\)](#)

↳ [\(NetAF.Rendering.html\)](#)

Syntax

## + NetAF.Rendering.Frame

### Builders

public sealed class AttributeManagerSerialization : IObjectSerialization<AttributeManager>

[\(NetAF.Rendering.FrameBuilder.html\)](#)

## + NetAF.Rendering.Frame

### Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

## Constructors

### + NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

**AttributeManagerSerialization(AttributeManager)**

### + NetAF.Rendering.Presenters

Represents a serialization of an AttributeManager.

[\(NetAF.Rendering.Presenters.html\)](#)

Declaration

## + NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

### - NetAF.Serialization.Assets

Parameters

[\(NetAF.Serialization.Assets.html\)](#)

Type	Name	Description
AttributeManagerSerialization ↳ <a href="#">(NetAF.Serialization.Assets.AttributeManager.html)</a> ↳ <a href="#">(NetAF.Serialization.Assets.AttributeSerialization.html)</a> ↳ <a href="#">(NetAF.Assets.Attributes.AttributeManager.html)</a> ↳ <a href="#">(NetAF.Serialization.Assets.AttributeManager.html)</a>	attributeManager	The attribute manager to serialize.

# Properties

## Values

Get or set the values.



Declaration

### Instructions

#### (NetAF.Conversations.Instruction)

### + NetAF.Extensions

Properties ([\(NetAF.Extensions.html\)](#))

### + Type

#### (NetAF.Interpretation)

Dictionary<string, object> (https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2)<

AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html),

### + NetAF.Logic

int (https://learn.microsoft.com/dotnet/api/system.int32)>

#### (NetAF.Logic.html)

### Description

### + NetAF.Persistence

#### (NetAF.Persistence.html)

## Methods

### + NetAF.Persistence.Json

#### (NetAF.Persistence.Json.html)

### Restore(AttributeManager)

### + NetAF.Rendering

Restore(AttributeManager, AttributeSerialization).

### Builders

#### (NetAF.Rendering.FrameBuilder)

### + NetAF.Rendering.Frame

Parameters

#### Builders.Color

#### Type

#### (NetAF.Rendering.FrameBuilder)

### Name

### Description

#### + NetAF.Rendering.Frames

(NetAF.Assets.Attributes.AttributeManager.html)

#### (NetAF.Rendering.Frames.html)

#### attributeManager

The attribute manager to

restore.

### + NetAF.Rendering.Presenters

### Implementations

#### + OnNetAFSerialization

(NetAF.Serialization.IObjectSerialization-1.html)

#### (NetAF.Serialization.html)

### - NetAF.Serialization.Assets

#### (NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

# Class AttributeSerialization

Represents a serialization of an Attribute.

Filter by title

Inheritance

## Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.Serialization.IObjectSerialization.html\)](#) ↳ [\(NetAF.ObjectSerialization.html\)](#) ↳ [\(NetAF.AttributeSerialization.html\)](#)

↳ [AttributeSerialization](#)

## + NetAF.Extensions

Implements

[\(NetAF.Extensions.html\)](#)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Attribute

↳ [\(NetAF.Interpretation.html\)](#)

[\(NetAF.Interpretation.html\)](#)

Inherited Members

↳ [\(NetAF.Logic.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

[\(NetAF.Logic.html\)](#)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

[\(NetAF.Persistence.html\)](#)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

[\(NetAF.Persistence.Json.html\)](#)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

[\(NetAF.Persistence.Json.html\)](#)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

↳ [\(NetAF.Rendering.html\)](#) ↳ [\(NetAF.Rendering.Serialization.html\)](#) ↳ [\(NetAF.Rendering.html\)](#) ↳ [\(NetAF.Rendering.Assets.html\)](#)

↳ [\(NetAF.Rendering.html\)](#)

Syntax

## + NetAF.Rendering.Frame

Builders

public sealed class AttributeSerialization : IObjectSerialization<Attribute>

[\(NetAF.Rendering.FrameBuilder.html\)](#)

## + NetAF.Rendering.Frame

Builders Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

## + NetAF.Rendering.Frames

### AttributeSerialization(Attribute)

[\(NetAF.Rendering.Frames.html\)](#)

Represents a serialization of an Attribute.

## + NetAF.Rendering.Presenters

Declaration

[\(NetAF.Rendering.Presenters.html\)](#)

## + NetAF.Serialization

public AttributeSerialization(Attribute attribute)

[\(NetAF.Serialization.html\)](#)

## Part NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

Type	Name	Description
AttributeManagerSerialization Attribute ( <a href="#">(NetAF.Assets.Attributes.Attribute.html)</a> )	attribute	The asset to serialize.

AttributeSerialization

[\(NetAF.Serialization.Assets.Attribute.html\)](#)

# Properties

## Description

Get or set the description.

Declaration  
Type

### Instructions

([NetAF.Conversations.Instruction.html](#))

## + NetAF.Extensions

Property Value  
([NetAF.Extensions.html](#))

## + NetAF.Interpretation

Type  
[String](https://learn.microsoft.com/dotnet/api/system.string) (<https://learn.microsoft.com/dotnet/api/system.string>)

### Description

## + NetAF.Logic

([NetAF.Logic.html](#))

### Maximum

## + NetAF.Persistence

Get or set the maximum.

([NetAF.Persistence.html](#))

Declaration

## + NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

public int Maximum { get; set; }

## + NetAF.Rendering

([NetAF.Rendering.html](#))

Property Value

## + NetAF.Rendering.Frame

Type

### Builders

[int](https://learn.microsoft.com/dotnet/api/system.int32) (<https://learn.microsoft.com/dotnet/api/system.int32>)

### Description

## + NetAF.Rendering.Frame

Builders.Color

### Minimum

([NetAF.Rendering.FrameBuilder.html](#))

Get or set the minimum.

## + NetAF.Rendering.Frames

Declaration

([NetAF.Rendering.Frames.html](#))

## + NetAF.Rendering.Presenters

public int Minimum { get; set; }

([NetAF.Rendering.Presenters.html](#))

## # NetAF.Serialization

Type

([NetAF.Serialization.html](#))

### Description

## - NetAF.Serialization.Assets

[int](https://learn.microsoft.com/dotnet/api/system.int32) (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

### Name

AttributeSerialization

Get ([NetAF.Serialization.Assets.AttributeSerialization.html](#))

## Declaration

```
public string Name { get; set; }
```

### Property Value

Type	Description
String ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(NetAF.Conversations.Instruct</b>	

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

## Methods

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

### Restore(Attribute)

### + NetAF.Logic

Restore an instance from this serialization.

[\(NetAF.Logic.html\)](#)

### Declaration

### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

```
public void Restore(Attribute attribute)
```

### + NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

### Parameters

### + NetAF.Rendering

Type

[\(NetAF.Rendering.html\)](#)

Attribute ([NetAF.Assets.Attributes.Attribute.html](#))

Name

Description

attribute

The attribute to restore.

### + NetAF.Rendering.Frame

#### Builders

### Implements

[ObjectRenderingContext](#) ([Serialization.IObjectSerialization-1.html](#))

Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

### + NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

### + NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

### + NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

### - NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)



# Constructors

## CharacterSerialization(Character)

Represents a serialization of a Character.

Declaration

### Instructions

(NetAF.Conversations.Instruction)(Character character)

### + NetAF.Extensions

Parameters

(NetAF.Extensions.html)

### + Type NetAF.Interpretation

(NetAF.Interpretation.html)

Character (NetAF.Extensions.Characters.Character.html)

Name

Description

character

The character to serialize.

### + NetAF.Logic

(NetAF.Logic.html)

## Properties

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Get or set if the character is alive.

### + NetAF.Rendering

Declaration

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame { get; set; }

#### Builders

(NetAF.Rendering.FrameBuilder)

Property Value

### + Type NetAF.Rendering.Frame

Description

#### Builders.Color

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Rendering.FrameBuilder)

### + NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

### + NetAF.Rendering.Presenters

Get or Set the item serializations.

(NetAF.Rendering.Presenters.html)

Declaration

### + NetAF.Serialization

(NetAF.Serialization.html)

### - NetAF.Serialization.Assets

Property Value

(NetAF.Serialization.Assets.html)

### Type AttributeManagerSerialization

Description

(NetAF.Serialization.Assets.AttributeItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html))[]

AttributeSerialization

(NetAF.Serialization.Assets.AttributeItemSerialization.html)

# Methods

## Restore(Character)

Restore an instance from this serialization.

Declaration  
↓

### Instructions

(NetAF.Conversations.Instruction.RestoreCharacter character)

### + NetAF.Extensions

Parameters  
(NetAF.Extensions.html)

### + Type

NetAF.Interpretation

Type	Name	Description
Character (NetAF.Extensions.Characters.Character.html)	character	The character to restore.

### + NetAF.Logic

(NetAF.Logic.html)

### Implements

#### + NetAF.Persistence

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

#### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

#### + NetAF.Rendering

(NetAF.Rendering.html)

#### + NetAF.Rendering.Frame

##### Builders

(NetAF.Rendering.FrameBuilder)

#### + NetAF.Rendering.Frame

##### Builders.Color

(NetAF.Rendering.FrameBuilder)

#### + NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

#### + NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

#### + NetAF.Serialization

(NetAF.Serialization.html)

#### - NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

# Class ConversationSerialization

Represents a serialization of a Conversation.

Filter by title

Inheritance

## Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.Serialization.IObjectSerialization-1.html\)](#)

↳ ConversationSerialization

## + NetAF.Extensions

Implements

[\(NetAF.Extensions.html\)](#)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Conversation

↳ [\(NetAF.Interpretation.html\)](#)

[\(NetAF.Interpretation.html\)](#)

Inherited Members

↳ [\(NetAF.Logic.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

[\(NetAF.Logic.html\)](#)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

[\(NetAF.Persistence.html\)](#)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

[\(NetAF.Persistence.Json.html\)](#)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

[\(NetAF.Persistence.Json.html\)](#)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

↳ [\(NetAF.Rendering.html\)](#) (https://learn.microsoft.com/dotnet/api/system.reflection.serializationinfo.serializationassets) (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

↳ [\(NetAF.Rendering.html\)](#)

Syntax

## + NetAF.Rendering.Frame

Builders

public sealed class ConversationSerialization : IObjectSerialization<Conversation>

[\(NetAF.Rendering.FrameBuilder.html\)](#)

## + NetAF.Rendering.Frame

Builders Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

## + NetAF.Rendering.Frames

### ConversationSerialization(Conversation)

[\(NetAF.Rendering.Frames.html\)](#)

Represents a serialization of a Conversation.

## + NetAF.Rendering.Presenters

Declaration

[\(NetAF.Rendering.Presenters.html\)](#)

## + NetAF.Serialization

public ConversationSerialization(Conversation conversation)

[\(NetAF.Serialization.html\)](#)

## Part NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

Type	Name	Description
AttributeManagerSerialization Conversation ( <a href="#">NetAF.Conversations.Conversation.html</a> ) ( <a href="#">NetAF.Serialization.Assets.AttributeManagerSerialization.html</a> )	conversation	The conversation to serialize.

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

# Fields

## NoCurrentParagraph

Get the value for no current paragraph.

Declaration

### Instructions

(NetAF.Conversations.Instruction.html)

### + NetAF.Extensions

Field Value

(NetAF.Extensions.html)

### + Type

NetAF.Interpretation

(NetAF.Interpretation.html)

### Description

### + NetAF.Logic

(NetAF.Logic.html)

## Properties

(NetAF.Persistence.html)

### + CurrentParagraph

(NetAF.Persistence.Json.html)

Get or set if the index of the current paragraph.

### + NetAF.Rendering

Declaration

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

graph [ get; set; ]

#### Builders

(NetAF.Rendering.FrameBuilder.html)

Property Value

### + NetAF.Rendering.Frame

#### Builders.Color

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilder.html)

### Description

### + NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

## Methods

### + NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

### Restore(Conversation)

### + NetAF.Serialization

(NetAF.Serialization.html)

Restore(Conversation) initialization.

### Delegates

NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

```
public void Restore(Conversation conversation)
```

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

### Parameters

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Type	Name	Description
Conversation (NetAF.Conversations.Conversation.html)	<i>conversation</i>	The conversation to restore.

## Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

### Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.htm

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.h

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htm

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribut

AttributeSerialization

(NetAF.Serialization.Assets.Attribut

# Class ExaminableSerialization

Represents a serialization of an Examinable.

Filter by title

Inheritance

## Instructions

- ↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)
  - ↳ ExaminableSerialization
- + **NetAF.Extensions**
  - ↳ CharacterSerialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))
  - ↳ ExitSerialization ([NetAF.Serialization.Assets.ExitSerialization.html](#))
- + **NetAF.Interpretation**
  - ↳ ItemSerialization ([NetAF.Serialization.Assets.ItemSerialization.html](#))
  - ↳ OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))
  - ↳ RegionSerialization ([NetAF.Serialization.Assets.RegionSerialization.html](#))
  - ↳ RoomSerialization ([NetAF.Serialization.Assets.RoomSerialization.html](#))
- + **NetAF.Logic**
  - ↳ [\(NetAF.Logic.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

- + **NetAF.Persistence**
  - ([NetAF.Assets.IExaminable.html](#))>
  - ↳ [\(NetAF.Persistence.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

Inherited Members

- + **NetAF.Persistence.Json**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))  
↳ [\(NetAF.Persistence.Json.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

- + **NetAF.Rendering**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))  
object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

- ↳ [\(NetAF.Rendering.Frame.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() ([https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))  
↳ [\(NetAF.Rendering.FrameBuilder.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.tostring)

- + **NetAF.Rendering.Frame**

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF.dll

- ↳ [\(NetAF.Rendering.FrameBuilder.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.tostring)

- + **NetAF.Rendering.Frames**

public class ExaminableSerialization : IObjectSerialization<IExaminable>  
↳ [\(NetAF.Rendering.Frames.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.tostring)

- + **NetAF.Rendering.Presenters**

↳ [\(NetAF.Rendering.Presenters.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.tostring)

- + **NetAF.Serialization**

↳ [\(NetAF.Serialization.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.tostring)

## ExaminableSerialization(IExaminable)

- **NetAF.Serialization.Assets**

Represents a serialization of an Examinable.

## ↳ [\(NetAF.Serialization.Assets.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Declaration

AttributeManagerSerialization

↳ [\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.tostring)

AttributeSerialization

↳ [\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.tostring)

```
public ExaminableSerialization(IExaminable examinable)
```

## Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html)	<i>examinable</i>	The examinable.

## Instructions (NetAF.Conversations.Instruct)

### + NetAF.Extensions

#### Properties (NetAF.Extensions.html)

### + NetAF.Interpretation

#### AttributeManager (NetAF.Interpretation.html)

Get NetAF.AttributeManager serializations.

#### (NetAF.Logic.html)

Declaration

### + NetAF.Persistence

```
public AttributeManagerSerialization AttributeManager { get; set; }
```

### + NetAF.Persistence.Json

Property Value

#### (NetAF.Persistence.Json.html)

Type

### + NetAF.Rendering

AttributeManagerSerialization (NetAF.Serialization.Assets.AttributeManagerSerialization.html)

#### (NetAF.Rendering.html)

### + NetAF.Rendering.Frame

#### Builders

#### Identifier

#### (NetAF.Rendering.FrameBuilder)

Get or set the identifier.

### + NetAF.Rendering.Frame

Declaration

#### Builders.Color

#### (NetAF.Rendering.FrameBuilder)

```
public string Identifier { get; set; }
```

### + NetAF.Rendering.Frames

#### (NetAF.Rendering.Frames.html)

Property Value

### + NetAF.Rendering.Presenters

Type

#### (NetAF.Rendering.Presenters.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### + NetAF.Serialization

#### (NetAF.Serialization.html)

## IsPlayerVisible

### (NetAF.Serialization.Assets.html)

Get or set if it is player visible.

AttributeManagerSerialization

Declaration

#### (NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

#### (NetAF.Serialization.Assets.AttributeSerialization.html)

Type	Description

```
public bool IsPlayerVisible { get; set; }
```

## Property Value

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

### Instructions

[\(NetAF.Conversations.Instruct\)](#)

### + NetAF.Extensions

## Methods

[\(NetAF.Extensions.html\)](#)

### + NetAF.Interpretation

## Restore(IExaminable)

[\(NetAF.Interpretation.html\)](#)

Restores logic from this serialization.

[\(NetAF.Logic.html\)](#)

Declaration

### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

### + NetAF.Persistence.Json

Parameters

[\(NetAF.Persistence.Json.html\)](#)

Type

### + NetAF.Rendering

IExaminable ([NetAF.Assets.IExaminable.html](#))

[\(NetAF.Rendering.html\)](#)

Name

Description

*examinable*

The examinable to restore.

### + NetAF.Rendering.Frame

## Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

### + NetAF.Rendering.Frame

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder\)](#)

### + NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

### + NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

### + NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

### - NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

# Class ExitSerialization

Represents a serialization of an Exit.

Filter by title

Inheritance

## Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

## + NetAF.Extensions

↳ [\(NetAF.Extensions.html\)](#)

Implements

↳ [ObjectSerialization](#) ([ObjectSerialization.html](#)) < IObjectSerialization-1.html < IExaminable

([NetAF.Extensions.html](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#)) < Exit ([NetAF.Assets.Locations.Exit.html](#))

## + NetAF.Logic

Inherited Members

↳ [\(NetAF.Logic.html\)](#)

ExaminableSerialization.Identifier

↳ [\(NetAF.Persistence.html\)](#)  
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_I  
definer)

ExaminableSerialization.IsPlayerVisible

↳ [\(NetAF.Persistence.Json.html\)](#)  
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_I  
SPlayerVisible)

ExaminableSerialization.AttributeManager

↳ [\(NetAF.Rendering.html\)](#)  
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_AttributeManager)

ExaminableSerialization.FrameBuilder(IExaminable)

↳ [\(NetAF.Rendering.FrameBuilder.html\)](#)  
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Restore\_NetAF\_Assets\_IExaminable\_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](#))

## + NetAF.Rendering.Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](#))

↳ [\(NetAF.Rendering.FrameBuilder.html\)](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ [\(NetAF.Rendering.Presenters.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

## + NetAF.Rendering.Presenters

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

↳ [\(NetAF.Rendering.Presenters.html\)](#)

Assembly: NetAF.dll

## + NetAF.Serialization

↳ [\(NetAF.Serialization.html\)](#)

public sealed class ExitSerialization : ExaminableSerialization, IObjectSerialization  
n<IExaminable>, IObjectSerialization<Exit>

↳ [\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

## Constructors



# Implements

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

▼

## Instructions

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilders](#))

+ NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuilders.Color](#))

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

+ NetAF.Rendering.Presenters

([NetAF.Rendering.Presenters.html](#))

+ NetAF.Serialization

([NetAF.Serialization.html](#))

- NetAF.Serialization.Assets

([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

# Class ItemSerialization

Represents a serialization of an Item.

Filter by title

Inheritance

## Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

## + NetAF.Extensions

↳ ItemSerialization

**([NetAF.Extensions.html](#))**

Implements

↳ [ObjectInterpretation](#) ([ObjectInterpretation.html](#)) (https://learn.microsoft.com/dotnet/api/system.serialization.iobjectserialization-1.html) < IExaminable

(**([NetAF.Interpretation.html](#))**)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#)) < Item ([NetAF.Assets.Item.html](#))

## + NetAF.Logic

Inherited Members

**([NetAF.Logic.html](#))**

ExaminableSerialization.Identifier

+ **NetAF.Persistence**  
([NetAF.Persistence.html](#))  
([NetAF.Serialization.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Identifier)

ExaminableSerialization.IsPlayerVisible

+ **NetAF.Persistence.Json**  
([NetAF.Persistence.Json.html](#))  
([NetAF.Serialization.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_IsPlayerVisible)

ExaminableSerialization.AttributeManager

([NetAF.Serialization.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_AttributeManager)  
**([NetAF.Rendering.html](#))**

ExaminableAPI.SerializableFrame(IExaminable)

([NetAF.Serialization.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Restore\_NetAF\_Assets\_IExaminable\_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](#))

## + NetAF.Rendering.Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object-system-object-object\)](#))

**([NetAF.Rendering.FrameBuilder.html](#))**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

**([NetAF.Rendering.Frames.html](#))** ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

## + NetAF.Rendering.Presenters

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

**([NetAF.Rendering.Presenters.html](#))**

Assembly: NetAF.dll

## + NetAF.Serialization

**([NetAF.Serialization.html](#))**

- **NetAF.Serialization.Assets**  
n<IExaminable>, IObjectSerialization<Item>

**([NetAF.Serialization.Assets.html](#))**

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

## Constructors

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

## ItemSerialization(Item)

Represents a serialization of an Item.

Declaration

```
public ItemSerialization(Item item)
```

### Instructions

Parameters

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

Item (NetAF.Assets.Item.html)

(NetAF.Extensions.html)

Name

Description

item

The item to serialize.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

## Methods

NetAF.Logic

(NetAF.Logic.html)

### Restore(Item)

NetAF.Persistence

(NetAF.Persistence.html)

Restore an instance from this serialization.

+ NetAF.Persistence.Json

Declaration

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

+ NetAF.Rendering.Frame

Type

Builders

(NetAF.Rendering.FrameBuilder

Item (NetAF.Assets.Item.html)

Name

Description

item

The item to restore.

+ NetAF.Rendering.Frame

Builders.Color

Implements

(NetAF.Rendering.FrameBuilder

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Rendering.Frames

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribute

AttributeSerialization

(NetAF.Serialization.Assets.Attribute

# Class NonPlayableCharacterSerialization

Represents a serialization of a NonPlayableCharacter.

Filter by title

Inheritance

## Instructions

- ↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)
- ↳ [ExaminableSerialization \(NetAF.Serialization.Assets.ExaminableSerialization.html\)](#)
- + **NetAF.Extensions**
  - ↳ [CharacterSerialization \(NetAF.Serialization.Assets.CharacterSerialization.html\)](#)
- ([NetAF.Extensions.html](#)) ([NonPlayableCharacterSerialization](#))

Implementation

- IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable
- ([NetAF.Assets.IExaminable.html](#))>

- IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Character
- ([NetAF.Logic.html](#))<[Character.html](#)>

- IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<NonPlayableCharacter
- + **NetAF.Persistence**
  - ([NetAF.Assets.Characters.NonPlayableCharacter.html](#))>

- ([NetAF.Persistence.html](#))

Inherited Members

## + NetAF.Persistence.Json

- CharacterSerialization.Items  
([NetAF.Persistence.Json.html](#))  
([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF\_Serialization\_Assets\_CharacterSerialization\_Item)

## † NetAF.Rendering

- CharacterSerialization.IsAlive  
([NetAF.Rendering.html](#))  
([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF\_Serialization\_Assets\_CharacterSerialization\_IsAlive)

## \* NetAF.Rendering.Frame

- CharacterSerialization.Restore(Character)  
([NetAF.Rendering.FrameBuilder.html](#))  
([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF\_Serialization\_Assets\_CharacterSerialization\_Restore\_NetAF\_Assets\_Characters\_Character\_)

## † NetAF.Rendering.FrameBuilder

- CharacterSerialization.Restore(Character)  
([NetAF.Rendering.FrameBuilder.html](#))  
([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF\_Serialization\_Assets\_CharacterSerialization\_Restore\_NetAF\_Assets\_Characters\_Character\_)

## † NetAF.Rendering.Frames

- SPNetAF.Rendering.Frames.ExaminableSerialization  
([NetAF.Rendering.Frames.html](#))  
ExaminableSerialization.AttributeManager

- + **NetAF.Rendering.Presenters**
  - ([NetAF.Rendering.Presenters.html](#))  
ExaminableSerialization.AttributeManager

- ExaminableSerialization.Restore(IExaminable)

- + **NetAF.Serialization**
  - ([NetAF.Serialization.html](#))  
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Restore\_NetAF\_Assets\_IExaminable\_)

- **NetAF.Serialization.Assets**
  - object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

- ([NetAF.Serialization.Assets.html](#))  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

- object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode\(\)](#))  
AttributeSerialization

- object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype\(\)](#))  
([NetAF.Serialization.Assets.AttributeSerialization.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**Namespace:** NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

**Assembly:** NetAF.dll

Syntax



```
public sealed class NonPlayableCharacterSerialization : CharacterSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Character>, IObjectSerialization<NonPlayableCharacter>
```

## + **NetAF.Extensions**

([NetAF.Extensions.html](#))

## Constructors

### + **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

## **NonPlayableCharacterSerialization(NonPlayableCharacter)**

### + **NetAF.Logic**

([NetAF.Logic.html](#))

Represents a serialization of a NonPlayableCharacter.

### - **NetAF.Persistence**

([NetAF.Persistence.html](#))

```
public NonPlayableCharacterSerialization(NonPlayableCharacter character)
```

### + **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Parameters

### + **NetAF.Rendering**

Type ([NetAF.Rendering.html](#))

NonPlayableCharacter

### + **NetAF.Rendering.Frame**

([NetAF.Assets.Characters.NonPlayableCharacter.html](#))

## Builders

([NetAF.Rendering.FrameBuilder.html](#))

### + **NetAF.Rendering.Frame**

## Properties

([NetAF.Rendering.FrameBuilder.html](#))

## Conversation.Serialization.Frames

([NetAF.Rendering.Frames.html](#))

Get or set the conversation serialization.

### + **NetAF.Rendering.Presenters**

Declaration ([NetAF.Rendering.Presenters.html](#))

```
public ConversationSerialization Conversation { get; set; }
```

### + **NetAF.Serialization**

([NetAF.Serialization.html](#))

Property Value

### - **NetAF.Serialization.Assets**

Type ([NetAF.Serialization.Assets.html](#))

Conversation.Serialization (NetAF.Serialization.Assets.ConversationSerialization.html)

Attribute.Serialization (NetAF.Serialization.Assets.AttributeSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Type	Description
Conversation.Serialization (NetAF.Serialization.Assets.ConversationSerialization.html)	

# Methods

## Restore(NonPlayableCharacter)

Restore an instance from this serialization.

Declaration  
↓

### Instructions

(NetAF.Conversations.Instruction<NonPlayableCharacter> character)

### + NetAF.Extensions

Parameters  
(NetAF.Extensions.html)

#### + Type NetAF.Interpretation

(NetAF.Interpretation.html)

(NetAF.Assets.Characters.NonPlayableCharacter.html)

#### + NetAF.Logic

(NetAF.Logic.html)

## Implements

### NetAF.Persistence

(NetAF.Persistence.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

#### Builders

(NetAF.Rendering.FrameBuilder)

### + NetAF.Rendering.Frame

#### Builders.Color

(NetAF.Rendering.FrameBuilder)

### + NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

### + NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

### + NetAF.Serialization

(NetAF.Serialization.html)

### - NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

# Class OverworldSerialization

Represents a serialization of an Overworld.

Filter by title

Inheritance

## Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)  
↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

## + NetAF.Extensions

↳ OverworldSerialization  
[\(NetAF.Extensions.html\)](#)

Implements

↳ [ObjectInterpretation](#) ([ObjectInterpretation.html](#))<IExaminable

([\(NetAF.Interpretation.html\)](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Overworld

## + NetAF.Logic

([NetAF.Logic.html](#))

Inherited Members

## + NetAF.Persistence

ExaminableSerialization.Identifier

([\(NetAF.Persistence.html\)](#)) ([\(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\\_Serialization\\_Assets\\_ExaminableSerialization\\_Identifier\)](#))

## + NetAF.Persistence.Json

ExaminableSerialization.IsPlayerVisible

([\(NetAF.Persistence.Json.html\)](#)) ([\(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\\_Serialization\\_Assets\\_ExaminableSerialization\\_IsPlayerVisible\)](#))

## + NetAF.Rendering

ExaminableSerialization.AttributeManager

([\(NetAF.Rendering.html\)](#))

([\(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\\_Serialization\\_Assets\\_ExaminableSerialization\\_AttributeManager\)](#))

## NetAF.Rendering.Frame

ExaminableSerialization.Restore(IExaminable)

([\(NetAF.Rendering.FrameBuilder.html\)](#)) ([\(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\\_Serialization\\_Assets\\_ExaminableSerialization\\_Restore\\_NetAF\\_Assets\\_IExaminable\\_\)](#))

## NetAF.Rendering.Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

([\(NetAF.Rendering.FrameBuilder.html\)](#)) object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

## NetAF.Rendering.Frames

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

([\(NetAF.Rendering.Frames.html\)](#)) object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

## NetAF.Rendering.Presenters

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

## NetAF.Rendering.Presenters.I

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

## As NetAF.Serialization

Syntax ([NetAF.Serialization.html](#))

### - NetAF.Serialization.Assets

public sealed class OverworldSerialization : ExaminableSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Overworld>

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

# Constructors

## OverworldSerialization(Overworld)

Represents a serialization of an Overworld.

Declaration

### Instructions

([NetAF.Conversations.Instruction](#)) OverworldSerialization(Overworld overworld)

### + NetAF.Extensions

Parameters

([NetAF.Extensions.html](#))

### + Type NetAF.Interpretation

([NetAF.Interpretation.html](#)) Overworld(NetAF.Serialization.Overworld.html)

Name

Description

overworld

The overworld to serialize.

### + NetAF.Logic

([NetAF.Logic.html](#))

## Properties

([NetAF.Persistence.html](#))

### + CurrentRegion

([NetAF.Persistence.Json.html](#))

Get or set the current region.

### + NetAF.Rendering

Declaration

([NetAF.Rendering.html](#))

### + NetAF.Rendering.Frame

region { get; set; }

#### Builders

([NetAF.Rendering.FrameBuilder.html](#))

Property Value

### + NetAF.Rendering.Frame

Description

#### Builders.Color

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Rendering.FrameBuilder.html](#))

### + NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

Regions

### + NetAF.Rendering.Presenters

([NetAF.Rendering.Presenters.html](#))

Declaration

### + NetAF.Serialization

([NetAF.Serialization.html](#)) Region[] Regions { get; set; }

### - NetAF.Serialization.Assets

Property Value

([NetAF.Serialization.Assets.html](#))

Type AttributeManagerSerialization

Description

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)[]

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)[]

# Methods

## Restore(Overworld)

Restore an instance from this serialization.

Declaration  
↓

### Instructions

(NetAF.Conversations.Instruction.RestoreOverworld)

### + NetAF.Extensions

Parameters  
(NetAF.Extensions.html)

#### + Type NetAF.Interpretation

(NetAF.Interpretation.html)

Overworld (NetAF.Extensions.Overworld.html)

Name

Description

overworld

The overworld to restore.

### + NetAF.Logic

(NetAF.Logic.html)

### Implements

#### + NetAF.Persistence

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Persistence.html)

#### IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

#### Builders

(NetAF.Rendering.FrameBuilder)

### + NetAF.Rendering.Frame

#### Builders.Color

(NetAF.Rendering.FrameBuilder)

### + NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

### + NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

### + NetAF.Serialization

(NetAF.Serialization.html)

### - NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManager)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

# Class PlayableCharacterLocation Serialization

▼ Filter by title

Represents a serialization of a PlayableCharacterLocation.

## Instructions

+ [\(NetAF.Conversations.Instruct\)](#)  
Inheritance

## + [t NetAF.Extensions](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ PlayableCharacterLocation.Serialization

Implementation

## + [\(NetAF.Interpretation.html\)](#)

IOBJECTSERIALIZATION (NetAF.Serialization.IObjectSerialization-1.html) <PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLocation.html) >

## + [+ NetAF.Logic](#)

Inherited Members

### [\(NetAF.Logic.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## + [+ NetAF.Persistence](#)

### [\(NetAF.Persistence.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## + [+ NetAF.Persistence.Json](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

### [\(NetAF.Persistence.Json.html\)](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## [\(NetAF.Rendering.html\)](#)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

## + [+ NetAF.Rendering.Frame](#)

Assembly: NetAF.dll

### Builders

Syntax

### [\(NetAF.Rendering.FrameBuilder\)](#)

+ [+ NetAF.Rendering.Frame](#) public sealed class PlayableCharacterLocationSerialization : IObjectSerialization<PlayableCharacterLocation>

### Builders.Color

### [\(NetAF.Rendering.FrameBuilder\)](#)

## + [+ NetAF.Rendering.Frames](#)

### [\(NetAF.Rendering.Frames.html\)](#)

## + [+ NetAF.Rendering.Presenters](#)

PlayableCharacterLocationSerialization(PlayableCharacterLocation) ([\(NetAF.Rendering.Presenters.html\)](#))

Represents a serialization of a PlayableCharacterLocation.

## + [+ NetAF.Serialization](#)

Declaration

### [\(NetAF.Serialization.html\)](#)

## - [- NetAF.Serialization.Assets](#)

public PlayableCharacterLocationSerialization(PlayableCharacterLocation location) ([\(NetAF.Serialization.Assets.html\)](#))

AttributeManagerSerialization

Parameters

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

Type	Name	Description
PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)	<i>location</i>	The location to serialize.

# Properties

## Instructions

(NetAF.Conversations.Instruct  
PlayerIdentifier

### + NetAF.Extensions

Get or set the player identifier.  
(NetAF.Extensions.html)

Declaration

### + NetAF.Interpretation

(NetAF.Interpretation.html)

```
public string PlayerIdentifier { get; set; }
```

### + NetAF.Logic

(NetAF.Logic.html)

Property Value

### + NetAF.Persistence

## Description

(NetAF.Persistence.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

## RegionIdentifier

### + NetAF.Rendering

(NetAF.Rendering.html)

Get or set the region identifier.

### + NetAF.Rendering.Frame

Declaration

#### Builders

(NetAF.Rendering.FrameBuilder { get; set; })

### + NetAF.Rendering.Frame

Property Value

#### Builders.Color

(NetAF.Rendering.FrameBuilder { get; set; })

## Description

### + NetAF.Rendering.Frames

## Description

(NetAF.Rendering.Frames.html)

(NetAF.Rendering.Frames.html)

### + NetAF.Rendering.Presenters

RoomIdentifier

(NetAF.Rendering.Presenters.html)

Get or set the room identifier.

### + NetAF.Serialization

(NetAF.Serialization.html)

### - NetAF.Serialization.Assets

```
public string RoomIdentifier { get; set; }
```

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

Property Value

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	

## Methods

### Instructions

[\(NetAF.Conversations.Instruct\)](#)  
**Restore(PlayableCharacterLocation)**

+ **NetAF.Extensions**

Restore an instance from this serialization.

[\(NetAF.Extensions.html\)](#)

Declaration

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

```
public void Restore(PlayableCharacterLocation location)
```

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Parameters

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

PlayableCharacterLocation ([NetAF.Logic.PlayableCharacterLocation.html](#))

Type	Name	Description
PlayableCharacterLocation	<i>location</i>	The attribute to restore.

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

### Implements

+ **NetAF.Rendering**

IOBJECTSERIALIZATION ([NetAF.Serialization.IObjectSerialization-1.html](#))

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

#### Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

#### Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

+ **NetAF.Rendering.Presenters**

[\(NetAF.Rendering.Presenters.html\)](#)

+ **NetAF.Serialization**

[\(NetAF.Serialization.html\)](#)

- **NetAF.Serialization.Assets**

[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

# Class RegionSerialization

Represents a serialization of a Region.

Filter by title

Inheritance

## Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

## + NetAF.Extensions

↳ RegionSerialization

**([NetAF.Extensions.html](#))**

Implements

↳ [ObjectInterpretation](#) ([NetAF.Serialization.IObjectSerialization-1.html](#)) < IExaminable

**([NetAF.Interpretation.html](#))**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#)) < Region

## + NetAF.Logic

**([NetAF.Logic.html](#))**

Inherited Members

## + NetAF.Persistence

ExaminableSerialization.Identifier

**([NetAF.Persistence.html](#))**

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Identifier)

## + NetAF.Persistence.Json

ExaminableSerialization.IsPlayerVisible

**([NetAF.Persistence.Json.html](#))**

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_IsPlayerVisible)

## + NetAF.Rendering

ExaminableSerialization.AttributeManager

**([NetAF.Rendering.html](#))**

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_AttributeManager)

## NetAF.Rendering.Frame

ExaminableSerialization.Restore(IExaminable)

**([NetAF.Rendering.FrameBuilder.html](#))**

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Restore\_NetAF\_Assets\_IExaminable\_)

## NetAF.Rendering.Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

## NetAF.Rendering.FrameBuilder

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object)))

## NetAF.Rendering.Frames

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

## NetAF.Rendering.Presenters

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**([NetAF.Rendering.Presenters.html](#))**

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

## As NetAF.Serialization

Syntax ([NetAF.Serialization.html](#))

### - NetAF.Serialization.Assets

public sealed class RegionSerialization : ExaminableSerialization, IObjectSerialization<Region>  
    for<IExaminable>, IObjectSerialization<Region>

    AttributeManagerSerialization

    ([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

    AttributeSerialization

    ([NetAF.Serialization.Assets.AttributeSerialization.html](#))

# Constructors

## RegionSerialization(Region)

Represents a serialization of a Region.

Declaration

### Instructions

(NetAF.Conversations.Instruction)(Region region)

### + NetAF.Extensions

Parameters

(NetAF.Extensions.html)

### + Type NetAF.Interpretation

(NetAF.Interpretation.html)

Name

Description

region

The region to serialize.

### + NetAF.Logic

(NetAF.Logic.html)

## Properties

(NetAF.Persistence.html)

### + CurrentRoom

(NetAF.Persistence.Json.html)

Get or set the current room.

### + NetAF.Rendering

Declaration

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

Property Value

### + Type NetAF.Rendering.Frame

Description

Builders.Color

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Rendering.FrameBuilder)

### + NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

### + NetAF.Rendering.Presenters

Get or Set the room serializations.

(NetAF.Rendering.Presenters.html)

Declaration

### + NetAF.Serialization

(NetAF.Serialization.html)

### - NetAF.Serialization.Assets

Property Value

(NetAF.Serialization.Assets.html)

### Type AttributeManagerSerialization

Description

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)



# Class RoomSerialization

Represents a serialization of a Room.

Filter by title

Inheritance

## Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

## + NetAF.Extensions

↳ RoomSerialization

### [\(NetAF.Extensions.html\)](#)

Implements

↳ [ObjectInterpretation](#) ([ObjectInterpretation.html](#)) (https://learn.microsoft.com/dotnet/api/system.serialization.iobjectserialization-1.html) < IExaminable

([\(NetAF.Interpretation.html\)](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#)) < Room

## + NetAF.Logic

↳ ([NetAF.Logic.html](#))

Inherited Members

## + NetAF.Persistence

↳ ExaminableSerialization.Identifier

### [\(NetAF.Persistence.html\)](#)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Identifier)

## + NetAF.Persistence.Json

↳ ExaminableSerialization.IsPlayerVisible

### [\(NetAF.Persistence.Json.html\)](#)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_IsPlayerVisible)

## + NetAF.Rendering

↳ ExaminableSerialization.AttributeManager

### [\(NetAF.Rendering.html\)](#)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_AttributeManager)

## - NetAF.Rendering.Frame

↳ ExaminableSerialization.Restore(IExaminable)

([NetAF.Rendering.FrameBuilder.html](#))

Restore\_NetAF\_Assets\_IExaminable\_()

## - NetAF.Rendering.Frame

↳ [\(System.Object.equals#system-object-equals\(system-object\)\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#)

## - NetAF.Rendering.FrameBuilders

↳ object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](#)

## - NetAF.Rendering.Frames

↳ [\(System.Object.getHashCode#system-object-gethashcode\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.getHashCode#system-object-getHashCode](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals#system-object-referenceequals\(system-object-object\)\)](#)

## - NetAF.Rendering.Presenters

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-toString](#))

## - NetAF.Rendering.Presenters.I

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)) ([Assets](#) ([NetAF.Serialization.Assets.html](#)))

## - NetAF.Serialization

Syntax ([NetAF.Serialization.html](#))

## - NetAF.Serialization.Assets

public sealed class RoomSerialization : ExaminableSerialization, IObjectSerialization<Room>

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

# Constructors

## RoomSerialization(Room)

Represents a serialization of a Room.

Declaration

### Instructions

(NetAF.Conversations.Instruction.html)

### + NetAF.Extensions

Parameters

(NetAF.Extensions.html)

#### + Type NetAF.Interpretation

(NetAF.Interpretation.html)

Name

Description

room

The room to serialize.

### + NetAF.Logic

(NetAF.Logic.html)

## Properties

(NetAF.Persistence.html)

### + Type NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Get or set the character serializations.

### + NetAF.Rendering

Declaration

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Property Value

#### + Type NetAF.Rendering.Frame

Builders.Color

NonPlayableCharacterSerialization

(NetAF.Rendering.FrameBuilder.html)

(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

Description

#### + Type NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

### + NetAF.Rendering.Presenters

#### Exits

(NetAF.Rendering.Presenters.Exit.html)

Get or set the exit serializations.

### + NetAF.Serialization

Declaration

(NetAF.Serialization.html)

### - NetAF.Serialization.Assets

public ExitSerialization[] Exits { get; set; }

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

Property Value

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Type	Description
ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)[]	

## HasBeenVisited

Gets or sets the room has been visited.

**Declaration**  
+ NetAF.Conversations.Instruct

+ NetAF.Extensions

public bool HasBeenVisited { get; set; }

+ NetAF.Interpretation

Property Value  
(NetAF.Interpretation.html)

Type

+ NetAF.Logic

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Persistence

(NetAF.Persistence.html)  
Items

+ NetAF.Persistence.Json

Get or set the item serializations.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

public ItemSerialization[] Items { get; set; }

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frames

Methods  
(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

Restore(Room)

(NetAF.Rendering.Presenters.html)

Restore an instance from this serialization.

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

public void Restore(Room room)

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

Parameters

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	<i>room</i>	The room to restore.

## Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

### Instructions

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

### (NetAF.Conversations.Instruct

#### + NetAF.Extensions

(NetAF.Extensions.html)

#### + NetAF.Interpretation

(NetAF.Interpretation.html)

#### + NetAF.Logic

(NetAF.Logic.html)

#### + NetAF.Persistence

(NetAF.Persistence.html)

#### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

#### + NetAF.Rendering

(NetAF.Rendering.html)

#### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

#### + NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuild

#### + NetAF.Rendering.Frames

(NetAF.Rendering.Frames.htm

#### + NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.h

#### + NetAF.Serialization

(NetAF.Serialization.html)

#### - NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htm

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribut

AttributeSerialization

(NetAF.Serialization.Assets.Attribut

# Namespace NetAF.Utilities

## Classes

Filter by title ▾

+ [NetAF.Commands.](#)

### **OverworldMaker** ([NetAF.Utilities.OverworldMaker.html](#))

[Persistence](#)

Provides a class for helping to make Regions.

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Conversations](#)

### **RegionMaker** ([NetAF.Utilities.RegionMaker.html](#))

[RegionMaker](#)

Provides a class for helping to make Regions.

+ [NetAF.Conversations](#).

## Instructions

## Interfaces

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

### **IAssetTemplate<T>** ([NetAF.Utilities.IAssetTemplate-1.html](#))

[IAssetTemplate<T>](#)

Represents any object that is a template for an asset.

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

## Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ [NetAF.Rendering.Frame](#)

## Builders.Color

([NetAF.Rendering.FrameBuilderColor.html](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

+ [NetAF.Rendering.Presenters](#)

# Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

 Filter by title

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

(NetAF.Commands.html)

Syntax

+ **NetAF.Commands.**

**Persistence** public interface IAssetTemplate<out T>

(NetAF.Commands.Persistence)

Type Parameters

+ **NetAF.Conversations**

Name	Description
NetAF.Conversations.html	

+ <sup>T</sup>**NetAF.Conversations.** The type of asset being templated.

Instructions

(NetAF.Conversations.Instruct)

## Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

**Instantiate()** (NetAF.Interpretation.html)

Instantiate a new instance of the templated asset.

+ **NetAF.Logic**

Declaration (NetAF.Logic.html)

+ **NetAF.Persistence**

**Instantiate()** (NetAF.Persistence.html)

Return **NetAF.Persistence.Json**

Type	Description
NetAF.Persistence.Json.html	

+ <sup>T</sup>**NetAF.Rendering**

NetAF.Rendering.html	The asset.
----------------------	------------

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

# Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

## + NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
[\(NetAF.Commands.html\)](#)  
↳ OverworldMaker

## + NetAF.Commands.

Inherited Members

### Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
[\(NetAF.Commands.Persistence.html\)](#)

## + NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
[\(NetAF.Conversations.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

## + NetAF.Conversations.

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
[\(NetAF.Conversations.Instruct.html\)](#)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

## + NetAF.Extensions

Assembly: NetAF.dll

[\(NetAF.Extensions.html\)](#)

Syntax

## + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)OverworldMaker

## + NetAF.Logic

[\(NetAF.Logic.html\)](#)

## Constructors

### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

## OverworldMaker(Identifier, Description, params RegionMaker[])

### + NetAF.Persistence.Json

Provides a way to persist regions.

## + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public OverworldMaker(Identifier identifier, Description description, params RegionM

### + NetAF.Rendering.Frame

#### Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Parameters

### + NetAF.Rendering.Frame

#### Type

#### Builders.Color

Identifier ([NetAF.Assets.Identifier.html](#))

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Description ([NetAF.Assets.Description.html](#))

### + NetAF.Rendering.Frames

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

[\(NetAF.Rendering.Frames.html\)](#)

[]

### + NetAF.Rendering.Presenters

Type	Name	Description
Builders.Color	identifier	An identifier for the region.
Description	description	A description for the region.
RegionMaker	regionMakers	The region makes to use to construct regions.

## OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Declaration

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)
```

### + NetAF.Commands

([NetAF.Commands.html](#))

Parameters

#### + Type NetAF.Commands.

##### Persistence

String

([NetAF.Commands.Persistence.html](#))

#### + Type NetAF.Conversations

String

([NetAF.Conversations.html](#))

#### + RegionMaker[] NetAF.Conversations.

##### Instructions

([NetAF.Conversations.Instruct](#))

### + NetAF.Extensions

([NetAF.Extensions.html](#))

### + NetAF.Interpretation

([NetAF.Interpretation.html](#))

### + NetAF.Logic

Make an overworld.

([NetAF.Logic.html](#))

Declaration

### + NetAF.Persistence

([NetAF.Persistence.html](#))

### + NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

#### + Type NetAF.Rendering

([NetAF.Rendering.html](#))

Overworld (NewWorldLocations.Overworld.html)

#### Description

The created overworld.

### + NetAF.Rendering.Frame

#### Builders

([NetAF.Rendering.FrameBuilder.html](#))

### + NetAF.Rendering.Frame

#### Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

### + NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

### + NetAF.Rendering.Presenters

# Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

## + NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
[\(NetAF.Commands.html\)](#)  
↳ RegionMaker

## + NetAF.Commands.

Inherited Members

### Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
[\(NetAF.Commands.Persistence.html\)](#)

## + NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
[\(NetAF.Conversations.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

## + NetAF.Conversations.

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
[\(NetAF.Conversations.Instruct.html\)](#)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

## + NetAF.Extensions

Assembly: NetAF.dll

[\(NetAF.Extensions.html\)](#)

Syntax

## + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#) RegionMaker

## + NetAF.Logic

[\(NetAF.Logic.html\)](#)

## Constructors

### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

## RegionMaker(Identifier, Description)

### + NetAF.Persistence.Json

Provides a constructor for creating regions.

## + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public RegionMaker(Identifier identifier, Description description)

### + NetAF.Rendering.Frame

#### Builders

Parameters

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Type

### + NetAF.Rendering.Frame

Identifier ([NetAF Assets.Identifier.html](#))

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

	Name	Description
	<i>identifier</i>	An identifier for the region.
	<i>description</i>	A description for the region.

### + NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

## RegionMaker(string, string)

### + NetAF.Rendering.Presenters

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

+ <b>Type</b>		Name	Description
+ <b>NetAF.Commands</b>			
( <a href="#">NetAF.Commands.html</a> )	string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>identifier</i>	An identifier for the region.

+ **NetAFCommands**  
string (<https://learn.microsoft.com/dotnet/api/system.string>)

### Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**

### Properties

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

this[*int*, *int*, *int*]

([NetAF.Conversations.Instruction.html](#))

Get or set the room at a location.

+ **NetAF.Extensions**

Declaration

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**  
public Room this[*int* x, *int* y, *int* z] { get; set; }

([NetAF.Interpretation.html](#))

Parameters

+ **NetAF.Logic**

([NetAF.Logic.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The x position.

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position.

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Property Value

+ **NetAF.Rendering**

Type ([NetAF.Rendering.html](#))

Room ([NetAF.Assets.Locations.Room.html](#))

Description

The room.

+ **NetAF.Rendering.Frame**

### Builders

([NetAF.Rendering.FrameBuilder.html](#))

## Methods

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

CanPlaceRoom(*int*, *int*, *int*)

+ **NetAF.Rendering.Frames**

Determine if a room can be placed at a location

([NetAF.Rendering.Frames.html](#))

Declaration

+ **NetAF.Rendering.Presenters**

```
public bool CanPlaceRoom(int x, int y, int z)
```

## Parameters

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The X position.
+ <b>NetAF.Commands</b> <a href="#">(NetAF.Commands.html)</a>	y	The Y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	z	The Z position.
+ <b>NetAF.Commands.</b>		

## Persistence

Returns

Type	Description
+ <b>NetAF.Conversations</b> <a href="#">(NetAF.Conversations.html)</a>	True if the room can be placed, else false.

## + NetAF.Conversations.

### GetRoomPositions()

#### (NetAF.Conversations.Instruct

Get all current room positions.

#### + NetAF.Extensions

Declaration

#### [\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation[] GetRoomPositions()

#### [\(NetAF.Interpretation.html\)](#)

Returns

### + NetAF.Logic

#### [\(NetAF.Logic.html\)](#)

## + NetAF.Persistence[] RoomPositions([NetAFAssets.Locations.RoomPosition.html](#))[]

#### [\(NetAF.Persistence.html\)](#)

## + NetAF.Persistence.Json

### Make()

#### [\(NetAF.Persistence.Json.html\)](#)

Makes a region

### + NetAF.Rendering

#### [\(NetAF.Rendering.html\)](#)

## + NetAF.Rendering.Frame

public Region Make()

### Builders

#### [\(NetAF.Rendering.FrameBuilder.html\)](#)

Returns

## + NetAF.Rendering.Frame

Type

### Builders.Color

#### [\(NetAF.Rendering.FrameBuilderColor.html\)](#)

### Description

The created region.

## + NetAF.Rendering.Frames

#### [\(NetAF.Rendering.Frames.html\)](#)

## Make(RoomPosition)

## + NetAF.Rendering.Presenters

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

+ **NetAF.Commands**

([NetAF.Commands.html](#))

RoomPosition ([NetAF.Assets.Locations.RoomPosition.html](#))

Name

Description

*startPosition*

The start position.

+ **NetAF.Commands.**

Returns

**Persistence**

([NetAF.Commands.Persistence.html](#))

Description

+ [NetAF.Conversations](#)

Region ([NetAF.Assets.Locations.Region.html](#))

The created region.

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

**Make(int, int, int)**

([NetAF.Conversations.Instruct.html](#))

Make a region.

+ **NetAF.Extensions**

Declaration

([NetAF.Extensions.html](#))

```
public Region Make(int x, int y, int z)
```

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Parameters

+ **NetAF.Logic**

Type ([NetAF.Logic.html](#))

Name

Description

x

The start x position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The start y position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The start z position.

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

Returns

+ **NetAF.Rendering**

Type ([NetAF.Rendering.html](#))

Description

Region ([NetAF.Assets.Locations.Region.html](#))

The created region.

+ **NetAF.Rendering.Frame**

**Builders**

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

**Builders.Color**

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

+ **NetAF.Rendering.Presenters**