

Namespace NetAF.Adapters

Classes

Filter by title

SystemConsoleAdapter (NetAF.Adapters.SystemConsoleAdapter.html)

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

IIOAdapter

Interfaces

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

SystemConsoleAdapter

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

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

+ **NetAF.Assets**

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

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Region**

Interface IIOAdapter

Represents any object that provides an adapter for input.

Filter by title

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

Assemblies

(NetAF.Adapters.html)

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

+ NetAF.Assets

Methods

+ NetAF.Assets.Attributes

RenderFrame (Attributes.html)

+ NetAF.Assets.Characters

Declaration
(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

RenderFrame (Interaction.html)

+ NetAF.Assets.Locations

Parameters
(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

IFrame (NetAF.Renderer.Frames.IFrame.html)

Name

Description

frame

The frame to render.

+ NetAF.Commands.

Conversation

Setup(Game)

(NetAF.Commands.Conversation.html)

Setup for a game.

+ NetAF.Commands.Frame

Declaration
(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

void Setup(Game game)

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Parameters

Persistence

Type
(NetAF.Commands.Persistence.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

WaitForAcknowledge()

+ NetAF.Commands.Scenes

Name

Description

game

The game to set up for.

Wait for acknowledgment.

Declaration

```
bool WaitForAcknowledge()
```

>Returns

| Type | Description |
|--|--|
| bool (NetAF.Adapters.html) (https://learn.microsoft.com/dotnet/api/system.boolean) n) ((NetAF.Adapters.IIOAdapter.html) SystemConsoleAdapter ((NetAF.Adapters.SystemConsoleAdapter.html) | True if the acknowledgment was received correctly, else false. |

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

Wait for input.

+ [NetAF.Assets.Attributes](#)

Declaration

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

+ [NetAF.Assets.Characters](#)

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

Returns

+ [NetAF.Assets.Interaction](#)

Type

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

+ [NetAF.Assets.Locations](#)

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

+ [NetAF.Commands](#)

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

+ [NetAF.Commands.](#)

[Conversation](#)

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

+ [NetAF.Commands.Frame](#)

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

+ [NetAF.Commands.Global](#)

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

+ [NetAF.Commands.](#)

[Persistence](#)

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

+ [NetAF.Commands.Region](#)

[Map](#)

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

+ [NetAF.Commands.Scene](#)

+ [NetAF.Commands.Scene](#)

Description

The input.

Class SystemConsoleAdapter

Provides an adapter for the System.Console.

Filter by title

Inheritance

↳ NetAF.Adapters

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

Implements

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

Inherited Members

↳ (NetAF.Adapters.SystemConsoleA...)

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

+ NetAF.Assets

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

+ NetAF.Assets.Attributes

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

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

+ NetAF.Assets.Characters

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

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

Assembly: [NetAF.dll](https://learn.microsoft.com/dotnet/api/NetAF.dll)

(NetAF.Assets.Interaction.html)

Syntax

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public sealed class SystemConsoleAdapter : II0Adapter

+ NetAF.Commands

(NetAF.Commands.html)

↳ NetAF.Commands.

Methods

Conversation

(NetAF.Commands.Conversation.html)

RenderFrame(IFrame)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

↳ NetAF.Commands.Global

(NetAF.Commands.Global.html)

public void RenderFrame(IFrame frame)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Commands.Region

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

Name

Description

frame

The frame to render.

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

Setup(Game)

Setup for a game.

Declaration

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

Part: NetAFAdapters

+ [NetAF.Adapters.html](#)

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

SystemConsoleAdapter

(NetAF.Adapters.SystemConsoleA

WaitForAcknowledge()

+ [NetAF.Assets.html](#)

De: NetAFAssets.Attributes

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

```
public bool WaitForAcknowledge()
```

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

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

Returns

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

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

bool

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

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

Description

True if the acknowledgment was received correctly, else false.

+ [NetAF.Commands.html](#)

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

WaitForInput()

+ [NetAF.Commands.html](#)

Wait for input.

Conversation

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

Declaration

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

```
public string WaitForInput()
```

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

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

Returns

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

Type

+ [NetAF.Commands.html](#)

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

Description

The input.

Persistence

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

Implementation

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

Map

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

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

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

▼

- **NetAF.Adapters**
[\(NetAF.Adapters.html\)](#)
 - IIOAdapter
[\(NetAF.Adapters.IIOAdapter.html\)](#)
 - SystemConsoleAdapter
[\(NetAF.Adapters.SystemConsoleAdapter.html\)](#)
- + **NetAF.Assets**
[\(NetAF.Assets.html\)](#)
- + **NetAF.Assets.Attributes**
[\(NetAF.Assets.Attributes.html\)](#)
- + **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.html\)](#)
- + **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
 - Conversation**
[\(NetAF.Commands.Conversation.html\)](#)
 - Frame**
[\(NetAF.Commands.Frame.html\)](#)
 - Global**
[\(NetAF.Commands.Global.html\)](#)
 - Persistence**
[\(NetAF.Commands.Persistence.html\)](#)
 - Region**
 - Map**
[\(NetAF.Commands.RegionMap.html\)](#)
 - Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)

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.
ConditionalDescription
(NetAF.Assets.Description.html)

Description

ExaminableObject (NetAF.Assets.ExaminableObject.html)

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

(NetAF.Assets.ExaminableObject.h)

ExaminationCallback

ExaminationRequest (NetAF.Assets.ExaminationRequest.html)

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

(NetAF.Assets.ExaminationRequest.h)

ExaminationResult

ExaminationResult (NetAF.Assets.ExaminationResult.html)

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

(NetAF.Assets.ExaminationScene.h)

IExaminable

ExaminationScene (NetAF.Assets.ExaminationScene.html)

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

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Identifier (NetAF.Assets.Identifier.html)

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

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Item (NetAF.Assets.Item.html)

(NetAF.Assets.Item.html)
Represents an item that is used within the game.
Point2D

(NetAF.Assets.Point2D.html)

Size (NetAF.Assets.Size.html)

Structs

+ NetAF.Assets.Attributes

Point2D (NetAF.Assets.Point2D.html)

(NetAF.Assets.Attributes.html)
Represents a two-dimensional point.

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Point3D (NetAF.Assets.Point3D.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)
Represents a three-dimensional point.

Size (NetAF.Assets.Size.html)

Represents a size.

Interfaces



IExaminable (NetAF.Assets.IIExaminable.html)

+ **NetAF.Adapters**
(NetAF.Adapters.html)

IItemContainer (NetAF.Assets.IItemContainer.html)

(NetAF.Assets.html) that is a container of items.

ConditionalDescription

(NetAF.Assets.ConditionalDescription.html)

Description

Represents any object that is visible to a player.
(NetAF.Assets.Description.html)

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

IExaminationCallback (NetAF.Assets.ExaminationCallback.html)

(NetAF.Assets.ExaminationCallback.html)
Represents the callback for examinations.

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)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.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)

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

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

Syntax

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

Constructors

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

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

ConditionalDescription(string, string, Condition)

Represents a conditional description of an object.
Point2D

Declaration

```
NetAF.\(NetAF.Assets.Point2D.html\)  
    Point3D  
    (NetAF.Assets.Point3D.html)  
public ConditionalDescription(string trueDescription, string falseDescription, Condition  
    Size (NetAF.Assets.Size.html))
```

+ NetAF.Assets.Attributes

Parent API

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

| Type | Name | Description |
|--|----------------------------------|------------------------|
| NetAF.Assets.Characters (NetAF.Assets.Characters.html) | trueDescription | The true description. |
| String (https://learn.microsoft.com/dotnet/api/system.string) | falseDescription | The false description. |

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

| 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.ExaminationReques

ExaminationResult

(NetAF.Assets.ExaminationResult.I

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

GetDescription()

(NetAF.Assets.IExaminable.html)

ItemContainer

(NetAF.Assets.IItemContainer.html)

Declaration

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

override string GetDescription()

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Returns

Point2D

Type (NetAF.Assets.Point2D.html)

Description

Point3D

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

The description.

Size (NetAF.Assets.Size.html)

Overrides

+ NetAF.Assets.Attributes

Description.GetDescription() (NetAF.Assets.Description.html#NetAF_Assets_Description_GetDescription)

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

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>)

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

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>)

([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](#))

Point2D

Represents a description of an object.

([NetAF.Assets.Point2D.html](#))

Point3D

([NetAF.Assets.Point3D.html](#))

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

public Description(string description)

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

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

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

| | |
|-------------|--|
| Description | string (https://learn.microsoft.com/dotnet/api/system.string) |
| | (NetAF.Assets.Description.html) |

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

Empty

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

Get an empty description.

ExaminationRequest

Declaration

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

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

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Property Value

IExaminable

| Type | Description |
|---------------------------------|-------------|
| (NetAF.Assets.IExaminable.html) | |

Description

| | |
|---------------|--|
| ItemContainer | |
|---------------|--|

| | |
|-------------|-----------------------------------|
| Description | (NetAF.Assets.ItemContainer.html) |
|-------------|-----------------------------------|

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Point2D

GetDescription()

Point3D

Get the description.

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

Declaration

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Returns

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

Description

The description.

+ NetAF.Assets.Locations



(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)
Point2D
(NetAF.Assets.Point2D.html)
Point3D
(NetAF.Assets.Point3D.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

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

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

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

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

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

Implements

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

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

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

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

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

Inherited Members

ExaminationScene

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

Examinable

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

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

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

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

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

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

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

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

Point2D

Assembly [NetAF.dll](#)

([NetAF.Assets.Point2D.html](#))

Syntax

Point3D

([NetAF.Assets.Point3D.html](#))

```
public class ExaminableObject : IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>
```

+ [NetAF.Assets.Attributes](#)

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

+ [NetAF.Assets.Characters](#)

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

+ [NetAF.Assets.Interaction](#)

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

+ [NetAF.Assets.Locations](#)

Get the attribute manager for this object.

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

Declaration

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

Property Value

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

Commands

ConditionalDescription
(NetAF.Assets.ConditionalDescripti

Get the objects commands.

(NetAF.Assets.Description.html)

Declaration
ExaminableObject

```
(NetAF.Assets.ExaminableObject.h
public CustomCommand[] Commands { get; protected set; }
```

```
ExaminationCallback
```

```
(NetAF.Assets.ExaminationCallbac
```

ExaminationRequest

Property Value
(NetAF.Assets.ExaminationReques

| Type | Description |
|--|-------------|
| ExaminationResult (NetAF.Assets.ExaminationResult.h | |

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

```
ExaminationScene
```

```
(NetAF.Assets.ExaminationScene.h
```

IExaminable

Description
(NetAF.Assets.IExaminable.html)

IItemContainer

Get a description of this object.
(NetAF.Assets.ItemContainer.html)

IPlayerVisible

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

Identifier

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

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

Item (NetAF.Assets.Item.html)

Property Value

| Type | Description |
|--|-------------|
| Point2D (NetAF.Assets.Point2D.html) Point3D | |

Point (NetAF.Assets.Point.html)

```
(NetAF.Assets.Point.html)
```

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Examination
(NetAF.Assets.Attributes.html)

Get the callback handling all examination of this object.

NetAF.Assets.Characters

Declaration
(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Property Value
(NetAF.Assets.Locations.html)

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

Identifier

Get this objects identifier.

+ NetAF.Assets

Declaration

(NetAF.Assets.html)

```
pConditionalDescriptor Identifier { get; protected set; }
(NetAF.Assets.CConditionalDescriptor
```

Description

Property Value

(NetAF.Assets.Description.html)

Type

ExaminableObject

```
(NetAF.Assets.ExaminableObject.h
Identifier (NetAF.Assets.Identifier.html)
ExaminationCallback
```

(NetAF.Assets.ExaminationCallback)

ExaminationRequest

IsPlayerVisible

Declaration

(NetAF.Assets.ExaminationScene

```
.Identifier
IExaminable
public bool IsPlayerVisible { get; set; }
(NetAF.Assets.IExaminable.html)
```

IItemContainer

Property Value

IPlayerVisible

Type

(NetAF.Assets.IPlayerVisible.html)

Description

Identifier

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

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

Examine(ExaminationScene)

+ NetAF.Assets.Attributes

Examine this object.

(NetAF.Assets.Attributes.html)

Declaration

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

Returns

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

ConditionalDescription

(NetAF.Assets.ConditionalDescription.html)

RestoreFrom(ExaminableSerialization)

Description

(NetAF.Assets.Description.html)

Restore this object from a serialization.

ExaminableObject

Declaration

(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

Parameters

ExaminationResult

| Type | Name | Description |
|--------------------------------------|---------------|------------------------------------|
| ExaminationResult.IExaminationResult | serialization | The serialization to restore from. |

ExaminationScene

ExaminableSerialization

(NetAF.Assets.ExaminationScene.IExaminationScene)

(NetAF.Serialization.Assets.ExaminableSerialization.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

IExaminable (NetAF.Assets.IExaminable.html)

(NetAF.Assets.IPlayerVisible.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Identifier

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

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

Implements

+ 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)

Delegate ExaminationCallback

Represents the callback for examinations.

 Filter by title

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

- **NetAF.Assets**

Assembly: NetAF.dll

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

Syntax

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

Parameters

| Type | Name | Description |
|---------------------|---------|--------------------------|
| ExaminationCallback | request | The examination request. |

Returns

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

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)
Point2D
(NetAF.Assets.Point2D.html)
Point3D
(NetAF.Assets.Point3D.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](#))

Class ExaminationRequest

Represents a request to examine an IEExaminable.

Filter by title

Inheritance

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

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

Inherited Members

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

 Point2D

ExaminationRequest(IExaminable, ExaminationScene)

 ([NetAF.Assets.Point2D.html](#))

 Point3D

Represents a request to examine an IEExaminable.

 ([NetAF.Assets.Point3D.html](#))

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

+ NetAF.Assets.Attributes

 public ExaminationRequest(IExaminable examinable, ExaminationScene scene)
 ([NetAF.Assets.Attributes.html](#))

+ NetAF.Assets.Characters

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

 Type

+ NetAF.Assets.Interaction

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

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

 ExaminationScene

+ NetAF.Assets.Locations

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

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

+ NetAF.Commands

| Type | Name | Description |
|---|------------|--|
| IExaminable (NetAF.Assets.IExaminable.html) | examinable | The object being examined. |
| ExaminationScene | scene | The scene the object is being examined from. |

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) (NetAF.Assets.Description.html) | examinable | The object being examined. |
| Game (NetAF.Logic.Game.html) ExaminableObject | 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)
Get the examinable object
(NetAF.Assets.ExaminableObject.html)

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

IPlayerVisible

Property Value
(NetAF.Assets.IPlayerVisible.html)

| Type | Description |
|--|-------------|
| Identifier (NetAF.Assets.Identifier.html) | |

IExaminable
(NetAF.Assets.IExaminable.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size
(NetAF.Assets.Size.html)

Get the examination scene.

+ NetAF.Assets.Attributes

Declaration
(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Property Value

+ NetAF.Assets.Interaction

Type
(NetAF.Assets.Interaction.html)

ExaminationScene
(NetAF.Assets.ExaminationScene.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands



(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)
Point2D
(NetAF.Assets.Point2D.html)
Point3D
(NetAF.Assets.Point3D.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 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)))
(NetAF.Assets.ExaminationCallback)
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)))
(NetAF.Assets.ExaminationRequest)
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>)
(NetAF.Assets.ExaminationResult)
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>)
(NetAF.Assets.ExaminationScene)
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)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

ExaminationResult(string)

Size (NetAF.Assets.Size.html)

Initializes a new instance of the ExaminationResult class.

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

+ NetAF.Assets.Characters

public ExaminationResult(string description)

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Parameters
(NetAF.Assets.Interaction.html)

Type

+ NetAF.Assets.Locations

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

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)



ConditionalDescription
(NetAF.Assets.ConditionalDescriptor.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)
Point2D
(NetAF.Assets.Point2D.html)
Point3D
(NetAF.Assets.Point3D.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)

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

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

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Constructors

Point2D

(NetAF.Assets.Point2D.html)

Point3D

ExaminationScene(Character, Room)

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

Represents a scene that an examination occurs in.

+ NetAF.Assets.Attributes

Declaration

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Parameters

+ NetAF.Assets.Interaction

Type (NetAF.Assets.Interaction.html)

Name

Description

Character

examiner

The character who is examining the object.

+ NetAF.Assets.Locations

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

room

The room the examinable is being examined from.

+ NetAF.Commands

(NetAF.Commands.html)

ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

 ↳ Conditional description

Parameters

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

Properties

Examiner

Get the EXAMINER.

IExaminable

Declaration

(NetAF.Assets.IExaminable.html)

IItemContainer

public Character Examiner { get; }

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Property Value

Identifier

Type (NetAF.Assets.Identifier.html)

Description

Character (NetAF.Assets.Characters.Character.html)
Point2D
(NetAF.Assets.Point2D.html)

Point3D

NoScene

Assets.Point3D.html

Size (NetAF.Assets.Size.html)

Get a default value for when there is no scene.

+ NetAF.Assets.Attributes

Declaration

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Character (NetAF.Assets.Characters.Character.html)
NoScene NoScene { get; }

(NetAF.Assets.Characters.html)

NetAF.Assets.Interaction

Type (NetAF.Assets.Interaction.html)

Description

+ NetAF.Assets.Locations

ExaminationScene (NetAF.Assets.ExaminationScene.html)

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Room (NetAF.Commands.html)

↳ NetAF Commands

Get the room the examinable is being examined from.

Declaration

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

| Property Value | |
|---|-------------|
| Type | Description |
| NetAF.Assets.ConditionalDescriptor | |
| Description | |
| Room (NetAF.Assets.Locations.Room.html) | |
| (NetAF.Assets.Description.html) | |
| ExaminableObject | |
| (NetAF.Assets.ExaminableObject.html) | |
| ExaminationCallback | |
| (NetAF.Assets.ExaminationCallback.html) | |
| ExaminationRequest | |
| (NetAF.Assets.ExaminationRequest.html) | |
| ExaminationResult | |
| (NetAF.Assets.ExaminationResult.html) | |
| ExaminationScene | |
| (NetAF.Assets.ExaminationScene.html) | |
| IExaminable | |
| (NetAF.Assets.IExaminable.html) | |
| IItemContainer | |
| (NetAF.Assets.IItemContainer.html) | |
| IPlayerVisible | |
| (NetAF.Assets.IPlayerVisible.html) | |
| Identifier | |
| (NetAF.Assets.Identifier.html) | |
| Item (NetAF.Assets.Item.html) | |
| Point2D | |
| (NetAF.Assets.Point2D.html) | |
| Point3D | |
| (NetAF.Assets.Point3D.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 | |
| (NetAF.Commands.html) | |

Interface IExaminable

Represents any object that is examinable.

Filter by title

Inherited Members

Description
IPlayerVisible.IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF_Assets_IPlayerVisible_IsPlayerVisible)
(NetAF.Assets.Description.html)
IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)
ExaminableObject
(NetAF.Serialization.IRestoreFromObjectSerialization-
(NetAF.Assets.ExaminableObject.html)
1.html#NetAF_Serialization_IRestoreFromObjectSerialization_1_RestoreFrom__0_)
ExaminationCallback
Namespace
(NetAF.Assets.ExaminationCallback.html)
Assembly
NetAF.dll
Syntax
(NetAF.Assets.ExaminationRequest.html)

Syntax

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

IItemContainer

Properties

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

Attributes

(NetAF.Assets.Identifier.html)
Get the attribute manager for this object.
Item (NetAF.Assets.Item.html)

Declaration

(NetAF.Assets.Point2D.html)

Point3D
AttributeManager Attributes { get; }
(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

Property Value

+ NetAF.Assets.Attributes

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

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Commands
(NetAF.Assets.Interaction.html)

Get this objects commands.

+ NetAF.Assets.Locations

Declaration
(NetAF.Assets.Locations.html)

+ NetAF.Commands

CustomCommand[] Commands { get; }
(NetAF.Commands.html)

+ NetAF.Commands

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

Description

Get a description of this object.

Description

Declaration
(NetAF.Assets.Description.html)

ExaminableObject

NetAF.Assets.ExaminableObject; }

ExaminationCallback

(NetAF.Assets.ExaminationCallback)

Property Value

ExaminationRequest

Type
NetAF.Assets.ExaminationReques

Description

ExaminationResult

Description (NetAF.Assets.Description.html)

(NetAF.Assets.ExaminationResult.I

ExaminationScene

(NetAF.Assets.ExaminationScene.I

Identifier

IExaminable

(NetAF.Assets.IExaminable.html)

Get the object's identifier.

Identifier

Declaration
(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier Identifier { get; }

(NetAF.Assets.Identifier.html)

Property Value

Point2D

Type
(NetAF.Assets.Point2D.html)

Description

Point3D

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Methods

NetAF.Assets.Attributes.html

+ NetAF.Assets.Characters

Examine(ExaminationScene)

Examine(ExaminationScene)

Examine(ExaminationScene)

Examine(ExaminationScene)

+ NetAF.Assets.Locations

ExaminationResult Examine(ExaminationScene scene)

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

+ NetAF.Commands.

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

Returns

| Type | Description |
|--|---|
| ExaminationResult (NetAF.Assets.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)

Point2D
(NetAF.Assets.Point2D.html)

Point3D
(NetAF.Assets.Point3D.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.

Interface IItemContainer

Represents any object that is a container of items.

▼ Filter by title

Inherited Members

(NetAF.Assets.Description.html)
IExaminable.Identifier (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Identifier)
ExaminableObject
IExaminable.Description (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Description)
(NetAF.Assets.ExaminableObject.r)
IExaminable.Commands (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Commands)
ExaminationCallback
IExaminable.Attributes (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Attributes)
(NetAF.Assets.ExaminationCallback)
IExaminable.Examine (ExaminationScene)
ExaminationRequest
(NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Examine_NetAF_Assets_ExaminationScene_)
(NetAF.Assets.ExaminationRequest)
IPlayerVisible.IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF_Assets_IPlayerVisible_IsPlayerVisible)
ExaminationResult
IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)
(NetAF.Assets.ExaminationResult.)
(NetAF.Serialization.IRestoreFromObjectSerialization-
ExaminationScene
1.html#NetAF_Serialization_IRestoreFromObjectSerialization_1_RestoreFrom__0_)
(NetAF.Assets.ExaminationScene.)

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

Asset (NetAF.Assets.IExaminable.html)

Syntax

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

IPlayerVisible
public interface IItemContainer : IExaminable, IPlayerVisible, IRestoreFromObjectSer
ialization<ExaminableSerialization>
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Point2D
```

Properties

Point2D (NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Items (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Get the items.
(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Property Value
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Item (NetAF.Assets.Location.html)

Description

+ NetAF.Commands

(NetAF.Commands.html)

Methods

Conversation

AddItem(Item)

Add an item.

Declaration

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

 Description

Parameters
Type
(NetAF.Assets.Description.html)

| Type | Name | Description |
|--|------|------------------|
| ExaminableObject (NetAF.Assets.ExaminableObject.html) | item | The item to add. |

RemoveItem(Item)

Remove an item.
ExaminationScene

Declaration
NetAF.Assets.ExaminationScene.I

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

Parameters

IPlayerVisible

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

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Assembly: NetAF.dll

Syntax (NetAF.Assets.ExaminableObject.h)

ExaminationCallback

```
(NetAF.Assets.ExaminationCallback  
public interface IPlayerVisible  
ExaminationRequest
```

```
(NetAF.Assets.ExaminationRequest
```

ExaminationResult

```
(NetAF.Assets.ExaminationResult.I
```

ExaminationScene

```
(NetAF.Assets.ExaminationScene.I
```

IExaminable

IsPlayerVisible (NetAF.Assets.IExaminable.html)

ItemContainer

Get (NetAF.Assets.ItemContainer.html)

IPlayerVisible

Declaration (NetAF.Assets.IPlayerVisible.html)

Identifier

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

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Point2D

Property Value

(NetAF.Assets.Point2D.html)

Type Point3D

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

Size (NetAF.Assets.Size.html)

Description

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance

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

Implements

ExaminationRequest
IEquatable<Identifier> (<https://dotnet-api-docs.azureedge.net/doc/api/system.iequatable-1<string>>)

ExaminationResult
(<https://dotnet-api-docs.azureedge.net/doc/api/system.string>)>

IEquatable<ExaminationResult> ([https://dotnet-api-docs.azureedge.net/doc/api/system.iequatable-1<Identifier \(NetAF.Assets.Identifier.html\)>](https://dotnet-api-docs.azureedge.net/doc/api/system.iequatable-1<Identifier%20(NetAF.Assets.Identifier.html)%gt;))
ExaminationScene

Inherited Members
(NetAF.Assets.ExaminationScene.I)

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

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

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

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

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

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

Assembly: NetAF.dll

Point2D

Syntax
(NetAF.Assets.Point2D.html)

Point3D

public sealed class Identifier : IEquatable<string>, IEquatable<Identifier>
(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Constructors

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Identifier(string)
(NetAF.Assets.Characters.html)

Provides a class that can be used as an identifier.

NetAF Assets Interaction

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

public Identifier(string name)
(NetAF.Assets.Locations.html)

+ NetAF.Commands

Parameters
(NetAF.Commands.html)

Type

+ NetAF.Commands.
string (<https://learn.microsoft.com/dotnet/api/system.string>)
Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

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

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

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

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

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

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

`IPublic (NetAF.Assets.IPublic.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.

`Point2D (NetAF.Assets.Point2D.html)`

`Point3D (NetAF.Assets.Point3D.html)`

`public bool Equals(string other)`

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

+ NetAF.Assets.Attributes

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

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

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

+ NetAF.Commands

Parameters
`(NetAF.Commands.Commands.html)`

+ NetAF.Commands.

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

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

Parameters
`+ NetAF.Commands.Frame (NetAF.Commands.Frame.html)`

Returns a string that represents the current object.

Declaration

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

>Returns

| Type | Description |
|--|--|
| NetAF.Assets.ExaminableObject.html ExaminationCallback string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.ExaminationCallback.html) | A string that represents the current object. |

Overrides

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

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

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

Implements

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

[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](#))

[Point2D](#)

([NetAF.Assets.Point2D.html](#))

[Point3D](#)

([NetAF.Assets.Point3D.html](#))

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

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

[Conversation](#)

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

+ NetAF.Commands.Frame

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)
 - ↳ [ExaminableObject](#) ([NetAF.Assets.ExaminableObject.html](#))
↳ [ExaminationRequest](#)
↳ [Item](#)
↳ [ExaminationRequest](#)
 - Implements
 - [ExaminationResult](#)
 - [IExaminable](#) ([NetAF.Assets.Examinable.html](#))
 - [IPlayable](#) ([NetAF.Assets.IPlayable.html](#))
 - [IRestorable](#) ([NetAF.Assets.Serialization.html](#)) < [ExaminableSerializable](#) ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))
 - [Examinable](#) ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))
 - [IInteractable](#) ([NetAF.Assets.html](#)) < [IInteractWithItem](#) ([NetAF.Assets.IInteractWithItem.html](#))
 - [IRestoreable](#) ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#)) < [ItemSerializable](#) ([NetAF.Assets.ItemSerializable.html](#))
 - Inherited Members
 - [IPlayerVisible](#) ([NetAF.Assets.IPlayerVisible.html](#))
 - ExaminableObject.Examination
 - [Identifier](#) ([NetAF.Assets.ExaminableObject.html](#)) # [NetAF_Assets_ExaminableObject_Examination](#)
 - [Item](#) ([NetAF.Assets.Identifier.html](#)) # [NetAF_Assets_ExaminableObject_Identifier](#)
 - ExaminableObject.Description
 - [Identifier](#) ([NetAF.Assets.ExaminableObject.html](#)) # [NetAF_Assets_ExaminableObject_Description](#)
 - ExaminableObject.Commands
 - [Identifier](#) ([NetAF.Assets.ExaminableObject.html](#)) # [NetAF_Assets_ExaminableObject_Commands](#)
 - ExaminableObject.Attributes
 - [Identifier](#) ([NetAF.Assets.ExaminableObject.html](#)) # [NetAF_Assets_ExaminableObject_Attributes](#)
- + [NetAF.Assets.Attributes](#)
[\(NetAF.Assets.Attributes.html\)](#)
[ExaminableObject.Examine](#) ([ExaminationScene](#))
[\(NetAF_Assets_ExaminableObject.html\)](#) # [NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene](#)
- + [NetAF.Assets.Characters](#)
[ExaminableObject.IsPlayerVisible](#)
[\(NetAF.Assets.Characters.html\)](#)
[\(NetAF_Assets.Characters.html\)](#) # [NetAF_Assets_ExaminableObject_IsPlayerVisible](#)
- + [NetAF.Assets.Interaction](#)
[\(NetAF.Assets.Interaction.html\)](#)
[\(NetAF_Assets.Interaction.html\)](#) # [ExaminableObject.RestoreFrom](#) ([ExaminableSerializable](#))
[\(NetAF_Assets.ExaminableObject.html\)](#) # [NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_ExaminableSerializable](#)
- ↳ [NetAF.Assets.Locations](#) ([\[https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\\(system-object\\)\]\(#\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
[\(NetAF.Assets.Locations.html\)](#)
[object.Equals](#) ([object, object](#)) ([\[https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\\(system-object-system-object\\)\]\(#\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
- + [NetAF.Commands](#)
[\(NetAF.Commands.html\)](#)
[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.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))
- + [NetAF.Commands.Conversation](#)
[\(NetAF.Commands.Conversation.html\)](#)
Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#))
- + [NetAF.Commands.Frame](#)
[\(NetAF.Commands.Frame.html\)](#)

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, CustomCommand[], InteractionCallback, ExaminationCallback)

(NetAF.Assets.ExaminationReques

ExaminationResult

(NetAF.Assets.ExaminationResult)

Initializes a new instance of the Item class.

ExaminationScene

Declaration

(NetAF.Assets.ExaminationScene.I

IExaminable

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Parameters

Identifier

| Type | Name | Description |
|--|-------------|-----------------------------------|
| NetAF.Assets.Identifier.html | identifier | This Items identifier. |
| Item (NetAF.Assets.Item.html), Identifier (NetAF.Assets.Identifier.html), Point2D | | |
| Des (NetAF.Assets.Point2D.Description.html) | description | A description of this Item. |
| Point3D bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Point3D.html) | isTakeable | Specify if this item is takeable. |
| Size (NetAF.Assets.Size.html) | | |
| CustomCommand (NetAF.Commands.CustomCommand.html)[] | commands | This objects commands. |
| + NetAF.Assets.Attributes | | |
| Interaction (NetAF.Assets.Interaction.html) | interaction | The interaction. |
| (NetAF.Assets.Interaction.InteractionCallback.html) | | |
| + NetAF.Assets.Characters | | |
| ExaminationCallback (NetAF.Assets.ExaminationCallback.html) | examination | The examination. |

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

(NetAF.Assets.Locations.html)

Initializes a new instance of the Item class.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversati

+ NetAF.Commands.Frame

Parameters

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

Properties

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

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

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

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

 Item
[\(NetAF.Assets.Item.html\)](#)
 public InteractionCallback Interaction { get; }
 Point2D
[\(NetAF.Assets.Point2D.html\)](#)

Property 2D

| | | |
|------|---|--------------------|
| Type | (NetAF.Assets.Point3D.html) | Description |
|------|---|--------------------|

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

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

IsTakeable

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

Get or set if this is takeable.

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

 public bool IsTakeable { get; }
[\(NetAF.Assets.Locations.html\)](#)

NetAF/Commands

| | | |
|------|---------------------------------------|--------------------|
| Type | (NetAF.Commands.html) | Description |
|------|---------------------------------------|--------------------|

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

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

Conversation

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

+ **NetAF.Commands.Frame**

Methods

Interact(Item)

Interact with an item.

Declaration

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

ExaminationRequest

Parameters

ExaminationResult

Type (NetAF.Assets.ExaminationResult.html)

Item (NetAF.Assets.Item.html)
(NetAF.Assets.ExaminationScene.I

IExaminable
Returns (NetAF.Assets.IExaminable.html)

Type ItemContainer

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

RestoreFrom(ItemSerialization)

Item (NetAF.Assets.Item.html)

Restore this object from a serialization.

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

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

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Parameters

(NetAF.Assets.Attributes.html)

Type

+ NetAF.Assets.Characters

ItemSerialization

(NetAF.Assets.Characters.html)

(NetAF.Serialization.Assets.ItemSerialization.html)

Name

Description

serialization

The serialization to restore from.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Implements

+ NetAF.Assets.Locations

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Commands

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

IIn (NetAF.Commands.ICommand.html).Interaction.IInteractWithItem.html)

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

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversati

+ NetAF.Commands.Frame



↳ [ExaminationCallback](#)
[\(NetAF.Assets.ExaminationCallbac](#)
↳ [ExaminationRequest](#)
[\(NetAF.Assets.ExaminationReques](#)
↳ [ExaminationResult](#)
[\(NetAF.Assets.ExaminationResult.I](#)
↳ [ExaminationScene](#)
[\(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](#))
↳ [Point2D](#)
[\(NetAF.Assets.Point2D.html\)](#)
↳ [Point3D](#)
[\(NetAF.Assets.Point3D.html\)](#)
↳ [Size](#) ([NetAF.Assets.Size.html](#))

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Conversation

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

+ **NetAF.Commands.Frame**

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

Struct Point2D

Represents a two-dimensional point.

Filter by title

Implements

IEquatable<Point2D> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<Point2D (NetAF.Assets.Point2D.html)>

ExaminationRequest

Inherited Members

(NetAF.Assets.ExaminationRequest.html)

ValueExaminationRequest

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

ValueToString

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

object (NetAF.Assets.ExaminationRequest.html) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

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

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

IPlayerVisible

Assembly: NetAF.dll

(NetAF.Assets.IPlayerVisible.html)

Syntax

Identifier

(NetAF.Assets.Identifier.html)

public class Point2D : IEquatable<Point2D>

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

Constructors

Point2D(Attributes)

(NetAF.Assets.Attributes.html)

Represents a two-dimensional point.

+ NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

Type

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

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

| Type | Name | Description |
|------|------|-----------------|
| x | x | The x position. |
| y | y | The y position. |

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

Properties

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

X

Get the X position.

Declaration

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

Property Value
`(NetAF.Assets.ExaminationCallback)`

| Type | Description |
|---|-------------|
| <code>ExaminationRequest</code> <code>(NetAF.Assets.ExaminationRequest)</code> | |

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

ExaminationScene
`(NetAF.Assets.ExaminationScene)`

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

Get the Y position.
`IItemContainer`

Declaration
`NetAF.Assets.IItemContainer.html`

IPlayerVisible

`public int Y { get; }`
`(NetAF.Assets.IPlayerVisible.html)`
`Identifier`

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

| Type | Description |
|--|-------------|
| <code>Point2D</code> <code>(NetAF.Assets.Point2D.html)</code> | |

`int (Point3D)`
`(https://learn.microsoft.com/dotnet/api/system.int32)`

`(NetAF.Assets.Point3D.html)`

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

+ NetAF.Assets.Attributes

Methods
`(NetAF.Assets.Attributes.html)`

+ NetAF.Assets.Characters

`Equals(Point2D)`
`(NetAF.Assets.Characters.html)`

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

+ NetAF.Assets.Interaction

Declaration
`(NetAF.Assets.Interaction.html)`

+ NetAF.Assets.Locations

`public bool Equals(Point2D other)`
`(NetAF.Assets.Locations.html)`

+ NetAF.Commands

Parameters
`(NetAF.Commands.html)`

Type

+ NetAF.Commands

`Point2D (NetAF.Assets.Point2D.html)`

`Conversation`

`(NetAF.Commands.Conversation)`
Returns

+ NetAF.Commands.Frame

`(NetAF.Commands.Frame.html)`

| | Name | Description |
|--|--------------------|--|
| | <code>other</code> | An object to compare with this object. |

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

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

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

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

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

Point2D
[\(NetAF.Assets.Point2D.html\)](#)

Point3D
[\(NetAF.Assets.Point3D.html\)](#)

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

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

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

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

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

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

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

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

Struct Point3D

Represents a three-dimensional point.

Filter by title

Implements: [IEquatable<Point3D>](#)

[IEquatable](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<Point3D (NetAF.Assets.Point3D.html)>

(NetAF.Assets.ExaminationRequest)

Inherited Members

[ExaminationResult](#)

[Value](#) ([NetAF.Assets.ExaminationResult](#)) (<https://learn.microsoft.com/dotnet/api/system.valuetype.equals>)

[Value.GetHashCode](#) () (<https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode>)

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

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

(NetAF.Assets.ExaminationResult)

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

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

[IPlayerVisible](#)

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

(NetAF.Assets.IPlayerVisible.html)

Assembly: [NetAF.dll](#)

Identifier

Syntax

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

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

public readonly struct Point3D : IEquatable<Point3D>

(NetAF.Assets.Point3D.html)

Point3D

(NetAF.Assets.Point3D.html)

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

Constructors

+ [NetAF.Assets.Attributes](#)

[Point3D\(int, int, int\)](#) ([NetAF.Assets.Attributes.html](#))

Represents a three-dimensional point.

+ [NetAF.Assets.Characters](#)

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

Declaration

+ [NetAF.Assets.Interaction](#)

[public Point3D\(int x, int y, int z\)](#)

(NetAF.Assets.Interaction.html)

+ [NetAF.Assets.Locations](#)

Parameters

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

Type

+ [NetAF.Commands](#)

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

(NetAF.Commands.html)

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

+ [NetAF.Commands.Conversation](#)

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

(NetAF.Commands.Conversation)

+ [NetAF.Commands.Frame](#)

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

Properties

+ [NetAF.Commands.Global](#)

X

Get the X position.

Declaration

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

Property Value

Type (NetAF.Assets.ExaminationResult)

Description

ExaminationResult

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

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

Y (NetAF.Assets.IExaminable.html)

IItemContainer

Get the Y position.

(NetAF.Assets.IItemContainer.html)

Declaration

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

```
public int Y { get; }
```

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Property Value

Point2D

Type (NetAF.Assets.Point2D.html)

Description

Point3D

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

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Z (NetAF.Assets.Attributes.html)

Get the Z position.

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

```
public int Z { get; }
```

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Property Value

(NetAF.Assets.Locations.html)

Description

Type

+ NetAF.Commands

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

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

Methods (NetAF.Commands.Conversati

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

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

Declaration

```
public bool Equals(Point3D other)
```



Parameters

| Type | Name | Description |
|--|-------|--|
| Point3D (NetAF.Assets.Point3D.html) ExaminationResult | other | An object to compare with this object. |

Returns
ExaminationScene

| Type | Description |
|--|---|
| IExaminable bool (NetAF.Assets.IExaminable.html) (https://learn.microsoft.com/dotnet/api/system.boolean) ItemContainer rosoft.com/dotne (NetAF.Assets.ItemContainer.html) t/api/system.bool PlayerVisible ean) (NetAF.Assets.IPlayerVisible.html) | 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). |

Identifier

(NetAF.Assets.Identifier.html)

Implements

Point2D
IEquatable<T> (https://learn.microsoft.com/dotnet/api/system.iequatable-1)
(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Struct Size

Represents a size.

Filter by title

Inherited Members

(NetAF.Assets.ExaminationRequest.html)
ValueType.Equals(object) (https://learn.microsoft.com/dotnet/api/system.valuetype.equals)
ExaminationResult
ValueType.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode)
(NetAF.Assets.ExaminationResult.html)
ValueType.ToString() (https://learn.microsoft.com/dotnet/api/system.valuetype.tostring)
ExaminationScene
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
(NetAF.Assets.ExaminationScene.html)
IExaminable
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
(NetAF.Assets.IExaminable.html)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
ItemContainer
Namespace: NetAF (NetAF.html) Assets (NetAF.Assets.html)

AssetPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

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

Point2D

(NetAF.Assets.Point2D.html)

Constructors

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

Size(int, int)

+ NetAF.Assets.Attributes

Represents a size.

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

public Size(int width, int height)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

Type

(NetAF.Assets.Locations.html)

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

| | Name | Description |
|--------|-------------|-------------|
| width | The width. | |
| height | The height. | |

+ NetAF.Commands

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

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

Properties

+ NetAF.Commands.Frame

Height

+ NetAF.Commands.Global

Get the height.

(NetAF.Commands.Global.html)

Declaration

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

Property Value

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

Width

ExaminationResult
(NetAF.Assets.ExaminationResult)

ExaminationScene
(NetAF.Assets.ExaminationScene)

Get the width

IExaminable
(NetAF.Assets.IExaminable.html)

Declaration
ItemContainer

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

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

Identifier

Property Value
(NetAF.Assets.Identifier.html)

Type Item (NetAF.Assets.Item.html)

| Type | Description |
|--|-------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Point2D.html) | |

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

Namespace NetAF.Assets.Attributes

Classes

Filter by title

+ NetAF.Adapters

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

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

Provides a description of an attribute.

+ NetAF.Assets

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

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

- NetAF.Assets.Attributes

Provides a class for managing attributes.

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

Attribute

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

AttributeManager

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Commands.Region

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

Class Attribute

Provides a description of an attribute.

Filter by title

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

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

L Attribute

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

Implements

- **NetAFAssets.Attributes**

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

Serialization ([\(NetAF.Serialization.Attributes.AttributeSerialization.html\)](#))>

Attribute

Inherited Members

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

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

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

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

+ **NetAFAssets.Characters**

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

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

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

+ **NetAFAssets.Interaction**

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

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

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

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

+ **NetAFAssets.Locations**

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

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

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

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

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

Conversation

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

Constructors

NetAF.Commands.Frame

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

Attribute(string, string, int, int)

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

Provides a description of an attribute.

+ **NetAF.Commands**.

Declaration

Persistence

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

+ **NetAF.Commands.Region**

Parameters

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

Name

Description

+ **NetAF.Commands.Scene**

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

name

Specify the name of the attribute.

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

+ NetAF.Assets

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

- NetAF.Assets.Attributes

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

Attribute

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

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.

Maximum

[Conversation](#)

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

Declaration

+ NetAF.Commands.Frame

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

public int Maximum { get; }

+ NetAF.Commands.Global

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

Property Value

+ NetAF.Commands.

Persistence

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

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

+ NetAF.Commands.Region

Minimum

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

Get the minimum limit of the attribute.

+ NetAF.Commands.Scene

Declaration

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

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

Property Value

| Type | Description |
|--|-------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Adapters.html) | |

+ NetAF.Assets

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

- NetAF.Assets.Attributes

Get the name of the attribute.

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

Declaration
Attribute

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

AttributeManager

(NetAF.Assets.Attributes.AttributeM

Property Value

+ NetAF.Assets.Characters

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

Description

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

Methods

+ NetAF.Commands

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

FromSerialization(AttributeSerialization)

+ NetAF.Commands.

Create a new Attribute from a serialization.

Conversation

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

+ NetAF.Commands.Frame

public static Attribute FromSerialization(AttributeSerialization serialization)

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

+ NetAF.Commands.Global

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

Type

Name

Description

+ NetAF.Commands.

AttributeSerialization

serialization

The serialization to create the Attribute from.

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

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

Returns

+ NetAF.Commands.Region

Type

Description

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

+ NetAF.Commands.Scene

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

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

serialization

Description

The serialization to restore from.

Attribute

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

AttributeManager

IRestoreFromObjectSerialization

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

+ **NetAF.Assets**

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

NetAF.Assets.Attributes

Implements

(NetAF.Assets.Attributes.html)

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

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

(NetAF.Assets.Attributes.Attribute.html)

Inherited Members

AttributeManager

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

+ **NetAF.Assets.Characters**

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

(NetAF.Assets.Characters.html)

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

+ **NetAF.Assets.Interaction**

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

(NetAF.Assets.Interaction.html)

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

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

+ **NetAF.Assets.Locations**

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

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands**

class AttributeManager : IRestoreFromObjectSerialization<AttributeManager>

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

Properties

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

Count

+ **NetAF.Commands.**

Get the number of attributes this manager has.

Persistence

Defined in:

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

public int Count { get; }

Map

(NetAF.Commands.RegionMap.html)

Property Value

+ **NetAF.Commands.Scene**

Type

(NetAF.Commands.Scene.html)

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

+ **NetAF.Conversations**

Description

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 | Name | Description |
|--|-----------|----------------|
| Attribute | | |
| Attribute (NetAF.Assets.Attributes.Attribute.html) | attribute | The attribute. |
| AttributeManager int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Attributes.AttributeV | value | The value. |

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Add(String, int)

+ NetAF.Assets.Interaction

Add a value to an attribute.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public void Add(string attributeName, int value)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

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

(NetAF.Commands.Conversation.html)

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

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

GetAsDictionary().Global

(NetAF.Commands.Global.html)

Get all attributes as a dictionary.

+ NetAF.Commands.

Declaration

Persistence

(NetAF.Commands.Persistence.html)

public Dictionary<Attribute, int> GetAsDictionary()

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

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

+ NetAF.Assets

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

- NetAF.Assets.Attributes

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

Declaration

```
Attribute
  (NetAF.Assets.Attributes.Attribute.html)
  public Attribute[] GetAttributes()
  (NetAF.Assets.Attributes.Attribute.html)
```

R NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

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

+ NetAF.Assets.Locations

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

Get the value of an attribute.

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

+ NetAF.Commands.

public int GetValue(Attribute attribute)
Conversation

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

Parameters

+ NetAF.Commands.Frame

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

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

+ NetAF.Commands.Global

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

Returns

+ NetAF.Commands.

Type
Persistence

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

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

+ NetAF.Commands.Region

Map
GetValue(string)
[\(NetAF.Commands.RegionMap.html\)](#)

Get the value of an attribute.

+ NetAF.Commands.Scene

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

+ NetAF.Conversations

Description

An array of attributes.

Name

Description

attribute

The attribute.

Description

The value.

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

Parameters

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

+ NetAF.Assets

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

| Type | Description |
|---|-------------|
| NetAF.Assets.Attributes | |

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

Attribute

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

Remove(Attribute)

([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

+ NetAF.Commands

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

+ NetAF.Commands.

Remove(string)

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

Remove an attribute.

+ NetAF.Commands.Frame

Declaration

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

+ NetAF.Commands.Global

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

Parameters

+ NetAF.Commands.

Persistence

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

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

Name

Description

+ NetAF.Commands.Region

Map

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

+ NetAF.Commands.Scene

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

Declaration

+ NetAF.Conversations

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

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

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

+ 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

[Subtract\(Attribute attribute, int value\)](#)

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

Parameters

+ NetAF.Commands.

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

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

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

Name

Description

attribute

The attribute.

+ NetAF.Commands.Frame

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

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

value

The value.

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Subtract a value from an attribute.

Persistence

Declaration

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

+ NetAF.Commands.Region

Map

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

Parameters

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

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

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

Name

Description

attributeName

The name of the attribute.

+ NetAF.Conversations

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

Implements

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

+ **NetAF.Assets**

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

- **NetAF.Assets.Attributes**

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

Attribute

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

AttributeManager

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Region**

Map

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

+ **NetAF.Commands.Scene**

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

+ **NetAF.Conversations**

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

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

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Region**

Map

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

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

PlayableCharacter
([NetAF.Assets.Characters.Playable.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**)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

+ **NetAF.Commands**

ExaminableObject.Commands

(**NetAF.Commands.html**)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

ExaminableObject.Attributes

+ **NetAF.Commands**:

Conversation

ExaminableObject.Examine(ExaminationScene)

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination

Scope)

+ **NetAF.Commands.Frame**

ExaminableObject.IsPlayerVisible

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

+ **NetAF.Commands.Global**

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As

sets_ExaminableSerialization_)

+ **NetAF.Commands**:

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)))

Persistence

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

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

+ **NetAF.Commands.Region**

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

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

(**NetAF.Commands.RegionMap.html**)

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

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

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

Assembly: NetAF.dll

Syntax



+ **NetAF.Assets**
 public abstract class Character : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<CharacterSerialization>

+ **NetAF.Assets.Attributes**

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

- **NetAF.Assets.Characters**

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

Character

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

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

NonPlayableCharacter

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

PlayableCharacter

public InteractionCallback<Interaction> Interaction { get; protected set; }

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

+ **NetAF.Assets.Interaction**

Property Value

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

Type

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

IsAlive

+ **NetAF.Commands.**

Get if this character is alive.
Conversation

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

+ **NetAF.Commands.Frame**

public bool IsAlive { get; protected set; }

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

+ **NetAF.Commands.Global**

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

Type

+ **NetAF.Commands.**

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

Persistence

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

NetAF.Commands.Region

Map

Get the items.

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

Declaration

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

Property Value

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Methods

- NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

AddItem(Item)

Character

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

Declaration
NetAF.Assets.Characters.IConverser

NonPlayableCharacter

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

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

Parameters

+ NetAF.Assets.Interaction

Type

(NetAF.Assets.Interaction.html)

Item (NetAF.Assets.Item.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

FIndItem(string, out Item, bool)

(NetAF.Commands.html)

Find an item.

+ NetAF.Commands.

Declaration

Conversation

(NetAF.Commands.Conversation)

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

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

+ NetAF.Commands.Global

Type (NetAF.Commands.Global.html)

Name

Description

+ NetAF.Commands.

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

itemName

The items name.

+ NetAF.Commands.Region

Map (NetAF.Commands.RegionMap)

item

The item.

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.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

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

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

+ **NetAF.Assets.Attributes**

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

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

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

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

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

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

Character

IPlayerVisible.IsPlayerVisible ([IPlayerVisible.html](#)#NetAF_Assets_IPlayerVisible_IsPlayerVisible)

IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)

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

1.html#NetAF_Serialization_IRestoreFromObjectSerialization_1_RestoreFrom_0_

NonPlayableCharacter

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

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

Assembly: NetAF.dll

PlayableCharacter

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

Properties

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

+ **NetAF.Commands.Conversation**

Conversation

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

Get the conversation.

+ **NetAF.Commands.Frame**

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

Conversation Conversation { get; }

+ **NetAF.Commands.Global**

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

Property Value

+ **NetAF.Commands.Persistence**

Type

Persistence

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

+ **NetAF.Commands.Region**

Map

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

+ **NetAF.Commands.Scene**

▼

(NetAF.Assets.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

+ **NetAF.Commands.Scene**

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)

+ **NetAF.Commands.**

Conversation

Character.AddItem(item, bool)

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

System.Boolean_

Character.FindItem(string, item, bool)

(NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_FindItem_System_String_NetA

F_Assets_Item_System.Boolean_)

+ **NetAF.Commands.Global**

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

Character.Give(NetAF_Assets_Item_Net

AF_Assets_Characters_Character_)

+ **NetAF.Commands.**

Character.interact(item)

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

Character.interact(NetAF_Assets_Characters.Character.html#NetAF_Assets_Characters_Character_Interact_NetAF_Assets_Item_)

Character.interact(NetAF_Assets_Characters.Character.html#NetAF_Assets_Characters_Character_Items)

Character.AddItem(item)

+ **NetAF.Commands.Region**

([NetAF.Commands.Region.htm](#))

Character.AddItem(NetAF_Assets_Item_)

Character.RemoveItem(item)

([NetAF.Commands.RegionMap.htm](#))

Character.RemoveItem(NetAF_Assets_Item_)

+ **NetAF.Commands.Scene**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

+ **NetAF Commands**
NonPlayableCharacter
Character
ExaminableObject
ExaminableObject.Examine(ExaminationScene)
Assembly: NetAF.dll
+ **NetAF.Commands.**
Syntax
Conversation
[\(NetAF.Commands.Conversation.html\)](#)

+ **NetAF.Commands.Frame**
public sealed class NonPlayableCharacter : Character, IInteractWithItem, IItemContainer, IPlayerVisible, IRestoreFromObjectSerialization<CharacterSerialization>, IConverser, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<NonPlayableCharacterSerialization>

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

Constructors
NonPlayableCharacter
NonPlayableCharacter(Identifier, Description, Conversation, CustomCommand[], InteractionCallback, ExaminationCallback)
NonPlayableCharacter.Region

Map
Initializes a new instance of the NonPlayableCharacter class.
[\(NetAF.Commands.RegionMap\)](#)

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

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

Parameters

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

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

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

+ NetAF.Assets.Interaction

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

Declaration

+ NetAF.Assets.Locations

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

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

+ NetAF.Commands.

Parameters

Conversation

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

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

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

+ NetAF.Assets.Attributes

Parameters

(NetAF.Assets.Attributes.html)

Type

- NetAF.Assets.Characters

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

(NetAF.Assets.Characters.htm)

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

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

IConverser

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

(NetAF.Assets.Characters.IConverser.html)

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

InteractionCallback (<https://learn.microsoft.com/dotnet/api/system.interaction.callback>)

(NetAF.Assets.Characters.NonPlay

ExaminationCallback (<https://learn.microsoft.com/dotnet/api/system.examination.callback>)

(NetAF.Assets.Characters.Playable

(NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Properties

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Conversation

Get the conversation.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

Conversation

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

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Property value

(NetAF.Commands.Frame.html)

Type

+ NetAF.Commands.Global

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

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

Methods

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

RestoreFrom(NonPlayableCharacterSerialization)

(NetAF.Commands.RegionMap.html)

Restore this object from a serialization.

+ NetAF.Commands.Scene

Declaration

(NetAF.Commands.Scene.html)

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

Parameters

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

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

implements

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- ([NetAFAssets.Attributes.html](#))
 - ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- **NetAFAssets.Characters**
 - ↳ ExaminableObject ([NetAFAssets.ExaminableObject.html](#))
 - ↳ Character ([NetAFAssets.Characters.Character.html](#))
 - ↳ PlayableCharacter
 - Character
 - Implements
 - ([NetAFAssets.Characters.Character.html](#))
 - IInteractWithItem ([NetAFAssets.Interaction.IInteractWithItem.html](#))
 - ItemContainer ([NetAFAssets.ItemContainer.html](#))
 - IConverser
 - ([NetAFAssets.Characters.IConverser.html](#))
 - IExaminable ([NetAFAssets.IExaminable.html](#))
 - INonPlayableCharacter
 - ([NetAFAssets.Characters.INonPlayableCharacter.html](#))
 - IPlayerVisible ([NetAFAssets.IPlayerVisible.html](#))
 - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<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](#))
 - Character.Interaction
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Interaction)
 - + **NetAFCommands**
 - Character.Kill() ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Kill)
 - ([NetAFCommands.html](#))
 - Character.HasItem(item, bool)
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_HasItem_NetAF_Assets_Item_System_Boolean)
 - + **NetAFCommands.Conversation**
 - Character.FindItem(string, out Item, bool)
 - ([NetAFCommands.Conversation.html](#))
 - Character.FindItem(System.String, NetAF_Assets_Item, System.Boolean)
 - + **NetAFCommands.Frame**
 - Character.Give(Item, Character)
 - ([NetAFCommands.Frame.html](#))
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Give_NetAF_Assets_Item_NetAF_Assets_Global)
 - Character.Give(NetAF_Assets_Global)
 - + **NetAFCommands.Global**
 - Character.AddItem(Item, Character)
 - ([NetAFCommands.Global.html](#))
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Interact_NetAF_Assets_Item_NetAF_Assets_Global)
 - + **NetAFCommands.Persistence**
 - Character.Items ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Items)
 - Character.AddItem(Item)
 - ([NetAFCommands.Persistence.html](#)#NetAF_Assets_Characters_Character_AddItem_NetAF_Assets_Item)
 - Character.RemoveItem(Item)
 - + **NetAFCommands.RegionMap**
 - Character.RemoveItem(NetAF_Assets_Item)
 - ([NetAFCommands.RegionMap.html](#))
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RestoreFrom_NetAF_Serialization_Assets_CharacterSerialization)
 - + **NetAFCommands.Scene**
 - ([NetAFCommands.Scene.html](#))
 - + **NetAF Conversations**

ExaminableObject.Examination
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)
ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)
ExaminableObject.Description
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)
ExaminableObject.Commands
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)
ExaminableObject.Attributes--
~~(NetAF.Assets.Attributes.html)~~ NetAF_Assets_ExaminableObject_Attributes)
ExaminableObject.Examine(ExaminationScene)
- **NetAF.Assets.Characters**
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination_Scene_)
Character
ExaminableObject.IsPlayerVisible
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)
PlayableCharacter
ExaminableObject.RestoreFrom(ExaminableSerialization)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_PlayableCharacter)
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)))
PlayableObjectCharacter
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.Interaction**
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
(NetAF.Assets.Interaction.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.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.Conversation**
public sealed class PlayableCharacter : Character, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<CharacterSerialization>
+ **NetAF.Commands.Frame**
(NetAF.Commands.Frame.html)
 Constructors
+ **NetAF.Commands.Global**
(NetAF.Commands.Global.html)
 PlayableCharacter(Identifier, Description, Item[], CustomCommand[], Persistence, InteractionCallback, ExaminationCallback)
 Initializes a new instance of the PlayableCharacter class.
+ **NetAF.Commands.Persistence**
+ **NetAF.Commands.Region**
 Map
(NetAF.Commands.Region.Map) Identifier identifier, Description description, Item[] item
 s = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null
+ **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)
+ **NetAF.Conversations**

Parameters

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

Character

(NetAF.Assets.Characters.Character)

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

NonPlayableCharacter

Initializes a new instance of the PlayableCharacter class.

PlayableCharacter

Declaration
(NetAF.Assets.Characters.PlayableCharacter)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

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

Map

(NetAF.Commands.RegionMap)

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

(NetAF.Commands.Scene.html)

Initializes a new instance of the PlayableCharacter class.

+ **NetAF.Commands.Scene**

Declaration

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



Parameters

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

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

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

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

(NetAF.Assets.Locations.html)

Declaration

+ NetAF.Commands

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

+ NetAF.Commands
InteractionCallback examination = null)

Conversation

(NetAF.Commands.Conversation.html)

Parameters

| Type | Name | Description |
|---|-------------|---|
| string (NetAF.Commands.Frame.html) | identifier | The identifier. |
| string (NetAF.Commands.Global.html) | description | The description. |
| bool (NetAF.Commands.Persistence.html) | canConverse | If this object can converse with an IConverser. |
| Item (NetAF.Assets.Item.html)[] | items | The items. |
| CustomCommand (NetAF.Commands.RegionMap.html) | commands | This objects commands. |
| InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html) | interaction | The interaction. |
| + NetAF.Commands.Scene | | |

+ NetAF.Commands.Scene

InteractionCallback

(NetAF.Assets.Interaction.InteractionCallback.html)

+ NetAF.Conversations

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

▼

Properties

(NetAF.Assets.Attributes.html)

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

Get if this playable character can converse with an IConverser.

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

IConverser

```
(NetAF.Assets.Characters.IConverser)
public bool CanConverse { get; }
```

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlaya

Property
PlayableCharacter

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

Description

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

+ NetAF.Commands

(NetAF.Commands.html)

UseItem(Item, IInteractWithItem)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.htm)

Declaration

+ NetAF.Commands.Frame

public InteractionResult UseItem(Item item, IInteractWithItem targetObject)

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Parameters

(NetAF.Commands.Global.html)

Type

+ NetAF.Commands.

Item (NetAF.Assets.Item.html)

Name

Description

item

The item to use.

Persistence

(NetAF.Commands.Persistence.html)

targetObject

A target object to use the item on.

+ NetAF.Commands.Region

Map

Returns

(NetAF.Commands.RegionMap.html)

Type

+ NetAF.Commands.Scene

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

(NetAF.Commands.Scene.html)

Description

The result of the items usage.

+ NetAF Conversations

Implements

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)
IItemContainer (NetAF.Assets.IItemContainer.html)
IExaminable (NetAF.Assets.IExaminable.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Assets.Attributes.html)

- NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF Conversations

Namespace NetAF.Assets.Interaction

Classes

Filter by title

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

Represents a result of an interaction.
+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Reaction (NetAF.Assets.Interaction.Reaction.html)

+ NetAF.Assets.Characters

Represents a reaction.
(NetAF.Assets.Characters.html)

- NetAF.Assets.Interaction

Result (NetAF.Assets.Interaction.Result.html)

(NetAF.Assets.Interaction.html)

Represents a result.
Condition

(NetAF.Assets.Interaction.Condition)

InteractWithItem

(NetAF.Assets.Interaction.IInteractWithItem)

InteractionCallback

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

Represents any object that can interact with an item.

(NetAF.Assets.Interaction.IInteractWithItem)

Enums

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect)

Reaction

(NetAF.Assets.Interaction.Reaction)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult)

Enumeration of interaction effects.
(NetAF.Assets.Interaction.ReactionResult)

Result

(NetAF.Assets.Interaction.Result)

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

ReactionResult (NetAF.Assets.Interaction.ReactionResult.html)

+ NetAF.Assets.Locations

Enumeration of reaction results.
(NetAF.Assets.Locations.html)

Delegates

NetAF.Commands

(NetAF.Commands.html)

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

Conversation

Conversation callback for conditions.
(NetAF.Commands.Conversation)

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

(NetAF.Commands.Frame.html)

Represents the callback for interacting with objects.

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands

▼

(NetAF.Assets.html)

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

- NetAF.Assets.Interaction

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

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

Reaction

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

ReactionResult

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

Result

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

Delegate Condition

Represents a callback for conditions.

Filter by title

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

Assembly: NetAF.dll

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

public delegate bool Condition()
[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

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

| Type | Description |
|---|------------------------------|
| Condition bool (https://learn.microsoft.com/dotnet/api/system.boolean) | The result of the condition. |

IInteractWithItem
(NetAF.Assets.Interaction.IInteract)
InteractionCallback
(NetAF.Assets.Interaction.Interaction)
InteractionEffect
(NetAF.Assets.Interaction.Interaction)
InteractionResult
(NetAF.Assets.Interaction.Interaction)
Reaction
(NetAF.Assets.Interaction.Reaction)
ReactionResult
(NetAF.Assets.Interaction.Reaction)
Result
(NetAF.Assets.Interaction.Result.ht

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: NetAF.dll

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

public interface IInteractWithItem

- **NetAF.Assets.Interaction**

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

Condition

Methods

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

IInteractWithItem

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

Interact(Item)

InteractionCallback

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

Interact with an item.

InteractionEffect

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

InteractionResult

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

InteractionResult

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

Reaction

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

Parameters

ReactionResult

| Type | Name | Description |
|---|------|----------------------------|
| NetAF.Assets.Interaction.ReactionResult | | |
| Item (NetAF.Assets.Item.html) | item | The item to interact with. |

+ **NetAF.Assets.Locations**

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

Type

+ **NetAF.Commands**

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

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

Description

The result of the interaction.

+ **NetAF.Commands.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

Assembly: NetAF.dll

+ NetAF.Assets.Characters

Syntax
(NetAF.Assets.Characters.htm)

- **NetAFAssetsInteraction**

(NetAF.Assets.Interaction.html)

Parameters

Condition

| Type | Name | Description |
|---|------|----------------------------|
| Interaction.Condition (NetAF.Assets.Interaction.Condition.html) | item | The item to interact with. |

InteractionCallback

Returns **InteractionResult**

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

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

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

InteractionItem (NetAF.Assets.Interaction.InteractionItem.html)

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

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

Reaction (NetAF.Assets.Interaction.Reaction.html)

ReactionEffect (NetAF.Assets.Interaction.ReactionEffect.html)

Reaction (NetAF.Assets.Interaction.Reaction.html)

ReactionResult (NetAF.Assets.Interaction.ReactionResult.html)

ReactionEffect (NetAF.Assets.Interaction.ReactionEffect.html)

Result (NetAF.Assets.Interaction.Result.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

... [More]

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

- NetAF.Assets.Interaction

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

Condition

(NetAF.Assets.Interaction.Condition)

IInteractWithItem

(NetAF.Assets.Interaction.IInteract)

InteractionCallback

| Name | Description |
|---------------|--|
| FatalEffect | A fatal effect to the interaction. (NetAF.Assets.Interaction.InteractionEffect) |
| ItemUsedUp | Item was used up. (NetAF.Assets.Interaction.InteractionEffect) |
| NoEffect | No effect to the interaction on either the item or the target. Reaction |
| SelfContained | The item contained effect. (NetAF.Assets.Interaction.InteractionEffect) |
| TargetUsedUp | The target was used up. (NetAF.Assets.Interaction.Reaction) |

Result

(NetAF.Assets.Interaction.Result)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

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.Interaction.Result.html#NetAF_Assets_Interaction_Result_Description](#))

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

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

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

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

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

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

Reaction

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

(NetAF.Assets.Interaction.Reaction)

Assembly: [NetAF.dll](#)

ReactionResult

Syntax

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

Result

public sealed class InteractionResult : Result

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Constructors

+ **NetAF.Commands**

(NetAF.Commands.html)

InteractionResult(InteractionEffect, Item)

+ **NetAF.Commands**.

Initializes a new instance of the InteractionResult class.

Conversation

(NetAF.Commands.Conversati

+ **NetAF.Commands.Frame**

public InteractionResult(InteractionEffect effect, Item item)

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

Parameters

(NetAF.Commands.Global.htm

Type

+ **NetAF.Commands**.

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

Persistence

(NetAF.Commands.Persistence)

+ **NetAF.Commands.Region**

Map

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

InteractionResult(InteractionEffect, Item, string)

Initializes a new instance of the InteractionResult class.

Declaration

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

(NetAF.Assets.Characters.html)

Parameters

- **NetAF.Assets.Interaction**

Type
(NetAF.Assets.Interaction.html)

InteractionEffect

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

(NetAF.Assets.Interaction.IInteractionEffect.html)

InteractWithItem

Item
(NetAF.Assets.Item.html)

(NetAF.Assets.Interaction.IInteractWithItem.html)

InteractionCallback

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

descriptionOfEffect A description of the effect.

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect.html)

InteractionResult

(NetAF.Assets.Interaction.InteractionResult.html)

Reaction

(NetAF.Assets.Interaction.Reaction.html)

InteractionResult

(NetAF.Assets.Interaction.Result.html)

Get the effect.

Result
(NetAF.Assets.Interaction.Result.html)

Declaration

+ **NetAF.Assets.Locations**

Type
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

Property Value
(NetAF.Commands.html)

Type

+ **NetAF.Commands**.

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

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

Item
(NetAF.Commands.Frame.html)

Get the item used in the interaction.

+ **NetAF.Commands.Global**

Declaration
(NetAF.Commands.Global.html)

+ **NetAF.Commands**.

public Item Item { get; }

Persistence

(NetAF.Commands.Persistence.html)

Property Value

+ **NetAF.Commands.Region**

Map

| 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.**
Conversation
(NetAF.Commands.Conversation.html)
- + **NetAF.Commands.Frame**
(NetAF.Commands.Frame.html)
- + **NetAF.Commands.Global**
(NetAF.Commands.Global.html)
- + **NetAF.Commands.**
Persistence
(NetAF.Commands.Persistence.html)
- + **NetAF.Commands.Region**
Map

Class Reaction

Represents a reaction.

Filter by title

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

↳ 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)))

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

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

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

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

([NetAF.Assets.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](#))

Conversation

Declaration

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

+ **NetAF.Commands.Frame**

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

Parameters

+ **NetAF.Commands.Global**

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

Name

Description

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

result

The result.

+ **NetAF.Commands.Persistence**

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

description

A description of the result.

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

+ **NetAF.Commands.Region**

Map

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

Properties

Description

Get a description of the result.

Declaration

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

- **NetAF.Assets.Interaction**

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

Property Value

| Type | Description |
|--|-------------|
| (NetAF.Assets.Interaction.Condition) IInteractWithItem string (https://learn.microsoft.com/dotnet/api/system.string) | |

InteractionCallback

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

InteractionEffect

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

Result

Get the result.

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

Declaration

Reaction

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

public ReactionResult Result { get; }

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

Result

Property Value

| Type | Description |
|--|-------------|
| + NetAF.Assets.Locations | |

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

+ NetAF.Commands

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

+ NetAF.Commands.

[Conversation](#)

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

[Persistence](#)

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

+ NetAF.Commands.Region

[Map](#)

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

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 | An error reaction. |
| Fatal | A reaction that has a fatal effect on the player. |
| ModeChanged | A mode change reaction. |
| OK Result | An OK reaction. |
| Silent | A silent reaction. |

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

Class Result

Represents a result.

Filter by title

Inheritance

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

NetAF.Assets.Locations

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

public abstract class Result

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

Result()

+ NetAF.Commands.Frame

Initializes a new instance of the Result class.

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

Declaration

+ NetAF.Commands.Global

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

protected Result ()

+ NetAF.Commands.

Persistence

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

Properties

Commands.Region

Map

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

Description

+ NetAF.Commands.Scene

Get the description.

Declaration

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

Property Value

| Type | Description |
|---|-------------|
| (NetAF.Assets.Interaction.html) string <small>Condition</small> (learn.microsoft.com/dotnet/api/system.string) | |

(NetAF.Assets.Interaction.Condition
IInteractWithItem
(NetAF.Assets.Interaction.IInteractWithItem)
InteractionCallback
(NetAF.Assets.Interaction.InteractionCallback)
InteractionEffect
(NetAF.Assets.Interaction.InteractionEffect)
InteractionResult
(NetAF.Assets.Interaction.InteractionResult)
Reaction
(NetAF.Assets.Interaction.Reaction)
ReactionResult
(NetAF.Assets.Interaction.ReactionResult)
Result
(NetAF.Assets.Interaction.Result.html)

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Region**

Map

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

+ **NetAF.Commands.Scene**

Namespace NetAF.Assets.Locations

Classes

Filter by title

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

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

+ NetAF.Assets.Characters

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

Provides a 3D matrix of rooms.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

- NetAF.Assets.Locations

Represents an entire overworld.

(NetAF.Assets.Locations.html)

Direction

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

Exit

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

Matrix

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

Overworld

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

Region

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

Room

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

RoomPosition

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

ViewPoint

Represents a view point from a room.
(NetAF.Assets.Locations.ViewPoin

Enums

(NetAF.Commands.html)

+ NetAF.Commands

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

Conversation

Enumeration of directions.

(NetAF.Commands.Conversati

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.htm)

+ NetAF.Commands.Global

(NetAF.Commands.Global.htm)

+ NetAF.Commands.

Persistence

Enum Direction

Enumeration of directions.

Filter by title

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

([NetAF_Assets_Attributes.html](#))

Assembly: NetAF.dll

Syntax

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

public enum Direction

+ NetAF.Assets.Interaction

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

- NetAF.Assets.Locations

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

Fields

| Direction | Name | Description |
|-----------|-----------|-------------|
| Down | Exit | Down. |
| East | Matrix | East. |
| North | Overworld | North. |
| South | Overworld | South. |
| Up | Region | Up. |
| West | Room | West. |

Extension Methods

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

DirectionExtensions_Inverse(Direction)

(NetAF.Extensions.DirectionExtensions.html#NetAF_Extensions_DirectionExtensions_Inverse_NetAF_Assets_Locations_Direction_)

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ **NetAF.Assets.Characters** ([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.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Identifier)

Region

ExaminableObject.Description

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

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

Room

ExaminableObject.Commands

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

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

RoomPosition

ExaminableObject.Attributes

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

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

ViewPoint

ExaminableObject.Examine(ExaminationScene)

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

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

Scope

+ **NetAF.Commands**

ExaminableObject.IsPlayerVisible

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

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

+ **NetAF.Commands**

ExaminableObject.RestoreFrom(ExaminableSerialization)

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

sets_ExaminableSerialization)

+ **NetAF.Commands.Conversation**

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

+ **NetAF.Commands.Frame**

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

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

+ **NetAF.Commands.Global**

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

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

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

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

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

Persistence

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

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

Assembly: NetAF.dll

+ **NetAF.Commands.Region**

Syntax

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

▼

Constructors

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

(NetAF.Assets.Interaction.html)

Initializes a new instance of the Exit class.

- NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

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

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

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

+ NetAF.Commands.

Conversation

Properties

Commands.Conversation

+ NetAF.Commands.Frame

Direction (NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Get the direction of the exit.

(NetAF.Commands.Global.html)

Declaration

+ NetAF.Commands.

PersistenceDirection { get; }

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Property Value

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

Interaction

Get the Interaction.

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

public InteractionCallback Interaction { get; }

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

Property Value

(NetAF.Assets.Locations.html)

Type

Direction

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

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

IsLocked

(NetAF.Assets.Locations.Matrix.html)

Overworld

Get if this Exit is locked.

(NetAF.Assets.Locations.Overworld.html)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

public bool IsLocked { get; }

(NetAF.Assets.Locations.Room.html)

RoomPosition

Property Value

(NetAF.Assets.Locations.RoomPos.html)

Type

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Methods

Conversation

(NetAF.Commands.Conversation.html)

Interact(Item)

NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Interact with an item.

+ NetAF.Commands.Global

Declaration

(NetAF.Commands.Global.html)

public InteractionResult Interact(Item item)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

+ NetAF.Commands Region

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

Returns

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Lock()

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Lock(

Direction

(NetAF.Assets.Locations.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

RestoreFrom(ExitSerialization)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Restore this object from a serialization.

Overworld

Declaration

(NetAF.Assets.Locations.Overworld.

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

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

+ NetAF.Commands

(NetAF.Commands.html)

Unlock()

NetAF.Commands.

Conversation

Unlock this exit.

(NetAF.Commands.Conversation.html)

Declaration

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

public void Unlock()

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Implements

+ NetAF.Commands.

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

+ NetAF.Commands.Region

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

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

▼

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

(NetAF.Assets.Locations.Direction.html)

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

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))

↳ Direction

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

↳ Exit

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

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

Overworld

Assembly: NetAF.dll

(NetAF.Assets.Locations.Overworld)

Syntax

Region

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

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Constructors

+ Matrix(RoomPosition[])

(NetAF.Commands.html)

Provides a 3D matrix of rooms.

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

Type

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

RoomPosition[] (NetAF.Commands.Global.html) → RoomPosition[] (NetAF.Assets.RoomPosition.html)[]

roomPositions

The rooms to be represented.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Properties

+ NetAF.Commands.Region

Matrix

Depth

Get the depth of the matrix.

Declaration

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

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Height

Direction

Get the height of the matrix.

(NetAF.Assets.Locations.Direction.html)

Exit

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix

public int Height { get; }

(NetAF.Assets.Locations.Matrix.html)

Overworld

Property Value

Region

Type

(NetAF.Assets.Locations.Region.html)

Room

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

this[int, int, int]

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Get a room in this matrix.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

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

Conversation

Parameters

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

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

Name

Description

x

The x position.

+ NetAF.Commands.Global

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

y

The y position.

(NetAF.Commands.Global.html)

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

z

The z position.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Type

Description

+ NetAF.Commands.Region

Room ([NetAF.Assets.Locations.Room.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Room.html))

The room.

More

Width

Get the width of the matrix.

Declaration

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

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

(NetAF.Assets.Locations.Direction.

Exit

ToRooms()

(NetAF.Assets.Locations.Exit.html)

Matrix

Return this matrix as a one dimensional array of rooms.

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.

Region

public Room[] ToRooms()

(NetAF.Assets.Locations.Region.html)

Room

Returns a Room

(NetAF.Assets.Locations.Room.html)

Type

RoomPosition

(NetAF.Assets.Locations.RoomPos.

Rooms

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

(NetAF.Assets.Locations.ViewPoint.

| Type | Description |
|------|-------------|
| | |

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

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

Implementation

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

IExaminable ([NetAF.Assets.Examinable.html](#))
IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))
Direction
IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable
([NetAF.Assets.Direction.html](#))
Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>
Exit
IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Overworld
([NetAF.Assets.Direction.html](#))
Serialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))>
Matrix

Inherited Members

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

Overworld
ExaminableObject.Examination
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Examination)
Region
ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Identifier)
ExaminableObject.Description
Room
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Description)
([NetAF.Assets.Locations.Room.html](#))
ExaminableObject.Commands
RoomPosition
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Commands)
([NetAF.Assets.Locations.RoomPosition.html](#))
ExaminableObject.Attributes
ViewPoint
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Attributes)
([NetAF.Assets.Locations.ViewPoint.html](#))
ExaminableObject.IsPlayerVisible

+ [NetAF.Commands](#)

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

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_IsPlayerVisible)
ExaminableObject.RestoreFrom(ExaminableSerialization)
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As
semblement_)

Conversion

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.Conversation.html](#))

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

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

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

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

+ [NetAF.Commands.Global](#)

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

Assembly NetAF.dll

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

+ [NetAF.Commands.Region](#)

Map

... - - - - -

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

▼ Constructors

(NetAF.Assets.Characters.html)

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

(NetAF.Assets.Interaction.html)

Initializes a new instance of the overworld class.

- NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

```
    Direction
public Overworld(Identifier identifier, Description description, CustomCommand[] commands = null, ExaminationCallback examination = null)
    Exit
    (NetAF.Assets.Locations.Exit.html)
```

Parameters

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

(NetAF.Assets.Locations.RoomPos)

ViewPoint

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

+ NetAF.Commands

Initializes a new instance of the overworld class.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

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

Identifier

Description

The identifier for this overworld.

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

Description

A description of this overworld.

+ NetAF.Commands.Persistence

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

Commands

This objects commands.

(NetAF.Commands.Persistence.html)

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

Examination

The examination.

+ NetAF.Commands.Region

Map

... - - - - -

Examine(ExaminationScene)

Examine this object.

Declaration

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

(NetAF.Assets.Characters.htm)

Parameters

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

(NetAF.Assets.Locations.htm)

Returns

Direction

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

(NetAF.Assets.Locations.Matrix.htm)

Overrides

Overworld

(NetAF_Assets_Examine_ExaminationScene)

Region

(NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene)

(NetAF.Assets.Locations.Region.htm)

Room

(NetAF.Assets.Locations.Room.htm)

FindRegion(string, out Region)

(NetAF.Assets.Locations.RoomPos.htm)

Find a region.

ViewPoint

Declaration

+ NetAF.Commands

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

(NetAF.Commands.html)

+ NetAF.Commands.

Parameters

Conversation

Type

(NetAF.Commands.Conversation.htm)

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

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.htm)

Name

Description

regionName

The regions name.

region

The region.

+ NetAF.Commands.Global

Returns

(NetAF.Commands.Global.htm)

Type

+ NetAF.Commands.

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

Persistence

Description

True if the region was found.

(NetAF.Commands.Persistence.htm)

+ NetAF.Commands.Region

Move(Region)

Map

Move to a region.

Declaration

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



Parameters

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

Returns

- **NetAF.Assets.Locations**

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

Exit

(NetAF.Assets.Locations.Exit.html)

RemoveRegion(Region)

(NetAF.Assets.Locations.Matrix.html
Remove a region from this overworld.
Overworld)

Declaration

(NetAF.Assets.Locations.Overworld.html)

Region

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

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

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

+ **NetAF.Commands**

(NetAF.Commands.html)

RestoreFrom(OverworldSerialization)

+ **NetAF.Commands**.

Restore this object from a serialization.

Conversation

Declaration

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

public void RestoreFrom(OverworldSerialization serialization)

(NetAF.Commands.Frame.html)

+ **NetAFCommands.Global**

(NetAF.Commands.Global.html)

Type

+ **NetAFCommands.**

OverworldSerialization

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

(NetAF.Commands.Persistence.html)

+ **NetAFCommands.Region**

Map

... - - - - -

Name

Description

| Type | serialization | Description |
|---|---------------|------------------------------------|
| OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html) | serialization | The serialization to restore from. |

Implements

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

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

▼

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

(NetAF.Assets.Locations.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.htm

Overworld

(NetAF.Assets.Locations.Overworl

Region

(NetAF.Assets.Locations.Region.h

Room

(NetAF.Assets.Locations.Room.htm

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

(NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence)

+ **NetAF.Commands.Region**

Map

... -- - . - . - ..

Class Region

Represents a region.

Filter by title

Inheritance

+ **NetAFAssetsInteraction**

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

↳ Region

- **NetAFAssetsLocations**

Implements

([NetAFAssetsLocations.html](#))

IExaminable (NetAFAssets.IExaminable.html)

Direction

IPlayerVisible (NetAFAssets.IPlayerVisible.html)

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

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

Exit

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

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

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

Matrix

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

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

Inherited Members

↳ Overview

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

ExaminableObject.Examination

Region

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

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

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

Room

ExaminableObject.Description

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

(NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

RoomPosition

ExaminableObject.Commands

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

(NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

ViewPoint

ExaminableObject.Attributes

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

(NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.IsPlayerVisible

(NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

+ **NetAFCommands**

([NetAFCommands.html](#))

↳ Conversation

([NetAFCommands.Conversation.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)))

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

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

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

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

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

+ **NetAFCommands**

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

Assembly: NetAF.dll

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

Syntax

+ **NetAFCommandsRegion**

Map

([NetAFCommandsRegionMap.html](#))

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

▼ Constructors

+ NetAF.Assets.Interaction

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

NetAF.Assets.Locations

Initializes a new instance of the Region class.

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

Declaration

Direction

```
(NetAF.Assets.Locations.Direction
public Region(Identifier identifier, Description description, CustomCommand[] commands = null, ExaminationCallback examination = null)
(NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

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

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

ViewPoint

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

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

[+ NetAF.Commands](#)

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

Initializes a new instance of the Region class.

+ NetAF.Commands.

Declaration

Conversation

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

```
(NetAF.Commands.Conversation
public Region(Identifier identifier, string description, CustomCommand[] commands = null, ExaminationCallback examination = null)
```

[+ NetAF.Commands.Frame](#)

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

Parameters

+ NetAF.Commands.Global

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

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

[+ NetAF.Commands.](#)

[Persistence](#)

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

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

CustomCommand
(NetAF.Commands.Persistence.CustomCommand.html)

+ NetAF.Commands.Region

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

Map

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

Properties

CurrentRoom

Get the current room.

Declaration

+ **NetAF.Assets.Interaction**

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

(NetAF.Assets.Interaction.html)

NetAF.Assets.Locations

Property value

(NetAF.Assets.Locations.html)

Type

Direction

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

(NetAF.Assets.Locations.Direction.html)

Exit

(NetAF.Assets.Locations.Exit.html)

this[int, int, int]

(NetAF.Assets.Locations.Matrix.html)

Get a Room at specified location.

(NetAF.Assets.Locations.Overworld.html)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

Parameters

(NetAF.Assets.Locations.RoomPos.html)

Type

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

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

Name

Description

x

The x position.

y

The y position.

z

The z position.

+ **NetAF.Commands**

Conversation

(NetAF.Commands.Conversation.html)

Type

Description

+ **NetAF.Commands.Frame**

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

The room.

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

Room (NetAF.Commands.Global.html)

NetAF.Commands region contains.

Persistence

Declaration

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

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

VisibleWithoutDiscovery

Get if the current region is visible without discovery.

+ NetAF.Assets.Interaction

Declaration

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

- NetAF.Assets.Locations

VisibleWithoutDiscovery { get; set; }

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

Property value

| Type | Description |
|---|-------------|
| (NetAF.Assets.Locations.Direction.Exit) | |
| bool ((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) | |
| Add Room to this region. | |
| RoomPosition | |
| (NetAF.Assets.Locations.RoomPosition.html) | |
| Declaration | |
| ViewPoint | |
| (NetAF.Assets.Locations.ViewPoint.html) | |
| public bool AddRoom(Room room, int x, int y, int z) | |

+ NetAF.Commands

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

Parameters

| Type | Name | Description |
|---|------|-----------------------------------|
| Conversation | | |
| Room ((NetAF.Assets.Locations.Room.html)) | room | The room to add. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | 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. |

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

Returns

+ NetAF.Commands

Type Persistence

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

+ NetAF.Commands.Region

Map

Examine(ExaminationScene)

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

Examine this object.

Declaration

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

Parameters

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

Returns

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

Matrix

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

Overrides

Overworld

ExaminableObject.Examine(ExaminationScene)

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination

Scene)

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

Room

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

RoomPosition

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

ViewPoint

Declaration

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

+ NetAF.Commands

GetAdjoiningRoom(Direction direction)

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

Parameters

+ NetAF.Commands

Conversation

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

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

Name

Description

direction The direction of the adjoining Room.

+ NetAF.Commands.Frame

Return

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

+ Type

+ NetAF.Commands.Global

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

Description

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

The adjoining Room.

+ NetAF.Commands

Persistence

GetAdjoiningRoom(Direction, Room)

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

+ NetAF.Commands.Region

Map

Declaration

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

```
public Room GetAdjoiningRoom(Direction direction, Room room)
```

Parameters

| Type | Name | Description |
|---|-----------|--------------------------------------|
| Direction (NetAF.Assets.Direction.html) | direction | The direction of the adjoining room. |
| + NetAF.Assets.Room.html (NetAF.Assets.Interaction.html) | room | The room to use as the reference. |

Returns

- NetAF.Assets.Locations

| Type | Description |
|---|---------------------|
| Room (NetAF.Assets.Locations.Room.html) | The adjoining room. |

(NetAF.Assets.Direction.Exit)
Exit

(NetAF.Assets.Locations.Exit.html)
Matrix

Get the position of a room.
Overworld

Declaration
(NetAF.Assets.Locations.Overworld)

Region

```
public RoomPosition GetPositionOfRoom(Room room)
```

Room

(NetAF.Assets.Locations.Room.html)

Parameters
RoomPosition

| Type | Name | Description |
|-----------|------|-------------|
| ViewPoint | room | The room. |

Related

+ NetAF.Commands

| Type | Description |
|---|---------------------------|
| RoomPosition (NetAF.Assets.Locations.RoomPosition.html) | The position of the room. |

Conversation

+ NetAF.Commands.Conversation

JumpToRoom(Point3D)

(NetAF.Commands.Frame.html)
Jump to a room.

+ NetAF.Commands.Global

Declaration
(NetAF.Commands.Global.html)

```
public void JumpToRoom(Point3D location)
```

Persistence

+ NetAF.Commands.Persistence

| Type | Name | Description |
|--|----------|---------------------------|
| NetAF.Commands.RegionMap (NetAF.Assets.Point3D.html) | location | The location of the room. |

Returns

| Type | Description |
|--|--|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the room could be jumped to, else false. |

Move(Direction)

+ NetAF.Assets.Interaction

([NetAF.Assets.Interaction.html](#))
Declaration

- NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))
Direction

Parameters
NetAF.Assets.Locations.Direction.
Type

| Type | Name | Description |
|--|------|-------------|
| Exit (NetAF.Assets.Locations.Exit.html) | | |

Matrix
([NetAF.Assets.Locations.Direction.html](#))
([NetAF.Assets.Locations.Matrix.html](#))

Direction

Overworld
([NetAF.Assets.Locations.Overworld.html](#))

| Type | Description |
|--|--|
| Region (NetAF.Assets.Locations.Region.html) | True if the move was successful, else false. |

Room

([NetAF.Assets.Locations.Room.html](#))

RoomPosition

RestoreFrom(RegionSerialization)

([NetAF.Assets.Locations.Room.html](#))

ViewPoint

Restore this object from a serialization.

([NetAF.Assets.Locations.ViewPoint.html](#))

Declaration

+ NetAF.Commands

([NetAF.Commands.html](#))

public void RestoreFrom(RegionSerialization serialization)

+ NetAF.Commands.

Conversation

Parameters

| Type | Name | Description |
|--|------|-------------|
| (NetAF.Commands.Conversation.html) | | |

+ NetAF.Commands.Frame

RegionSerialization

([NetAF.Commands.Frame.html](#))

([NetAF.Serialization.Assets.RegionSerialization.html](#))

+ NetAF.Commands.Global

([NetAF.Commands.Global.html](#))

SetStartRoom(Room)

+ NetAF.Commands.

Persistence

Set the room to start in.

([NetAF.Commands.Persistence.html](#))

Declaration

+ NetAF.Commands.Region

Maplic void SetStartRoom(Room room)

([NetAF.Commands.RegionMap.html](#))

Parameters

| Type | Name | Description |
|---|------|-----------------------|
| Room (NetAF.Assets.Locations.Room.html) | room | The Room to start in. |

SetStartRoom(int, int, int)

Sets the room to start in.

(NetAF.Assets.Interaction.html)
Declaration

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html) *x, int y, int z*

Direction

Parameters: Locations.Direction.

| Type | Name | Description |
|---|------|-----------------|
| Exit (NetAF.Assets.Locations.Exit.html) | | |
| int (Matrix/learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Locations.Matrix.htm) | x | The x position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) OverWorld | y | The y position. |

int (https://learn.microsoft.com/dotnet/api/system.int32)
Region

(NetAF.Assets.Locations.Region.html)

Room

ToMatrix()

(NetAF.Assets.Locations.Room.html)

RoomPosition

Get this region as a 3D matrix of rooms.
(NetAF.Assets.Locations.RoomPos.html)

Declaration:

ViewPoint
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

Returns

+ NetAF.Commands.

| Type | Description |
|--|------------------------------|
| Conversation (NetAF.Commands.Conversation.html) | This region, as a 3D matrix. |

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

TryFindRoom(string, out Room)

+ NetAF.Commands.Global

Try and find a room within this region.

(NetAF.Commands.Global.html)

Declaration:

+ NetAF.Commands.

Persistence

public bool TryFindRoom(string name, out Room room)

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Parameters

Map

(NetAF.Commands.RegionMap.html)

| Type | Name | Description |
|--|------|--------------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | name | The rooms name. |
| Room (NetAF.Assets.Locations.Room.html) | room | The room, if found, else null. |

Returns

| Type | Description |
|---|--|
| + NetAF.Assets.Interaction bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Interaction.html) | True if the room could be found, else false. |

- NetAF.Assets.Locations

UnlockDoorPair (Direction)

Direction
Unlock a pair of doors in a specified direction in the CurrentRoom.
(NetAF.Assets.Direction.html)

Declaration

(NetAF.Assets.Direction.Exit.html)

Matrix
public bool UnlockDoorPair(Direction direction)
(NetAF.Assets.Direction.Matrix.html)

Overworld

Parameters
(NetAF.Assets.Direction.Overworld.html)

| Type | Name | Description |
|--|------|-------------|
| Region (NetAF.Assets.Direction.Region.html) | | |

Direction
(NetAF.Assets.Direction.html)

direction

The direction to unlock in.

Room
(NetAF.Assets.Direction.Room.html)

RoomPosition
(NetAF.Assets.Direction.RoomPosition.html)

| Type | Description |
|--|-------------|
| ViewPoint (NetAF.Assets.Direction.ViewPoint.html) | |

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>) True if the door pair could be unlocked, else false.

+ NetAF.Commands

(NetAF.Commands.html)

Implements

+ NetAF.Commands.

IExaminable (NetAF.Assets.IExaminable.html)

Conversation

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Commands.Conversation.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

Class Room

Represents a room

Filter by title

Inheritance

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](#))

- NetAF.Assets.Locations

↳ Room

(NetAF.Assets.Locations.html)

Implements

Direction

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

↳ NetAF.Assets.Direction.

IItemContainer ([NetAF.Assets.IItemContainer.html](#))

↳ Exit

IExaminable ([NetAF.Assets.IExaminable.html](#))

↳ NetAF.Assets.Exit.html

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

↳ Matrix

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

↳ NetAF.Assets.Matrix.html

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

Overworld

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<RoomSerialization

↳ NetAF.Assets.Overworld.html

↳ NetAF.Serialization.RoomSerialization.html>

Region

Inherited Members

↳ NetAF.Assets.Locations.Region.html

Room

ExaminableObject.Examination

↳ NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination

RoomPosition

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](#))

↳ NetAF.Assets.RoomPos

ExaminableObject.Description

ViewPoint

↳ NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description

ExaminableObject.Commands

↳ NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands

ExaminableObject.Attributes

↳ NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes

+ NetAF.Commands

Commands

(NetAF.Commands.html)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

Commands

Conversation

(NetAF.Commands.Conversation.html)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Conversation)

Commands

Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Persistence

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF Commands Scene

```
public sealed class Room : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<RoomSerialization>
```

▼ Constructors

+ [NetAF.Assets.Interaction](#)

([NetAF.Assets.Interaction.html](#))

Room(Identifier, Description, Exit[], Item[], CustomCommand[], InteractionCallback, ExaminationCallback)
([NetAF.Assets.Locations.html](#))

Initializes a new instance of the Room class.

Direction

Declaration
 Exit

```
public Room(Identifier identifier, Description description, Exit[] exits = null, Item[] items = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)
```

Overworld

([NetAF.Assets.Locations.Overworld.html](#))

Parameters

Region

| Type | Name | Description |
|---|-------------|---------------------------|
| Room | | |
| Identifier (NetAF.Assets.Identifier.html) | identifier | This rooms identifier. |
| RoomPosition | | |
| Description (NetAF.Assets.Description.html) | description | This rooms description. |
| (NetAF.Assets.RoomPosition.html) | | |
| Exit (NetAF.Assets.Locations.Exit.html) | exits | The exits from this room. |
| (NetAF.Assets.Locations.ViewPoint.html) | | |
| Item (NetAF.Assets.Item.html) | items | The items in this room. |
| + NetAF Commands | | |
| CustomCommand (NetAF.Commands.CustomCommand.html) | commands | This objects commands. |
| (NetAF.Commands.html) | | |
| InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html) | interaction | The interaction. |
| + NetAF Commands. | | |
| ExaminationCallback (NetAF.Assets.ExaminationCallback.html) | examination | The examination. |

([NetAF.Commands.Conversation.html](#))

+ [NetAF.Commands.Frame](#)

Room(string, string, Exit[], Item[], CustomCommand[], InteractionCallback, ExaminationCallback)
([NetAF.Commands.Frame.html](#))

+ [NetAF.Commands.Global](#)

Initializes a new instance of the Room class.

([NetAF.Commands.Global.html](#))

Declaration

+ [NetAF.Commands.](#)

Persistence

```
public Room(string identifier, string description, Exit[] exits = null, Item[] items = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)
```

+ [NetAF.Commands.Region](#)

Map

Parameters

([NetAF.Commands.RegionMap.html](#))

+ [NetAF Commands Scene](#)

| Type | Name | Description |
|--|--------------------|---------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>identifier</i> | This rooms identifier. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>description</i> | This rooms description. |
| Exit (NetAF.Assets.Locations.Exit.html) [▼] | <i>exits</i> | The exits from this room. |
| Item (NetAF.Assets.Item.html) [+] + NetAF.Assets.Interaction | <i>items</i> | The items in this room. |
| Custom Command (NetAF.Commands.CustomCommand.html) [+] (NetAF.Assets.Interaction.html) | <i>commands</i> | This objects commands. |
| - NetAF.Assets.Locations | <i>interaction</i> | The interaction. |
| (NetAF.Assets.Locations.html) ExaminationCallback (NetAF.Assets.ExaminationCallback.html) | <i>examination</i> | The examination. |

Direction
 (NetAF.Assets.Locations.Direction.html)

Exit
 (NetAF.Assets.Locations.Exit.html)

Matrix
 (NetAF.Assets.Locations.Matrix.html)

Properties

Characters

Overworld (NetAF.Assets.Locations.Overworld.html)
 Get the characters in this Room.

Region (NetAF.Assets.Locations.Region.html)
 Declaration
 Room

(NetAF.Assets.Locations.Room.html)
 public NonPlayableCharacter[] Characters { get; }
 RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Property Value

| Type | Description |
|---|-------------|
| (NetAF.Assets.Locations.ViewPoint.html) | |

+ NetAF.Commands

NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html) [+] **(NetAF.Commands.html)**

+ NetAF.Commands.

Conversion

(NetAF.Commands.Conversation)

Get which direction this Room was entered from.

+ NetAF.Commands.Frame

Declaration
 (NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

EnteredFrom { get; }
 (NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

| Type | Description |
|-----------------------------------|-------------|
| (NetAF.Commands.Persistence.html) | |

Direction (NetAF.Assets.Locations.Direction.html)?

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF Commands Scene

Get the exits.

Declaration

```
public Exit[] Exits { get; }
```



Property Value

+ **NetAF.Assets.Interaction**

Type

(NetAF.Assets.Interaction.html)

Description

Exit (NetAF.Assets.Locations.Exit.html)[]

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

HasBeenVisited

(NetAF.Assets.Locations.Direction.

Exit

Get if this location has been visited.

(NetAF.Assets.Locations.Exit.html)

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.htm

```
public bool HasBeenVisited { get; }
```

(NetAF.Assets.Locations.Overworld

Region

Property Value

(NetAF.Assets.Locations.Region.htm

Type

Room

Description

(NetAF.Assets.Locations.Room.htm

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

Interaction

(NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

Get the Interaction.

(NetAF.Commands.html)

Declaration

+ **NetAF.Commands.**

Conversation actionCallback Interaction { get; }

(NetAF.Commands.Conversati

Property Value

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

Description

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

this[Direction]

Persistence

(NetAF.Commands.Persistence

Get an exit.

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap direction] { get; }

+ **NetAF Commands Scene**

Parameters

| Type | Name | Description |
|---|-----------|---------------------------|
| Direction (NetAF.Assets.Locations.Direction.html) | direction | The direction of an exit. |

Property Value

| Type | Description |
|--|-------------|
| + NetAF.Assets.Interaction Exit (NetAF.Assets.Locations.Exit.html) (NetAF.Assets.Interaction.html) | The exit. |

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Items

Direction

Get the direction.
(NetAF.Assets.Locations.Direction.html)

Exit

Declaration
(NetAF.Assets.Locations.Exit.html)

Matrix

public Item[] Items { get; }
(NetAF.Assets.Locations.Matrix.html)

Overworld

Property Value
(NetAF.Assets.Locations.Overworld.html)

Region

Type
(NetAF.Assets.Locations.Region.html)

Room

Item (NetAF.Assets.Item.html)
(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos.html)

UnlockedExits

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)
Get all unlocked exits.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Commands

Conversation

Property Value
(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)
Exit (NetAF.Assets.Locations.Exit.html)
[]

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Methods

Persistence

(NetAF.Commands.Persistence.html)

AddCharacter(NonPlayableCharacter)

+ NetAF.Commands.Region

Add a character to this room.

Map
(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

```
public void AddCharacter(NonPlayableCharacter character)
```

Parameters

| Type | Name | Description |
|--|-----------|-----------------------|
| NonPlayableCharacter + NetAF.Assets.Interaction (NetAF.Assets.Characters.NonPlayableCharacter.html) (NetAF.Assets.Interaction.html) | character | The character to add. |

- NetAF.Assets.Locations

AddItem([Item](#)) (NetAF.Assets.Locations.html)

Direction
Add an item.
(NetAF.Assets.Locations.Direction.html)

Declaration
Exit
(NetAF.Assets.Locations.Exit.html)

Matrix
public void AddItem(Item item)
(NetAF.Assets.Locations.Matrix.html)

Overworld
Parameters
(NetAF.Assets.Locations.Overworld.html)

| Type | Name | Description |
|--|------|------------------|
| Region (NetAF.Assets.Locations.Region.html) | item | The item to add. |

Room
(NetAF.Assets.Locations.Room.html)

RoomPosition
(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

```
public bool CanMove(Direction direction)
```

+ NetAF.Commands.

Conversation

Parameters
(NetAF.Commands.Conversation.html)

| Type | Name | Description |
|--------------------------------------|-----------|------------------------|
| Frame (NetAF.Commands.Frame.html) | direction | The direction to test. |

+ NetAF.Commands.Global

Returns
(NetAF.Commands.Global.html)

| Type | Description |
|---|---|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | If a move in the specified direction is possible. |

+ NetAF.Commands.Persistence

(NetAF.Commands.RegionMap.html)

ContainsCharacter([NonPlayableCharacter](#), bool)

Map

Get if this Room contains a character.

(NetAF.Commands.RegionMap.html)

Declaration
+ NetAF.Commands Scene

```
public bool ContainsCharacter(NonPlayableCharacter character, bool includeInvisibleCharacters = false)
```

Parameters

| Type | Name | Description |
|---|----------------------------|---|
| + NetAF.Assets.Interaction NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html) | character | The character. |
| - NetAF.Assets.Locations b (NetAF.Assets.Locations.html) (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Direction.html) | includeInvisibleCharacters | Specify if invisible characters should be included. |

Exit

Returns ([NetAF.Assets.Locations.Exit.html](#))

| Type | Description |
|--|---|
| Matrix (NetAF.Assets.Locations.Matrix.html) | True if the item is in this room, else false. |

Overworld

([NetAF.Assets.Locations.Overworld.html](#))

Region

([NetAF.Assets.Locations.Region.html](#))

ContainsCharacter(string, bool)

Get if this Room contains a character.

RoomPosition

Declaration
([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

```
public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)
```

+ NetAF.Commands

([NetAF.Commands.html](#))

Parameters

| Type | Name | Description |
|--|----------------------------|---|
| + NetAF.Commands.Conversation string (NetAF.Commands.Conversation.html) | characterName | The character name to check for. |
| + NetAF.Commands.Frame bool (NetAF.Commands.Frame.html) | includeInvisibleCharacters | Specify if invisible characters should be included. |
| + NetAF.Commands.Global bool (NetAF.Commands.Global.html) | | |

+ NetAF.Commands.

Returns

| Type | Description |
|--|---|
| + NetAF.Commands.Persistence bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the item is in this room, else false. |

+ NetAF.Commands.Region

Map

([NetAF.Commands.RegionMap.html](#))

ContainsExit(Direction, bool)

+ NetAF Commands Scene

Get if this Room contains an exit.

Declaration

```
public bool ContainsExit(Direction direction, bool includeInvisibleExits = false)
```



Parameters

+ **NetAF.Assets.Interaction**

Type
[\(NetAF.Assets.Interaction.html\)](#)

Direction (NetAF.Assets.Locations.Direction.html)
- **NetAF.Assets.Locations**

bool
[\(NetAF.Assets.Locations.html\)](#)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)
Direction
lean
(NetAF.Assets.Locations.Direction.

Name

Description

direction

The direction of the exit to check for.

includeInvisibleExits

Specify if invisible exits should be included.

Exit

Returns
[\(NetAF.Assets.Locations.Exit.html\)](#)

Type
[Matrix](#)

(NetAF.Assets.Locations.Matrix.htm

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Overworld

Description

True if the exit exists, else false.

ContainsExit(bool)

Room

Get if NetAF.Room contains an exit

RoomPosition

Declaration
[\(NetAF.Assets.Locations.RoomPos](#)

ViewPoint

public bool ContainsExit(bool includeInvisibleExits = false)

(NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

Parameters

[\(NetAF.Commands.html\)](#)

Type

+ **NetAF.Commands.**

Conversation

(<https://learn.microsoft.com/dotnet/api/system.boolean>)
[\(NetAF.Commands.Conversati](#)
lean)

Name

Description

includeInvisibleExits

Specify if invisible exits should be included.

+ **NetAF.Commands.Frame**

Returns
[\(NetAF.Commands.Frame.html\)](#)

Type

+ **NetAF.Commands.Global**

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the exit exists, else false.

+ **NetAF.Commands.**

Persistence

ContainsInteractionTarget(string)

Get NetAF.Commands Region target.

Map

Declaration
[\(NetAF.Commands.RegionMap](#)

+ **NetAF Commands Scene**

```
public bool ContainsInteractionTarget(string targetName)
```

Parameters

| Type | Name | Description |
|--|------------|--------------------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Assets.Interaction | targetName | The name of the target to check for. |

(NetAF.Assets.Interaction.html) Returns

| Type | Description |
|--|---|
| NetAF.Assets.Locations (NetAF.Assets.Locations.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) Direction | True if the target is in this room, else false. |

(NetAF.Assets.Locations.Direction.
Exit

ContainsItem(Item) (NetAF.Assets.Locations.Exit.html)

Matrix
Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.
Overworld

Declaration
Region

(NetAF.Assets.Locations.Region.html)
Room

(NetAF.Assets.Locations.Room.html)

Parameters

| Type | Name | Description |
|---|------|------------------------|
| ViewPoint Item (NetAF.Assets.Items.html) | item | The item to check for. |

+ NetAF.Commands

Returns (NetAF.Commands.html)

| Type | Description |
|---|---|
| NetAF.Commands. bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the item is in this room, else false. |

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

ContainsItem(String, bool) (NetAF.Commands.Frame.html)

Get if this Room contains an item.

+ NetAF.Commands.Global

Declaration
(NetAF.Commands.Global.html)

+ NetAF.Commands

public bool ContainsItem(string itemName, bool includeInvisibleItems = false)
Persistence

(NetAF.Commands.Persistence.html)
Parameters

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF Commands Scene

| Type | Name | Description |
|---|------------------------------|--|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>itemName</i> | The item name to check for. |
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | <i>includeInvisibleItems</i> | Specify if invisible items should be included. |

+ [NetAF.Assets.Interaction.html](#)

Returns

- [NetAF.Assets.Locations](#)

| Type | Description |
|---|-------------|
| NetAF.Assets.Locations.html | |

Direction

<https://learn.microsoft.com/dotnet/api/system.boolean>

([NetAF.Assets.Locations.Direction.html](#))

Exit

([NetAF.Assets.Locations.Exit.html](#))

Examine(ExaminationScene)

Matrix

([NetAF.Assets.Locations.Matrix.html](#))

Handle examination this Room.

Overworld

Declaration

[NetAF.Assets.Locations.Overworld.html](#)

Region

([NetAF.Assets.Locations.Region.html](#))

Room

([NetAF.Assets.Locations.Room.html](#))

Parameters

RoomPosition

| Type | Name | Description |
|--|------|-------------|
| NetAF.Assets.Locations.RoomPosition.html | | |

ViewPoint

ExaminationScene

([NetAF.Assets.Locations.ViewPoint.html](#))

([NetAF.Assets.ExaminationScene.html](#))

+ [NetAF.Commands](#)

- [NetAF.Commands.html](#)

Returns

| Type | Description |
|-------------------------------------|-------------|
| NetAF.Commands.html | |

+ [NetAF.Commands](#)

- [Conversation](#)

ExaminationResult ([NetAF.Assets.ExaminationResult.html](#))

- [NetAF.Commands.Conversation.html](#)

The result of this examination.

Overrides

- [NetAF.Commands.Frame](#)

ExaminationObject.Examine(ExaminationScene)

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene)

+ [NetAF.Commands.Global](#)

- [NetAF.Commands.Global.html](#)

- [NetAF.Commands.FindCharacter](#)

- [Persistence](#)

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

- [NetAF.Commands.Persistence.html](#)

Declaration

+ [NetAF.Commands.Region](#)

- [Map](#)

[public bool FindCharacter\(string characterName, out NonPlayableCharacter character\)](https://learn.microsoft.com/dotnet/api/system.boolean)

- [NetAF.Commands.RegionMap.html](#)

+ [NetAF Commands Scene](#)

Parameters

| Type | Name | Description |
|--|---------------|---------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | characterName | The character. |
| NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html) | character | The character name. |

+ NetAF.Assets.Interaction

Returns

[\(NetAF.Assets.Interaction.html\)](#)

Type

- NetAF.Assets.Locations

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Assets.Locations.html\)](#)

Description

True if the character was found.

Direction

(NetAF.Assets.Direction.[Direction.html](#))

FindCharacter(string, out NonPlayableCharacter, bool)

[Exit](#)

(NetAF.Assets.Direction.Exit.html)

Find a character.

Matrix

(NetAF.Assets.Direction.Matrix.html)

Overworld

(NetAF.Assets.Direction.Overworld.html)

public bool FindCharacter(string characterName, out NonPlayableCharacter character,

bool includeInvisibleCharacters)

(NetAF.Assets.Direction.Region.html)

Room

Parameters

(NetAF.Assets.Direction.Room.html)

| Type | Name | Description |
|--|----------------------------|---|
| RoomPosition (NetAF.Assets.Direction.RoomPosition.html) | characterName | The character name. |
| String ViewPoint (https://learn.microsoft.com/dotnet/api/system.string) | character | The character. |
| + NetAF.Commands | includeInvisibleCharacters | Specify if invisible characters should be included. |
| (NetAF.Commands.html) | | |
| (NetAF.Assets.Characters.NonPlayableCharacter.html) | | |
| + NetAF.Commands. | | |
| Conversation | | |
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | | |
| + NetAF.Commands.Frame | | |
| (NetAF.Commands.Frame.html) | | |

Returns

| Type | Description |
|--|----------------------------------|
| (NetAF.Commands.Global.html) | True if the character was found. |

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

FindExit(Direction, bool, out Exit)

+ NetAF.Commands.Region

Find an exit.

Map

(NetAF.Commands.RegionMap.html)

+ NetAF Commands Scene

```
public bool FindExit(Direction direction, bool includeInvisibleExits, out Exit exit)
```

Parameters

| Type | Name | Description |
|---|-----------------------|---|
| Direction (NetAF.Assets.Direction.html) + NetAF.Assets.Interaction | direction | The exits direction. |
| bool (NetAF.Assets.Interaction.html (https://learn.microsoft.com/dotnet/api/system.boolean)) - NetAF.Assets.Locations | includeInvisibleExits | Specify if invisible exists should be included. |
| Exit (NetAF.Assets.Locations.Exit.html) Direction | exit | The exit. |

Returns
Exit

| Type | Description |
|---|-----------------------------|
| Matrix (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Matrix.htm) | True if the exit was found. |

Overworld

(NetAF.Assets.Locations.Overworld)

FindInteractionTarget(string, out IInteractWithItem)

(NetAF.Assets.Locations.Region.html)
Find an interaction target.

Room

(NetAF.Assets.Locations.Room.html)
Declaration

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)
ViewPoint

(NetAF.Assets.Locations.ViewPoint)

Parameters

+ NetAF.Commands

| Type | Name | Description |
|---|------------|-------------------|
| (NetAF.Commands.html) | | |
| string (https://learn.microsoft.com/dotnet/api/system.string) | targetName | The targets name. |

+ NetAF.Commands

| Type | Description |
|---|-------------|
| IConversation (NetAF.Assets.Interaction.IInteractWithItem.html) | target |

(NetAF.Commands.Conversation)

Returns

+ NetAF.Commands.Frame

| Type | Description |
|-----------------------------|-------------|
| (NetAF.Commands.Frame.html) | |

| | |
|--|-------------------------------|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the target was found. |
|--|-------------------------------|

(NetAF.Commands.Global.html)

+ NetAF.Commands

FindItem(string, out Item)

Persistence

Find (NetAF.Commands.Persistence) whose ExaminableObject.IsPlayerVisible property is set to false

NetAF.Commands.Region

Map

public bool FindItem(string itemName, out Item item)

+ NetAF Commands Scene

Parameters

| Type | Name | Description |
|---|----------|--|
| string (https://learn.microsoft.com/dotnet/api/system.string) | itemName | The items name. This is case insensitive |
| Item (NetAF.Assets.Item.html) | item | The item |

+ NetAF.Assets.Interaction

Returns

(NetAF.Assets.Interaction.html)

Type

- NetAF.Assets.Locations

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Assets.Locations.html)

Description

True if the item was found

Direction

(NetAF.Assets.Locations.Direction.html)

FindItem(string, out Item, bool)

Exit

Find an item.

Matrix

Declaration

Overworld

`public bool FindItem(string itemName, out Item item, bool includeInvisibleItems)`

Region

(NetAF.Assets.Locations.Region.html)

Parameters

Room

| Type | Name | Description |
|--|-----------------------|--|
| NetAF.Assets.Locations.Room.htm | | |
| RoomPosition | | |
| string (NetAF.Assets.Locations.RoomPos | itemName | The items name. |
| (https://learn.microsoft.com/dotnet/api/system.stri ng) (NetAF.Assets.Locations.ViewPoin | | |
| Item (NetAF.Commands.html) | item | The item. |
| (NetAF.Commands.html) | | |
| bool (https://learn.microsoft.com/dotnet/api/system.bo olean) | includeInvisibleItems | Specify is invisible items should be included. |
| Conversation | | |

(NetAF.Commands.Conversation.html)

Returns

+ NetAF.Commands.Frame

Description

(NetAF.Commands.Frame.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if the item was found.

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

HasLockedExitInDirection(Direction, bool)

(NetAF.Commands.html)

Persistence

Get if this room has a visible locked exit in a specified direction.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Commands.Region

Map

`public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits)`

(NetAF.Commands.RegionMap.html)

+ NetAF Commands Scene

Parameters

| Type | Name | Description |
|---|------------------------------|--|
| Direction (NetAF.Assets.Locations.Direction.html) | <i>direction</i> | The direction to check. |
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Assets.Interaction | <i>includeInvisibleExits</i> | Specify if invisible exits should be included. |

(NetAF.Assets.Interaction.html)

Returns

| Type | Description |
|--|---|
| (NetAF.Assets.Locations.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) Direction | If there is a locked exit in the specified direction. |

HasUnlockedExitInDirection(Direction, bool)

Matrix

Get if this room has a visible unlocked exit in a specified direction.

(NetAF.Assets.Locations.Matrix.htm)

Declaration

(NetAF.Assets.Locations.Overworld)

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)
```

(NetAF.Assets.Locations.Region.htm)

Room

(NetAF.Assets.Locations.Room.htm)

Parameters

RoomPosition

| Type | Name | Description |
|--|------------------------------|--|
| ViewPoint Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Locations.ViewPoint) | <i>direction</i> | The direction to check. |
| bool + NetAF.Commands (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Commands.html | <i>includeInvisibleExits</i> | Specify if invisible exits should be included. |

+ NetAF.Commands.

Conversation

| Type | Description |
|-----------------------------|-------------|
| NetAF.Commands.Conversation | |

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.htm)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

If there is a unlocked exit in the specified direction.

+ NetAF.Commands.Global

(NetAF.Commands.Global.htm)

Interact(Item)

+ NetAF.Commands.

Interact with an item.

Persistence

(NetAF.Commands.Persistence.htm)

Declaration

```
public InteractionResult Interact(Item item)
```

Map

(NetAF.Commands.RegionMap)

Parameters

+ NetAF Commands Scene

| Type | Name | Description |
|-------------------------------|-------------|----------------------------|
| Item (NetAF.Assets.Item.html) | <i>item</i> | The item to interact with. |

Returns

| Type | Description |
|---|--------------------------------|
| + InteractionResult (NetAF.Assets.Interaction.InteractionResult.html) | The result of the interaction. |

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

MovedInto(Direction?) (NetAF.Assets.Locations.html)

Handle movement into this GameLocation.

Declaration
 Exit

 (NetAF.Assets.Locations.Exit.html)
 public void MovedInto(Direction? fromDirection)

 (NetAF.Assets.Locations.Matrix.htm

Parameters

 (NetAF.Assets.Locations.Overworld

| Type | Name | Description |
|--------|----------------------|---|
| Region | <i>fromDirection</i> | The direction movement into this Room is from. Use null if there is no direction. |

 (NetAF.Assets.Locations.Region.htm

 Room

 (NetAF.Assets.Locations.Direction.h

 tml)

 (NetAF.Assets.Locations.Room.htm

 ?)

 RoomPosition

 (NetAF.Assets.Locations.RoomPos

 ViewPoint

 (NetAF.Assets.Locations.ViewPoin

RemoveCharacter(NonPlayableCharacter)

+ NetAF.Commands

Remove a character from the room.

(NetAF.Commands.html)

Parameters

Conversation

 public void RemoveCharacter(NonPlayableCharacter character)

(NetAF.Commands.Conversati

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

Type

+ NetAF.Commands.Global

NonPlayableCharacter

(NetAF.Commands.Global.htm

(NetAF.Assets.Characters.NonPlayableCharacter.html)

| Type | Name | Description |
|-----------|------|--------------------------|
| character | | The character to remove. |

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Remove an interaction target from the room.

Map

Declaration

(NetAF.Commands.RegionMap

+ NetAF Commands Scene

```
public IInteractWithItem RemoveInteractionTarget(IInteractWithItem target)
```

Parameters

| Type | Name | Description |
|---|--------|-----------------------|
| IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) + NetAF.Assets.Interaction | target | The target to remove. |

(NetAF.Assets.Interaction.html)

Returns

| Type | Description |
|---|------------------------------------|
| (NetAF.Assets.Locations.html) IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) Direction (NetAF.Assets.Locations.Direction.Exit.html) | The target removed from this room. |

RemoveItem(Item)

Matrix

Remove an item

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

```
public void RemoveItem(Item item)
```

(NetAF.Assets.Locations.Region.html)

Room

Parameters

(NetAF.Assets.Locations.Room.html)

| Type | Name | Description |
|--|------|-------------|
| RoomPosition (NetAF.Assets.Locations.RoomPosition.html) | | |

Item
(NetAF.Assets.Item.html)

item

The item to remove.

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

RestoreFrom(RoomSerialization)

(NetAF.Commands.html)

Restore an object from a serialization.

Conversation

Declaration

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

+ NetAF.Commands.Global

Type
(NetAF.Commands.Global.html)

Name

Description

RoomSerialization

serialization

(NetAF.Serialization.Assets.RoomSerialization.html)

The serialization to restore from.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

SpecifyConditionalDescription(ConditionalDescription)

Map

Specify a conditional description of this room.

(NetAF.Commands.RegionMap.html)

Declaration

+ NetAF.Commands.Scene

```
public void SpecifyConditionalDescription(ConditionalDescription description)
```

Parameters

| Type | | Name | Description |
|---|--|-------------|-------------------------------|
| ConditionalDescription (NetAF.Assets.ConditionalDescription.html) + NetAF.Assets.Interaction | | description | The description of this room. |

(NetAF.Assets.Interaction.html)

Implements

(NetAF.Assets.Locations.html)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

IItemContainer (NetAF.Assets.IItemContainer.html)

IExamineable (NetAF.Assets.IExamineable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF Commands Scene

Properties

Position

Get the position of the room.

Declaration

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

Direction

Type (NetAF.Assets.Locations.Direction.

Exit

Point3D (NetAF.Assets.Point3D.html)

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Get the Region.

(NetAF.Assets.Locations.Region.html)

Declaration

Room

(NetAF.Assets.Locations.Room.html)

public Room Room { get; }

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Type

+ NetAF.Commands

Room (NetAF.Assets.Locations.Room.html)

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

Methods

+ NetAF.Commands.Conversation

IsAtPosition(Point3D)

+ NetAF.Commands.Global

Get if this RoomPosition is at a position.

(NetAF.Commands.Global.html)

Declaration

+ NetAF.Commands.

Persistence IsAtPosition(Point3D position)

(NetAF.Commands.Persistence.html)

Parameters

NetAF.Commands.Region

Type

(NetAF.Commands.RegionMap.html)

Point3D (NetAF.Assets.Point3D.html)

Name

Description

The position.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Returns

| Type | Description |
|--|--|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if this is at the position, else false. |

▀
IsAtPosition(int, int, int)
([NetAF.Assets.Interaction.html](#))
Get if this RoomPosition is at a position.
- **NetAF.Assets.Locations**
Declaration
([NetAF.Assets.Locations.html](#))

Direction
public bool IsAtPosition(int x, int y, int z)
([NetAF.Assets.Locations.Direction.html](#))
Exit
([NetAF.Assets.Locations.Exit.html](#))

| Type | Name | Description |
|---|------|-----------------|
| Matrix (NetAF.Assets.Locations.Matrix.html) | | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Locations.Overworld.html) | x | The X position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) Region (NetAF.Assets.Locations.Region.html) | y | The Y position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) Room (NetAF.Assets.Locations.Room.html) | z | The Z position. |

Returns
RoomPosition

| Type | Description |
|---|--|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.ViewPoint.html) | True if this is at the position, else false. |

+ **NetAF.Commands**

([NetAF.Commands.html](#))

+ **NetAF.Commands.**

Conversation

([NetAF.Commands.Conversation.html](#))

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.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.Region.html](#))

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace: NetAF (NetAF.html).Assets (NetAFAssets.html).Locations (NetAFAssets.Locations.html)

Assembly: NetAF.dll

RoomPosition

Syntax

([NetAFAssets.RoomPosition.html](#))

ViewPoint

public sealed class ViewPoint

([NetAFAssets.ViewPoint.html](#))

+ NetAF.Commands

([NetAFCommands.html](#))

Properties

Conversation

([NetAFCommands.Conversation.html](#))

Any

+ NetAF.Commands.Frame

Get if there is a view in any direction

([NetAFCommands.Frame.html](#))

Declaration

+ NetAF.Commands.Global

([NetAFCommands.Global.html](#))

public bool Any { get; }

+ NetAF.Commands.

Persistence

Property Value

([NetAFCommands.Persistence.html](#))

Type

+ NetAF.Commands.Region

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Map

([NetAFCommands.RegionMap.html](#))

ANY NOT USED

([NetAFCommands.Scene.html](#))

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

| Type | Description |
|--|-------------|
| NetAF.Assets.Locations (NetAF.Assets.Locations.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) | |

Direction

(NetAF.Assets.Locations.Direction.)

Exit

AnyVisited

(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)

Region bool AnyVisited { get; }

(NetAF.Assets.Locations.Region.html)

Room

Property Value

(NetAF.Assets.Locations.Room.html)

Type RoomPosition

| Type | Description |
|--|-------------|
| NetAF.Assets.Locations.RoomPosition (NetAF.Assets.Locations.RoomPosition.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) | |

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

this[Direction]

(NetAF.Commands.html)

Get the room that lies in a specified direction.

+ NetAF.Commands.

Declaration

Conversation

(NetAF.Commands.Conversation)

```
public Room this[Direction direction] { get; }
```

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

| Type | Name | Description |
|---|-----------|-------------------------|
| NetAF.Commands.Global (NetAF.Commands.Global.html) Direction (NetAF.Assets.Locations.Direction.html) | direction | The direction to check. |

+ NetAF.Commands.

Persistence

Property Value

(NetAF.Commands.Persistence)

Type

+ NetAF.Commands.Region

Room (NetAF.Assets.Locations.Room.html)

Map

(NetAF.Commands.RegionMap)

NoViewCommands.Scene

(NetAF.Commands.Scene.html)

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

| Type | Description |
|--|--|
| NetAF.Assets.Locations (NetAF.Assets.Locations.html) | View Point (NetAF.Assets.Locations.ViewPoint.html) |

Direction
(NetAF.Assets.Locations.Direction.html)

Exit
(NetAF.Assets.Locations.Exit.html)

Matrix
(NetAF.Assets.Locations.Matrix.html)

Methods

Create(Region)

(NetAF.Assets.Locations.Overworld.html)

CreateRegion ViewPoint.

(NetAF.Assets.Locations.Region.html)

Declaration
Room

(NetAF.Assets.Locations.Room.html)
public static ViewPoint Create(Region region)

RoomPosition
(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Parameters
(NetAF.Assets.Locations.ViewPoint.html)

| Type | Name | Description |
|---|--------|---|
| NetAF.Commands Region (NetAF.Assets.Locations.Region.html) (NetAF.Commands.html) | region | The region to create the view point from. |

NetAF.Commands.

| Type | Description |
|--|---|
| NetAF.Commands.Conversation (NetAF.Commands.Conversation.html) | ViewPoint (NetAF.Assets.Locations.ViewPoint.html) |

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

Map

[\(NetAF.Commands.RegionMap.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Namespace NetAF.Commands

Classes

Filter by title

(NetAF.Assets.Attributes.html)
CommandHelp (NetAF.Commands.CommandHelp.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.htm)

CustomCommand (NetAF.Commands.CustomCommand.html)

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

Interfaces

(NetAF.Assets.Locations.html)

- **NetAF.Commands**

ICommand (NetAF.Commands.ICommand.html)

Represents a command.

CommandHelp

(NetAF.Commands.CommandHelp

CustomCommand

(NetAF.Commands.CustomCommand

CustomCommandCallback

(NetAF.Commands.CustomCommandCallback

Delegates

CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)

ICommand

Provides a callback for custom commands.

(NetAF.Commands.ICommand.htm

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.htm

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html

+ **NetAF.Conversations**

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Characters.html\)](#)
↳ CommandHelp

+ NetAF.Assets.Interaction

Implements

[\(NetAF.Assets.Interaction.html\)](#)

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp

(NetAF.Commands.CommandHelp.htm) >

+ NetAF.Assets.Locations

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<string

([\(NetAF.Assets.Locations.html\)](#))
(<https://learn.microsoft.com/dotnet/api/system.string>)>

NetAF.Commands

Inherited Members

[\(NetAF.Commands.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
↳ CommandHelp

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ Command
[\(NetAF.Commands.ICommand.html\)](#)

Namespace: NetAF ([\(NetAF.html\)](#)).Commands ([\(NetAF.Commands.html\)](#))

* NetAF.Commands.

Conversation

[\(NetAF.Commands.Conversation.html\)](#)

public sealed class CommandHelp : IEquatable<CommandHelp>, IEquatable<string>

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

CommandHelp(string, string, string)

Persistence

Protected Constructors

[\(NetAF.Commands.Persistence.html\)](#)

Delegation

NetAF.Commands.Region

Map

public CommandHelp(string command, string description, string shortcut = "")

+ NetAF.Commands.Scene

Parameters

[\(NetAF.Commands.Scene.html\)](#)

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Conversations.html\)](#)

| Type | Name | Description |
|--|---------|--------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | command | The command. |

| Type | Name | Description |
|--|--------------------|-----------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>description</i> | The help. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>shortcut</i> | A shortcut for the command. |

▼

Properties Characters

(NetAF.Assets.Characters.html)

Command

(NetAF.Assets.Interaction.html)

Get the command.

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

- NetAF.Commands

public string Command { get; }

(NetAF.Commands.html)

Property Value

(NetAF.Commands.CommandHelp.html)

Type CustomCommand

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

CustomCommandCallback

(NetAF.Commands.CustomCommand.html)

ICommand

Description

(NetAF.Commands.ICommand.html)

Get the description of the command.

+ NetAF.Commands

Declaration

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Property Value

+ NetAF.Commands.Global

Type (NetAF.Commands.Global.html)

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

Shortcut

+ NetAF.Commands.Region

Get the shortcut for the command.

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

Declaration public string Shortcut { get; }

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Property Value

(NetAF.Conversations.html)

| Type | Description |
|--|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | |

Methods

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

Indicates whether the current object is equal to another object of the same type.

[\(NetAF.Assets.Interaction.html\)](#)

Declaration

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

- NetAF.Commands

[\(NetAF.Commands.html\)](#)

Type `CommandHelp`

| Type | Description |
|---|---|
| (NetAF.Commands.CommandHelp) | |
| CommandHelp (NetAF.Commands.CommandHelp.html) | |
| CustomCommand | <code>other</code> An object to compare with this object. |

[\(NetAF.Commands.CustomCommand.html\)](#)

Returns `CustomCommandCallback`

Type `CustomCommand`

| Type | Description |
|---|--|
| (NetAF.Commands.CustomCommand.html) | |
| ICommand | |
| <code>bool Equals(Command other)</code> | <code>true</code> (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the <code>other</code> parameter; otherwise, <code>false</code> (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool). |

+ NetAF.Commands

[\(NetAF.Commands.Conversation.html\)](#)

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

Equals(string)

+ NetAF.Commands.Global

Indicates whether the current object is equal to another object of a different type.

[\(NetAF.Commands.Global.html\)](#)

Declaration

+ NetAF.Commands.

Persistence

| Type | Description |
|---|-------------|
| public bool Equals(string other) | |
| (NetAF.Commands.Persistence.html) | |

+ NetAF.Commands.Region

Parameters

Map

[\(NetAF.Commands.RegionMap.html\)](#)

`string Equals(string other)`

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Returns

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

| Type | Description |
|---|---|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool). |

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

[IEquatable<T> \(<https://learn.microsoft.com/dotnet/api/system.iequatable-1>\)](#)

[IEquatable \(<https://learn.microsoft.com/dotnet/api/system.iequatable>\)](#)

+ NetAF.Assets.Locations

[Extension Methods](#)

[\(NetAF.Assets.Locations.html\)](#)

[CommandHelpExtensions.FormattedToDisplayShortcut\(CommandHelp\)](#)

[\(NetAF.Extensions.CommandHelpExtensions.html#NetAF_Extensions_CommandHelpExtensions_FormattedToDi](#)

[splayShortcut_NetAF_Commands_CommandHelp_](#)

[CommandHelp](#)

[CommandHelpExtensions.FormattedToDisplayShortcutAndVariable\(CommandHelp\)](#)

[\(NetAF.Commands.CommandHelp.html\)](#)

[CustomCommand](#)

[splayShortcutAndVariable_NetAF_Commands_CommandHelp_](#)

[\(NetAF.Commands.CustomComma](#)

[CustomCommandCallback](#)

[\(NetAF.Commands.CustomComma](#)

[ICommand](#)

[\(NetAF.Commands.ICommand.html\)](#)

+ NetAF.Commands.

Conversation

[\(NetAF.Commands.Conversati](#)

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence](#)

+ NetAF.Commands.Region

Map

[\(NetAF.Commands.RegionMap](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

↳ CustomCommand

([NetAF.Assets.Interaction.html](#))

↳ Load (NetAF.Commands.Persistence.Load.html)

↳ Save (NetAF.Commands.Persistence.Save.html)

+ **NetAF.Assets.Locations**

Implements

([NetAF.Assets.Locations.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

([NetAF.Commands.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

CommandHelp

Inherited Members

([NetAF.Commands.CommandHelp](#))

CustomCommand

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Commands.CustomCommand](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.CustomCommand](#))

ICloneable

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.Command](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ **NetAF.Commands**

Conversation

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Conversation](#))

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#))

+ **NetAF.Commands.Frame**

Assembly: NetAF

([NetAF.Commands.Frame.html](#))

Syntax

+ **NetAF.Commands.Global**

public class CustomCommand : ICommand, IPlayerVisible, IRestoreFromObjectSerializati

([NetAF.Commands.Global.html](#))

on<CustomCommandSerialization>

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence](#))

Constructors

+ **NetAF.Commands.Region**

Map

CustomCommand(CommandHelp, bool, bool, CustomCommandCallback)

([NetAF.Commands.RegionMap](#))

Provides a custom command.

+ **NetAF.Commands.Scene**

Declaration

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

public CustomCommand(CommandHelp help, bool isPlayerVisible, bool interpretIfNotPlay

([NetAF.Conversations.html](#))

Callback callback)

+ **NetAF.Conversations.**

Parameters

| Type | Name | Description |
|--|------------------------------------|---|
| CommandHelp (NetAF.Commands.CommandHelp.html) | <i>help</i> | The help for this command. |
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Characters.html) | <i>isPlayerVisible</i> | If this is visible to the player. |
| bool + NetAF.Assets.Interaction (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Interaction.html) | <i>interpretIfNotPlayerVisible</i> | If this command can be interpreted when the IsPlayerVisible is false. |
| + NetAF.Assets.Locations CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html) - NetAF.Commands (NetAF.Commands.html) | <i>callback</i> | The callback to invoke when this command is invoked. |

Properties

| |
|--|
| CommandHelp (NetAF.Commands.CommandHelp.html) |
| CustomCommand (NetAF.Commands.CustomCommand.html) |
| CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html) |
| Get ICustomCommand arguments. (NetAF.Commands.ICommand.html) |
| Declaration |

+ NetAF.Commands.

| |
|--|
| Conversation [] Arguments { get; set; } |
| (NetAF.Commands.Conversation.html) |

+ NetAF.Commands.Frame

| Type | Description |
|------------------------------------|-------------|
| (NetAF.Commands.Frame.html) | |

+ NetAF.Commands.Global

| Type | Description |
|-------------------------------------|-------------|
| (NetAF.Commands.Global.html) | |

+ NetAF.Commands.Help

| |
|--|
| Persistence (NetAF.Commands.Persistence.html) |
| Get the help for this command. |

+ NetAF.Commands.Region

| |
|--|
| Map (NetAF.Commands.RegionMap.html) |
| |

+ NetAF.Commands.Scene

| Type | Description |
|------------------------------------|-------------|
| (NetAF.Commands.Scene.html) | |

+ NetAF.Conversations

| Type | Description |
|-----------------------------------|-------------|
| (NetAF.Conversations.html) | |

+ NetAF.Conversations.

InterpretIfNotPlayerVisible

Get if this command can be interpreted when the IsPlayerVisible is false.

Declaration

```
public bool InterpretIfNotPlayerVisible { get; set; }
```

Property Value

+ [NetAF.Assets.Interaction](#)

Description

[\(NetAF.Assets.Interaction.html\)](#)
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

[IsPlayerVisible](#)

- [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#) Get if this command can be interpreted when the player.

Declaration

(NetAF.Commands.CommandHelp)

CustomCommand

```
public bool IsPlayerVisible { get; set; }
```

(NetAF.Commands.CustomCommand)

CustomCommandCallback

Property Value

Type

ICommand

(NetAF.Commands.ICommand.html)

Description

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ [NetAF.Commands](#).

[Conversation](#)

[\(NetAF.Commands.Conversation.html\)](#)

[Methods](#)

[NetAF.Commands.Frame](#)

[\(NetAF.Commands.Frame.html\)](#)

+ [NetAF.Commands.Global](#)

[\(NetAF.Commands.Global.html\)](#)

Invoke the command.

+ [NetAF.Commands](#).

Declaration

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

```
public Reaction Invoke(Game game)
```

+ [NetAF.Commands.Region](#)

Map

Parameters

[\(NetAF.Commands.RegionMap.html\)](#)

Type

Name

Description

+ [NetAF.Commands.Scene](#)

[Game \(NetAF.Logic.Game.html\)](#)

[\(NetAF.Commands.Scene.html\)](#)

game

The game to invoke the command on.

Returns

[NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).

| Type | Description |
|---|---------------|
| Reaction (NetAF.Assets.Interaction.Reaction.html) | The reaction. |

RestoreFrom(CustomCommandSerialization)

Restore this object from a serialization.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

```
public void RestoreFrom(CustomCommandSerialization serialization)
```

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

| Type | Name | Description |
|---|---------------|------------------------------------|
| - NetAF.Commands (NetAF.Commands.html) | serialization | The serialization to restore from. |

Implements

NetAF.Commands.CustomCommand

CustomCommandCallback

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.CustomCommand)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

ICustomCommand

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Commands.ICustomCommand.html)

+ NetAF.Commands.
Conversation
(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame
(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global
(NetAF.Commands.Global.html)

+ NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region
Map
(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene
(NetAF.Commands.Scene.html)

+ NetAF.Conversations
(NetAF.Conversations.html)

+ NetAF.Conversations.
(NetAF.Conversations.html)

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

+ **NetAF.Assets.Interaction**

Syntax
(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)
(NetAF.Assets.Locations.html)

Parent: [NetAF](#)

NetAF.Commands

| Type | Name | Description |
|---|-----------|---|
| CommandHelp Game (NetAF.Logic.Game.html) (NetAF.Commands.CommandHelp) | game | The game to invoke the command on. |
| string CustomCommand (http://NetAF.Commands.CommandType/system.string) | arguments | The arguments to invoke the command with. |

CustomCommandCallback
(NetAF.Commands.CustomCommandCallback.html)

Return: Command

| Type | Description |
|---|------------------------------|
| Reaction (NetAF.Assets.Interaction.Reaction.html) | The reaction to the command. |

Conversation
(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

Interface ICommand

Represents a command.

 Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

+ **NetAF.Assets.Interaction**

Assembly: NetAF.dll

[\(NetAF.Assets.Interaction.html\)](#)

Syntax

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

- **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

CommandHelp

[\(NetAF.Commands.CommandHelp.html\)](#)

CustomCommand

[\(NetAF.Commands.CustomCommand.html\)](#)

Invoke(Game)

[CustomCommandCallback](#)

[Invoke the command.](#)

[ICommand](#)

Declaration:

[\(NetAF.Commands.ICommand.html\)](#)

+ **NetAF.Commands**

[Reaction Invoke\(Game game\)](#)

Conversation

[\(NetAF.Commands.Conversation.html\)](#)

Parameters

+ **NetAF.Commands.Frame**

Type

[\(NetAF.Commands.Frame.html\)](#)

Game ([NetAF.Logic.Game.html](#))

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

Returns

+ **NetAF.Commands.**

Persistence

[Reaction \(\[NetAF.Assets.Interaction.Reaction.html\]\(#\)\)](#)

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Region**

Map

[\(NetAF.Commands.RegionMap.html\)](#)

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Commands.Instructions.html\)](#)

| Name | Description |
|------|------------------------------------|
| game | The game to invoke the command on. |

| Description |
|---------------|
| The reaction. |

Namespace NetAF.Commands.Conversation

▼ Filter by title

Classes

+ [NetAF.Assets.Characters](#)

([NetAF.Assets.Characters.html](#))

Next ([NetAF.Commands.Conversation.Next.html](#))

+ [NetAF.Assets.Interaction](#)

Represents the Next command.

([NetAF.Assets.Interaction.html](#))

+ [NetAF.Assets.Locations](#)

Respond ([NetAF.Commands.Conversation.Respond.html](#))

([NetAF.Assets.Locations.html](#))

Represents the Respond command.

+ [NetAF.Commands](#)

([NetAF.Commands.html](#))

- [NetAF.Commands.](#)

Conversation

([NetAF.Commands.Conversation.html](#))

Next

([NetAF.Commands.Conversation.Next.html](#))

Respond

([NetAF.Commands.Conversation.Respond.html](#))

+ [NetAF.Commands.Frame](#)

([NetAF.Commands.Frame.html](#))

+ [NetAF.Commands.Global](#)

([NetAF.Commands.Global.html](#))

+ [NetAF.Commands.](#)

Persistence

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Commands.Region](#)

Map

([NetAF.Commands.RegionMap.html](#))

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

- [NetAF.Conversations.](#)

Class Next

Represents the Next command.

Filter by title

Inheritance

+ **NetAF.Assets.Interaction**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Interaction.html](#))

↳ Next

+ **NetAF.Assets.Locations**

Implements

([NetAF.Assets.Locations.html](#))

IClaim (NetAF.Commands.ICommand.html)

+ **NetAF.Commands**

([NetAF.Commands.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Commands.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.Conversation.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Conversation.F.html](#))

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Conversation (NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

Syntax ([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

public sealed class Next : ICommand
([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

Invoke(Game)

([NetAF.Commands.RegionMap.html](#))

Invoke the command.

+ **NetAF.Commands.Scene**

Declaration

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

public Reaction Invoke(Game game)

([NetAF.Conversations.html](#))

Part of [NetAF](#).

Instructions

Type

([NetAF.Conversations.Instruction.html](#))

Game (NetAF.Logic.Game.html)

Name

Description

game

The game to invoke the command on.

+ **NetAF.Extensions**

Reflection ([NetAF.Extensions.html](#))

| Type | Description |
|---|---------------|
| Reaction (NetAF.Assets.Interaction.Reaction.html) | The reaction. |

Implements

ICommand (NetAF.Commands.ICommand.html)

+ NetAF.Assets.Interaction
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations
(NetAF.Assets.Locations.html)

+ NetAF.Commands
(NetAF.Commands.html)

- NetAF.Commands.
Conversation
(NetAF.Commands.Conversation.html)

 Next
(NetAF.Commands.Conversation.Next.html)
 Respond
(NetAF.Commands.Conversation.Respond.html)

+ NetAF.Commands.Frame
(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global
(NetAF.Commands.Global.html)

+ NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region
Map
(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene
(NetAF.Commands.Scene.html)

+ NetAF.Conversations
(NetAF.Conversations.html)

+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions
(NetAF.Extensions.html)

Class Respond

Represents the Respond command.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF.Commands**

Inherited Members

([NetAF.Commands.html](#))

- **NetAF.Commands**: object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Conversation

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.Conversation.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace: NetAF (NetAF.html) Commands (NetAF.Commands.html).Conversation (NetAF.Commands.Conversation.html)

Assembly: NetAF.dll

([NetAF.Commands.Frame.html](#))

Syntax

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

public sealed class Respond : ICommand

+ **NetAF.Commands**.

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map (Response)

([NetAF.Commands.RegionMap.html](#))

Represents the Respond command.

+ **NetAF.Commands.Scene**

Declaration

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

Map (Response response)

([NetAF.Conversations.html](#))

+ **NetAF.Conversations**.

Instructions

([NetAF.Conversations.Instruct.html](#))

Response ([NetAF.Conversations.Response.html](#))

| Type | Name | Description |
|---|----------|---------------|
| (NetAF.Conversations.Instruct.html) | response | The response. |

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Methods

Invoke(Game)

Invoke the command.

Declaration

(NetAF.Assets.Interaction.html
public Reaction Invoke(Game game)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)
Parameters

| Type | Name | Description |
|------------------------------|------|------------------------------------|
| Game (NetAF.Logic.Game.html) | game | The game to invoke the command on. |

- NetAF.Commands.

Conversation

| Type | Description |
|--|---------------|
| Next Reaction (NetAF.Assets.Interaction.Reaction.html) (NetAF.Commands.Conversation.NextReaction) | The reaction. |

Respond

(NetAF.Commands.Conversation.Respond)

Implements

+ NetAF.Commands.Frame

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Namespace NetAF.Commands.Frame

Classes

Filter by title

NetAF Assets Interaction

CommandsOff (NetAF.Commands.Frame.CommandsOff.html)

(NetAFAssetsInteraction.html)

Represents the CommandsOff command.

+ NetAF.Assets.Locations

(NetAFAssetsLocations.html)

CommandsOn (NetAF.Commands.Frame.CommandsOn.html)

+ NetAF.Commands

Represents the CommandsOn command.

(NetAFCommands.html)

KeyOff (NetAF.Commands.Frame.KeyOff.html)

Conversation

Represents the KeyOff command.

(NetAFCommandsConversati

KeyOn (NetAF.Commands.Frame.KeyOn.html)

(NetAFCommandsFrame.html)

Represents the KeyOn command.

CommandsOff

(NetAFCommandsFrame.Comma

CommandsOn

(NetAFCommandsFrame.Comma

KeyOff

(NetAFCommandsFrame.KeyOff.I

KeyOn

(NetAFCommandsFrame.KeyOn.I

+ NetAF.Commands.Global

(NetAFCommandsGlobal.html)

+ NetAF.Commands.

Persistence

(NetAFCommandsPersistence

+ NetAF.Commands.Region

Map

(NetAFCommandsRegionMap

+ NetAF.Commands.Scene

(NetAFCommandsScene.html)

+ NetAF.Conversations

(NetAFConversations.html)

Class CommandsOff

Represents the CommandsOff command.

Filter by title

Inheritance

([NetAF.Assets.interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Locations**

↳ CommandsOff

([NetAF.Assets.Locations.html](#))

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.html](#))

Inherited Members

+ **NetAF.Commands**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Commands.Conversation.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **NetAF.Commands.Frame**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.Frame.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

CommandsOff

Namespace: [NetAF](#) ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Frame ([NetAF.Commands.Frame.html](#))

Assembly: [NetAF.dll](#)

KeyOff

Syntax

([NetAF.Commands.Frame.KeyOff.html](#))

KeyOn

public sealed class CommandsOff : ICommand

([NetAF.Commands.Frame.KeyOn.html](#))

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

Properties

Persistence

([NetAF.Commands.Persistence.html](#))

CommandHelp

+ **NetAF.Commands.Region**

Get the command help.

Map

([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

public static CommandHelp CommandHelp { get; }

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

Property Value

([NetAF.Conversations.html](#))

Type

+ **NetAF.Conversations**.

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Instructions

([NetAF.Conversations.Instruct.html](#))

Description

Methods

Invoke(Game)

Invoke the command.

Declaration
↓
(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Parameters

+ **NetAF.Commands**

Type **(NetAF.Commands.html)**

Name

Description

Game **(NetAF.Logic.Game.html)**

game

The game to invoke the command on.

+ **NetAF.Commands**

Type **(NetAF.Commands.html)**

Returns **(NetAF.Commands.Conversation)**

Type **- NetAF.Commands.Frame**

Reaction **(NetAF.Assets.Interaction.Reaction.html)**

Description

The reaction.

CommandsOff

(NetAF.Commands.Frame.Comma
CommandOn)

ICommand **(NetAF.Commands.Command.html)**

KeyOff

(NetAF.Commands.Frame.KeyOff.I

KeyOn

(NetAF.Commands.Frame.KeyOn.I

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

Class CommandsOn

Represents the CommandsOn command.

Filter by title

Inheritance

+ **NetAF.Assets.Locations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Locations.html\)](#)
↳ CommandsOn

+ **NetAF.Commands**

implements
[\(NetAF.Commands.html\)](#) ICommand.html

Inherited Members

+ **NetAF.Commands.**

Conversation
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))
[\(NetAF.Commands.Conversation.html\)](#)

- **NetAF.Commands.Frame**

equals(system-object-system-object)
[\(NetAF.Commands.Frame.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Commands.Frame.Comma
Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Frame ([NetAF.Commands.Frame.html](#))

KeyOff

Assembly: NetAF.dll
(NetAF.Commands.Frame.KeyOff.I

Syntax

KeyOn

(NetAF.Commands.Frame.KeyOn.I

public sealed class CommandsOn : ICommand

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Properties

[\(NetAF.Commands.Persistence.html\)](#)

CommandsOn

Map

Get the command help.

[\(NetAF.Commands.RegionMap.html\)](#)

Declaration

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

public static CommandHelp CommandHelp { get; }

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Property Value

+ **NetAF.Conversations.**

Description

Instructions

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

[\(NetAF.Conversations.Instruct.html\)](#)

+ **NetAF.Extensions**

Methods

Invoke(Game)

Invoke the command.



Declaration

+ NetAF.Assets.Locations

public Reaction Invoke(Game game)

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

Type

Name

Description

+ NetAF.Commands.

Game (NetAF.Logic.Game.html)

Conversation

game

The game to invoke the command on.

(NetAF.Commands.Conversation)

Returns

- NetAF.Commands.Frame

Type

(NetAF.Commands.Frame.html)

Reaction (NetAF.Assets.Interaction.Reaction.html)

CommandsOff

Description

The reaction.

(NetAF.Commands.Frame.Comma

CommandsOn

(NetAF.Commands.Frame.Comma

KeyOff

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.Frame.KeyOff.I

KeyOn

(NetAF.Commands.Frame.KeyOn.I

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Class KeyOff

Represents the KeyOff command.

Filter by title

Inheritance

([NetAFAssets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

([NetAFCommands.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF.Commands**.

Inherited Members

Conversation

object ([NetAFCommands.Conversation](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Commands.Frame**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

KeyOff Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Frame ([NetAF.Commands.Frame.html](#))

([NetAF.Commands.Frame.KeyOff](#))

Assembly: NetAF.dll

KeyOn

Syntax ([NetAF.Commands.Frame.KeyOn](#))

+ **NetAF.Commands.Global**

public sealed class KeyOff : ICommand

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence](#))

+ **NetAF.Commands.Region**

CommandHelp

([NetAF.Commands.RegionMap](#))

Get the command help.

+ **NetAF.Commands.Scene**

Declaration

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

CommandHelp CommandHelp { get; }

([NetAF.Conversations.html](#))

Property Value

+ **NetAF.Conversations.**

TypeInstructions

([NetAFConversations.Instruct](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Description

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Methods

Invoke(Game)

Invoke the command.

Declaration

(NetAF.Assets.Locations.html)
public Reaction Invoke(Game game)

+ NetAF.Commands

(NetAFCommands.html)

Parameters

| Type | Name | Description |
|---|------|------------------------------------|
| Conversation Game (NetAF.Logic.Game.html) (NetAF.Commands.Conversation) | game | The game to invoke the command on. |

NetAF.Commands.Frame

| Type | Description |
|--|---------------|
| CommandsOff Reaction (NetAF.Assets.Interaction.Reaction.html) (NetAF.Commands.Frame.CommandsOff) | The reaction. |

CommandsOn

(NetAF.Commands.Frame.CommandsOn)
KeyOff

(NetAF.Commands.Frame.KeyOff.I
KeyOn
(NetAF.Commands.Frame.KeyOn.I)

+ NetAF.Commands.Global

(NetAFCommands.Global.html)

+ NetAF.Commands.

Persistence

(NetAFCommands.Persistence)

+ NetAF.Commands.Region

Map

(NetAFCommands.RegionMap)

+ NetAF.Commands.Scene

(NetAFCommands.Scene.html)

+ NetAF.Conversations

(NetAFConversations.html)

+ NetAF.Conversations.

Instructions

(NetAFConversations.Instructions)

+ NetAF.Extensions

(NetAFExtensions.html)

Class KeyOn

Represents the KeyOn command.

Filter by title

Inheritance

[System.Object](#)

+ **NetAFCommands**
↳ [KeyOn](#)
[\(NetAF.Commands.html\)](#)

Implements

+ **NetAFCommands**.

ICommand ([NetAF.Commands.ICommand.html](#))

Conversation

Inherited Members

[\(NetAF.Commands.Conversation.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- **NetAFCommands.Frame**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object.GetHashCode() ([NetAF.Commands.Frame.GetHashCode.html](#))

object.GetType() ([NetAF.Commands.Frame.GetType.html](#))

object.ReferenceEquals(object1, object2) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

[\(NetAF.Commands.Frame.KeyOff.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Frame ([NetAF.Commands.Frame.html](#))

KeyOn

Assembly: NetAF.dll

[\(NetAF.Commands.Frame.KeyOn.html\)](#)

Syntax

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Properties

+ **NetAF.Commands.Region**

Map

CommandHelp

[\(NetAF.Commands.RegionMap.html\)](#)

[\(NetAF.Commands.Scene.html\)](#)

Declaration

+ **NetAF.Conversations**

public static CommandHelp CommandHelp { get; }

+ **NetAF.Conversations.**

Property Value

Instructions

Type: [\(NetAF.Conversations.Instruct.html\)](#)

Description

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

[\(NetAF.Interpretation.html\)](#)

Methods

Invoke(Game)

Invoke the command.

Declaration
`(NetAF.Assets.Locations.html)`

+ **NetAF.Commands** `Invoke(Game game)`
[\(NetAF.Commands.html\)](#)

Parameters
+ **NetAF.Commands**.

| Type | Name | Description |
|--|-------------------|------------------------------------|
| <code>(NetAF.Commands.Conversation)</code> | <code>game</code> | The game to invoke the command on. |

- **NetAF.Commands.Frame**

Returns
[\(NetAF.Commands.Frame.html\)](#)

| Type | Description |
|---|---------------|
| <code>(NetAF.Commands.Frame.Command)</code> | The reaction. |

`CommandsOff`

`Reaction(NetAF.Assets.Interaction.Reaction.html)`

`CommandsOn`

`(NetAF.Commands.Frame.Command)`

`KeyOff`

`(NetAF.Commands.Frame.KeyOff.I)`

`KeyOn`

`ICommand(NetAF.Commands.ICommand.html)`

`(NetAF.Commands.Frame.KeyOn.I)`

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Region**

Map

[\(NetAF.Commands.RegionMap.html\)](#)

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF Interpretation**

Namespace NetAF.Commands.Global

Classes

Filter by title

About (NetAF.Commands.Global.About.html)

+ NetAF.Assets.Locations

Represents the About command.

(NetAF.Assets.Locations.html)

+ NetAF.Commands

End (NetAF.Commands.Global.End.html)

(NetAF.Commands.html)

Represents the End command.

+ NetAF.Commands.

Conversation

Exit (NetAF.Commands.Global.Exit.html)

(NetAF.Commands.Conversati

Represents the Exit command.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Help (NetAF.Commands.Global.Help.html)

- NetAF.Commands.Global

Represents the Help command.

(NetAF.Commands.Global.htm

About

Map (NetAF.Commands.Global.Map.html)

(NetAF.Commands.Global.About.h

Represents the Map command.

End

(NetAF.Commands.Global.End.htm

Exit

New (NetAF.Commands.Global.New.html)

(NetAF.Commands.Global.Exit.htm

Represents the New command.

Help

(NetAF.Commands.Global.Help.htm

Map

(NetAF.Commands.Global.Map.htm

New

(NetAF.Commands.Global.New.htm

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Class About

Represents the About command.

Filter by title

Inheritance

+ NetAF.Commands

↳ [\(NetAF.Commands.html\)](#) Implements [ICommand](#) ([NetAF.Commands.ICommand.html](#))

+ NetAF.Commands.

Inherited Members

Conversation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ NetAF.Commands.Frame

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

+ NetAF.Commands.Global

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

About

Name [\(NetAF.Commands.Global.About.html\)](#) Global ([NetAF.Commands.Global.html](#))

Assembly: NetAF.dll

[\(NetAF.Commands.Global.End.html\)](#)

Syntax

Exit

[\(NetAF.Commands.Global.Exit.html\)](#)
public sealed class About : ICommand
Help

[\(NetAF.Commands.Global.Help.html\)](#)

Map

[\(NetAF.Commands.Global.Map.html\)](#)

Properties

New [\(NetAF.Commands.Global.New.html\)](#)

+ NetAF.Commands.

CommandHelp

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Get the command help.

- NetAF.Commands.Region

Map

[\(NetAF.Commands.RegionMap.html\)](#) CommandHelp { get; }

+ NetAF.Commands.Scene

Property Value

[\(NetAF.Commands.Scene.html\)](#)

Type

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#) CommandHelp.html

+ NetAF.Conversations.

Instructions

Description

Methods

Invoke(Game)

Invoke the command.

Declaration
+ **NetAF.Assets.Locations**

([NetAFAssetsLocations.html](#))
Public Reaction Invoke(Game game)

+ **NetAF.Commands**

([NetAFCommands.html](#))

+ **Type**

Conversation

Game ([NetAFLogicGame.html](#))

([NetAFCommandsConversation.html](#))

Returns

+ **NetAF.Commands.Frame**

([NetAFCommandsFrame.html](#))

- **Reaction** ([NetAFAssetsInteractionReaction.html](#))

([NetAFCommandsGlobal.html](#))

Implements

About ([NetAFCommandsGlobalAbout.html](#))

End

ICommand ([NetAFCommands ICommand.html](#))

([NetAFCommandsGlobalEnd.html](#))

Exit

([NetAFCommandsGlobalExit.html](#))

Help

([NetAFCommandsGlobalHelp.html](#))

Map

([NetAFCommandsGlobalMap.html](#))

New

([NetAFCommandsGlobalNew.html](#))

+ **NetAF.Commands.**

Persistence

([NetAFCommandsPersistence.html](#))

+ **NetAF.Commands.Region**

Map

([NetAFCommandsRegionMap.html](#))

+ **NetAF.Commands.Scene**

([NetAFCommandsScene.html](#))

+ **NetAF.Conversations**

([NetAFConversations.html](#))

+ **NetAF.Conversations.**

Instructions

Class End

Represents the End command.

 Filter by title

Inheritance

[\(NetAF.Assets.Locations.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

↳ End

[\(NetAF.Commands.html\)](#)

Implements

IClaimCommand

[\(NetAF.Commands.ICommand.html\)](#)

Conversation

Inherited Members

[\(NetAF.Commands.Conversation.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

+ **NetAF.Commands.Frame**

[\(NetAF.Commands.Frame.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object-system-object)))

- **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

Assembly: NetAF.dll

Exit

Syntax

[\(NetAF.Commands.Global.Exit.html\)](#)

Help

public sealed class End : ICommand
[\(NetAF.Commands.Global.Help.html\)](#)

Map

[\(NetAF.Commands.Global.Map.html\)](#)

New

[\(NetAF.Commands.Global.New.html\)](#)

Fields

+ **NetAF.Commands.**

Persistence

SuccessfulEnd

[\(NetAF.Commands.Persistence.html\)](#)

Get the string for successful ended.

+ **NetAF.Commands.Region**

Map

[\(NetAF.Commands.RegionMap.html\)](#)

public const string SuccessfulEnd = "Ended."

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

Field Value

+ **NetAF.Conversations**

Type

[\(NetAF.Conversations.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

Description

Properties

CommandHelp

Get the command help.

Declaration
Type
[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Property Value

+ NetAF.Commands.

Type
[Conversation](#)

[\(NetAF.Commands.Conversation.html\)](#)

Description

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

Methods

[\(NetAF.Commands.Global.html\)](#)

About

Invoke(Game)

[\(NetAF.Commands.Global.About.html\)](#)

Invoke the command.

[\(NetAF.Commands.Global.End.html\)](#)

Declaration
Type
[Exit](#)

[\(NetAF.Commands.Global.Exit.html\)](#)

public Reaction Invoke(Game game)

[\(NetAF.Commands.Global.Help.html\)](#)

Map

Parameters
[\(NetAF.Commands.Global.Map.html\)](#)

| Type | Name | Description |
|------|------|-------------|
|------|------|-------------|

| | | |
|-----|------|------------------------------------|
| New | game | The game to invoke the command on. |
|-----|------|------------------------------------|

+ NetAF.Commands.

Returns
[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

Reaction
[\(NetAF.Commands.Region.Reaction.html\)](#)

Map

[\(NetAF.Commands.RegionMap.html\)](#)

Implements

[+ NetAF.Commands.Scene](#)

ICloneable
[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Class Exit

Represents the Exit command.

Filter by title

Inheritance

+ **NetAFCommands**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Commands.html](#))

, [Exit](#)

* **NetAFCommands.**

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAFCommands.Conversations.html](#))

Inherited Members

+ **NetAFCommands.Frame**

↳ 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.Frame.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

- **NetAFCommands.Global**

↳ object (<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>)

End

Name ([NetAF.Commands.Global.End.htm](#))

([NetAF.Commands.Global.End.htm](#)) (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

Assembly: NetAF.dll

([NetAF.Commands.Global.Exit.htm](#))

Syntax

Help

([NetAF.Commands.Global.Help.htm](#))
public sealed class Exit : ICommand

Map

([NetAF.Commands.Global.Map.htm](#))

New

([NetAF.Commands.Global.New.htm](#))

Properties

* **NetAFCommands.**

Persistence

([NetAF.Commands.Persistence.htm](#))

CommandHelp

+ **NetAFCommands.Region**

Get the command help.

Map

Declaration

([NetAF.Commands.RegionMap.htm](#))

+ **NetAFCommands.Scene**

public static CommandHelp CommandHelp { get; }

([NetAF.Commands.Scene.html](#))

* **NetAFConversations**

↳ [NetAFConversations.html](#)

Type

Description

+ **NetAFConversations**

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Instructions

([NetAFConversations.Instruct.htm](#))

Methods

Invoke(Game)

Invoke the command.

Declaration

+ NetAF.Commands.

public Reaction Invoke(Game game)
(NetAF.Commands.html)

+ NetAF.Commands.

Parameters

| Type | Name | Description |
|------------------------------|------|------------------------------------|
| Game (NetAF.Logic.Game.html) | game | The game to invoke the command on. |

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)
Returns

- NetAF.Commands.Global

Type (NetAF.Commands.Global.html)

Reaction (NetAF.Assets.Interaction.Reaction.html)

About

(NetAF.Commands.Global.About.html)

End

(NetAF.Commands.Global.End.html)

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.Global.Exit.html)

Help

(NetAF.Commands.Global.Help.html)

Map

(NetAF.Commands.Global.Map.html)

New

(NetAF.Commands.Global.New.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

Class Help

Represents the Help command.

Filter by title

Inheritance

NetAF.Commands

(NetAF.Commands.html)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Help

+ NetAF.Commands.

Conversation

IClaimedCommand (<https://learn.microsoft.com/dotnet/api/system.command>)

(NetAF.Commands.Conversation.html)

Inherited Members

+ NetAF.Commands.Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(NetAF.Commands.Global.html)

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

Assembly: NetAF.dll

Help

Syntax

(NetAF.Commands.Global.Help.htm

Map

public sealed class Help : ICommand

(NetAF.Commands.Global.Map.htm

New

(NetAF.Commands.Global.New.htm

+ NetAF.Commands.

Properties

Persistence

(NetAF.Commands.Persistence.html)

CommandHelp

NetAF.Commands.Region

Map

Get the command help.

(NetAF.Commands.RegionMap.html)

Declaration

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

public static ICommandHelp CommandHelp { get; }

+ NetAF.Conversations

Properties

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions (<https://learn.microsoft.com/dotnet/api/system.commandhelp>)

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Description

Methods

Invoke(Game)

Invoke the command.

Declaration

+ [NetAF.Commands](#)

([NetAF.Commands.html](#))

public Reaction Invoke(Game game)

+ [NetAF.Commands.](#)

[Conversation](#)

Parameters

| Type | Name | Description |
|---|------|------------------------------------|
| Game (NetAF.Logic.Game.html) (NetAF.Commands.Frame.html) | game | The game to invoke the command on. |

Returns

[NetAF.Commands.Global](#)

| Type | Description |
|--|---------------|
| About (NetAF.Assets.Interaction.Reaction.html) (NetAF.Commands.Global.About.html) | The reaction. |

End

[NetAF.Commands.Global.End.html](#)

Exit

[NetAF.Commands.Global.Exit.html](#)

ICommand ([NetAF.Commands.Command.html](#))

Help

([NetAF.Commands.Global.Help.html](#))

Map

([NetAF.Commands.Global.Map.html](#))

New

([NetAF.Commands.Global.New.html](#))

+ [NetAF.Commands.](#)

[Persistence](#)

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Commands.Region](#)

Map

([NetAF.Commands.RegionMap.html](#))

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

+ [NetAF.Conversations.](#)

Instructions

([NetAF.Conversations.Instructions.html](#))

+ [NetAF.Extensions](#)

Class Map

Represents the Map command.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.**

↳ Map

Conversation

Implements

([NetAF.Commands.Conversation.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF.Commands.Frame**

Inherited Members

([NetAF.Commands.Frame.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() ([NetAF.Commands.Global.GetHashCode.html](#))

object.GetType() ([NetAF.Commands.Global.GetType.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>)
Exit

Name ([NetAF.Commands.Global.Examples.html](#)) ([NetAF.Commands.html](#)).Global ([NetAF.Commands.Global.html](#))

Help

Assembly: NetAF.dll

([NetAF.Commands.Global.Help.html](#))

Syntax

Map

([NetAF.Commands.Global.Map.html](#))
public sealed class Map : ICommand
New

([NetAF.Commands.Global.New.html](#))

+ **NetAF.Commands.**

Persistence

Properties

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

CommandHelp

Map

([NetAF.Commands.RegionMap.html](#))

Get the command help.

+ **NetAF.Commands.Scene**

Declaration

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Property Value

+ **NetAF.Conversations.**

Type

Instructions

([NetAF.Conversations.Instructions.html](#)) ([NetAF.Conversations.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Description

Methods

Invoke(Game)

Invoke the command.

Declaration
[\(NetAF.Commands.numij\)](#)

+ **NetAF.Commands.**

Conversation

([NetAF.Commands.Conversations.html](#))

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

Game ([NetAF.Logic.Game.html](#))

Name

Description

game

The game to invoke the command on.

- **NetAF.Commands.Global**

Returns

([NetAF.Commands.Global.html](#))

Type

About

([NetAF.Commands.Global.About.html](#))

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

End

([NetAF.Commands.Global.End.html](#))

Exit

([NetAF.Commands.Global.Exit.html](#))

Help

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.Global.Help.html](#))

Map

([NetAF.Commands.Global.Map.html](#))

New

([NetAF.Commands.Global.New.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Class New

Represents the New command.

 Filter by title

Inheritance

+ **NetAF.Commands.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Conversation

↳ New

(NetAF.Commands.Conversation.html)

Implements

+ **NetAF.Commands.Frame.**

ICloneable ([NetAF.Commands.Command.html](#))

(NetAF.Commands.Frame.html)

Inherited Members

+ **NetAF.Commands.Global.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(NetAF.Commands.Global.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Commands.Global.Object.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

End

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Exit

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

Assembly: NetAF.dll

Map

Syntax ([NetAF.Commands.Global.Map.html](#))

New

public sealed class New : TCommand
(NetAF.Commands.Global.New.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

Properties

+ **NetAF.Commands.Region**

Map

CommandHelp

(NetAF.Commands.RegionMap.html)

Get the command help.

+ **NetAF.Commands.Scene**

Definition

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

public static CommandHelp CommandHelp { get; }
(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Property Value

Instructions

Type

(NetAF.Conversations.Instruct.html)

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Description

Methods

Invoke(Game)

Invoke the command.

Declaration

+ NetAF.Commands.

public Reaction Invoke(Game game)

(NetAF.Commands.Conversation.html)

Parameters

+ NetAF.Commands.Frame

Type (NetAF.Commands.Frame.html)

Name

Description

Game (NetAE.Logic.Game.html)

game

The game to invoke the command on.

- NetAF.Commands.Global

(NetAF.Commands.Global.html)

Returns

About

Type (NetAF.Commands.Global.About.html)

Description

End (NetAF.Assets.Interaction.Reaction.html)

The reaction.

(NetAF.Commands.Global.End.html)

Exit

(NetAF.Commands.Global.Exit.html)

Help

(NetAF.Commands.Global.Help.html)

ICommand (NetAF.Commands.ICommand.html)

Map

(NetAF.Commands.Global.Map.html)

New

(NetAF.Commands.Global.New.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Namespace NetAF.Commands.Persistence

Classes

Filter by title

NetAF.Commands.Locations

Load ([NetAF.Commands.Persistence.Load.html](#))
([NetAF.Assets.Locations.html](#))

Represents the Load command.

+ **NetAF.Commands**

 ([NetAF.Commands.html](#))

Save ([NetAF.Commands.Persistence.Save.html](#))

+ **NetAF.Commands**.

 Represents the Save command.

Conversation

 ([NetAF.Commands.Conversation.html](#))

+ **NetAF.Commands.Frame**

 ([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

 ([NetAF.Commands.Global.html](#))

- **NetAF.Commands.**

Persistence

 ([NetAF.Commands.Persistence.html](#))

 Load

 ([NetAF.Commands.Persistence.Load.html](#))

 Save

 ([NetAF.Commands.Persistence.Save.html](#))

+ **NetAF.Commands.Region**

Map

 ([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

 ([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

 ([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

 ([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

Class Load

Represents the Load command.

Filter by title

Inheritance:

+ NetAF.Commands

↳ [\(NetAF.Commands.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)
↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

+ NetAF.Commands.

↳ Load

Conversation

Implements:

[\(NetAF.Commands.Conversation.html\)](#)
ICommand ([NetAF.Commands.ICommand.html](#))

+ NetAF.Commands.Frame

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand
Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

+ NetAF.Commands.Global

Inherited Members:

(NetAF.Commands.Global.html)

CustomCommand.Arguments

NetAF.Commands

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Arguments)

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

(NetAF.Commands.PersistenceVisible)

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_InterpretIfNotPlayerVisible)

Load

CustomCommand.Invoke(Game)

([NetAF.Commands.Persistence.Logic.html](#))

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_

Save

) ([NetAF.Commands.Persistence.Save.html](#))

CustomCommand.IsPlayerVisible

(NetAF.Commands.Region.html)

CustomCommand.IsPlayerVisible ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

CustomCommand.RestoreFrom(CustomCommandSerialization)

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_RestoreFrom_NetAF_Serialization_CustomCommandSerialization_)

NetAF.Commands.Scene

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

(NetAF.Commands.Scene.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

+ 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](#))

(NetAF.Conversations.Instruct.html)

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Persistence ([NetAF.Commands.Persistence.html](#))

* NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

public sealed class Load : CustomCommand, ICommand, IPlayerVisible, IRestoreFromObjectVisible, ICustomCommandSerialization<CustomCommandSerialization>

+ NetAF.Logic

(NetAF.Logic.html)

Constructors

Load()

Initializes a new instance of the Load class.

Declaration

+ NetAF.Commands

([NetAF.Commands.html](#))

+ NetAF.Commands.

Conversation

Implements

([NetAF.Commands.Conversation.html](#))

+ NetAF.Commands.Frame

([NetAF.Commands.Frame.html](#))

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

+ NetAF.Commands.Global

([NetAF.Commands.Global.html](#))

- NetAF.Commands.

Persistence

([NetAF.Commands.Persistence.html](#))

Load

([NetAF.Commands.Persistence.Load.html](#))

Save

([NetAF.Commands.Persistence.Save.html](#))

+ NetAF.Commands.Region

Map

([NetAF.Commands.RegionMap.html](#))

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instructions.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

Class Save

Represents the Save command.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands**

↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

Conversation

, Save

Implements

ICommand, ICommand<CustomCommand>

([NetAF.Commands.Frame.html](#))

IPlayerVisible ([NetAF.Commands.PlayerVisible.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

+ **NetAFCommands_Global**

Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

([NetAF.Commands.Global.html](#))

Inherited Members

NetAFCommands

CustomCommand.Arguments

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Arguments)

([NetAF.Commands.Persistence.html](#))

CustomCommand.InterpretIfNotPlayerVisible

Load

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_InterpretIfNotPlayerVisible)

([NetAF.Commands.Persistence.Load.html](#))

CustomCommand.Invoke(Game)

Save

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_

([NetAF.Commands.Persistence.Save.html](#))

)

+ **NetAFCommands_Region**

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

CustomCommand.RestoreFrom(CustomCommandSerialization)

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_RestoreFrom_NetAF_Serializ

ation_CustomCommandSerialization_)

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)))

+ **NetAFConversations**

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)))

([NetAFConversations.Instruction.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAFConversations**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAFConversations.Instruction.html](#))

+ **NetAFExtensions**

AsNetAFExtension

([NetAF.Extensions.html](#))

Syntax

+ **NetAFInterpretation**

([NetAFInterpretation.html](#))

public sealed class Save : CustomCommand, ICommand, IPlayerVisible, IRestoreFromObj

ect<CustomCommandSerialization>

([NetAFLogic.html](#))

+ **NetAFLogicModes**

Constructors

Save()

Initializes a new instance of the Save class.

Declaration

(NetAF.Commands.html)

+ public Save()

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversations.html)

Implements

+ NetAF.Commands.Frame

ICommand (NetAF.Commands.ICommand.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Commands.Global

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Commands.Global.html)

- NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

Namespace NetAF.Commands.RegionMap

Classes

Filter by title

+ [NetAF.Commands](#)

[Pan \(NetAF.Commands.RegionMap.Pan.html\)](#) (NetAF.Commands.html)

Represents the Pan command.

+ [NetAF.Commands](#).

[Conversation](#)

[PanReset \(NetAF.Commands.Conversation.RegionMap.PanReset.html\)](#) (NetAF.Commands.Conversation.html)

Represents the PanReset command.

+ [NetAF.Commands.Frame](#)

[\(NetAF.Commands.Frame.html\)](#)

+ [NetAF.Commands.Global](#)

[\(NetAF.Commands.Global.html\)](#)

+ [NetAF.Commands](#).

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

- [NetAF.Commands.Region](#)

[Map](#)

[\(NetAF.Commands.RegionMap.html\)](#)

[Pan](#)

[\(NetAF.Commands.RegionMap.Pan.html\)](#)

[PanReset](#)

[\(NetAF.Commands.RegionMap.PanReset.html\)](#)

+ [NetAF.Commands.Scene](#)

[\(NetAF.Commands.Scene.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).

[Instructions](#)

[\(NetAF.Conversations.Instructions.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Class Pan

Represents the Pan command.

Filter by title

Inheritance:

+ NetAF.Commands.

↳ [Conversation](#) (learn.microsoft.com/dotnet/api/system.object)

(NetAF.Commands.Conversation)

+ NetAF.Commands.Frame

ICommand (NetAF.Commands ICommand.html)

(NetAF.Commands.Frame.html)

Inherited Members

+ NetAF.Commands.Global

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(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.Commands.RegionMap)

Assembly: NetAF.dll

Syntax: [Pan](#) (NetAF.Commands.RegionMap.Pan)

PanReset

(NetAF.Commands.RegionMap.Pan) : ICommand

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Constructors:

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions:

Represents the Pan command.

(NetAF.Conversations.Instruct)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

...

| Type | Name | Description |
|--------------------|-----------|-----------------------|
| (NetAF.Logic.html) | direction | The direction to pan. |

Fields

SuccessfulPan

Get the string for successful pan.

▼

Declaration

+ **NetAF.Commands.**

Conversation

```
public const string SuccessfulPan = "Panned."
```

(NetAF.Commands.Conversations.html)

NetAF.Commands.Frame

| Type | Description |
|-----------------------------|-------------|
| (NetAF.Commands.Frame.html) | |

+ **NetAF.Commands.Global**

String (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

Properties

(NetAF.Commands.Persistence.html)

- **NetAF.Commands.Region**

DownCommandHelp

Map

(NetAF.Commands.RegionMap.html)

Get the command help for down.

Pan

Declaration

```
(NetAF.Commands.RegionMap.Pan)
```

PanReset

```
public static CommandHelp DownCommandHelp { get; }
```

(NetAF.Commands.RegionMap.PanReset)

+ **NetAF.Commands.Scene**

Property Value

(NetAF.Commands.Scene.html)

| Type | Description |
|------|-------------|
| | |

+ **NetAF.Conversations**

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

EastCommandHelp

(NetAF.Conversations.Instructions.html)

Get the command help for east.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

```
public static CommandHelp EastCommandHelp { get; }
```

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

| Type | Description |
|------|-------------|
| | |

+ **NetAF.Logic.Modes**

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

(NetAF.Logic.Modes.html)

...

NorthCommandHelp

Get the command help for north.

Declaration

```
public static CommandHelp NorthCommandHelp { get; }
```

+ NetAF.Commands.

Property Value

Conversation

Type [NetAF.Commands.Conversation.html](#)

Description

+ NetAF.Commands.Frame

([NetAF.Commands.Frame.html](#))

+ NetAF.Commands.Global

SouthCommandHelp

([NetAF.Commands.Global.html](#))

Get the command help for south.

+ NetAF.Commands.

Declaration

Persistence

([NetAF.Commands.Persistence.html](#))

```
public static CommandHelp SouthCommandHelp { get; }
```

- NetAF.Commands.Region

Map

Property Value

Type [NetAF.Commands.RegionMap.html](#)

Description

Pan

([NetAF.Commands.RegionMap.Pan.CommandHelp.html](#))

PanReset

([NetAF.Commands.RegionMap.PanReset.CommandHelp.html](#))

+ NetAF.Commands.Scene

Type [NetAF.Commands.Scene.html](#)

Get the command help for up.

+ NetAF.Conversations

Declaration

([NetAF.Conversations.html](#))

+ NetAF.Conversations

```
public static CommandHelp UpCommandHelp { get; }
```

Instructions

Type [NetAF.Conversations.Instructions.html](#)

Property Value

+ NetAF.Extensions

Type [NetAF.Extensions.html](#)

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Description

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

Get the command help for west.

+ NetAF.Logic.Modes

Declaration

([NetAF.Logic.Modes.html](#))

...

```
public static CommandHelp WestCommandHelp { get; }
```

Property Value

| Type | | Description |
|---|--|-------------|
| CommandHelp (NetAF.Commands.CommandHelp.html) + NetAF.Commands | | |

Conversation

(NetAFCommands.Conversation)

Methods

(NetAE.Commands.Frame.html)

GetRayPosition(Point3D, Direction)

(NetAF.Commands.Global.htm)

Get the pan position.
† NetAF.Commands.

Déclaration Persistance

(NetAE Commands Persistence)

```
public static Point3D GetPawPosition(Point3D current, Direction direction)
```

- **NetAF.Commands.Region**

Parameters

| Type | | Name | Description |
|---|--|------------------|---------------------------|
| Pan Point3D (NetAF.Assets.Point3D.html) (NetAF.Commands.RegionMap.Pa) | | <i>current</i> | The current pan position. |
| Direction Point (NetAF.Assets.Locations.Direction.html) (NetAF.Commands.RegionMap.Pa) | | <i>direction</i> | The direction to pan. |

Returns

+ NetAF.Commands.Scene

| Type | Description |
|------------------------------|----------------------------|
| +PNetAF(Commands.Scene.html) | The modified pan position. |

+ NetAF.Conver
Invoke(Game)
Instructions

NetAE Conversations Instruct

← NetAE Extensions

(NetAE Extensions.html)

```
public Reaction TryOne(Game game)
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

| + NetAF.Logic | | | |
|---|------|------------------------------------|--|
| Type (NetAF.Logic.html) | Name | Description | |
| Game (NetAF.Logic.Game.html) | game | The game to invoke the command on. | |
| + NetAF.Logic.Modes | | | |
| (NetAF.Logic.Modes.html) Returns | | | |

| Type | Description |
|---|---------------|
| Reaction (NetAF.Assets.Interaction.Reaction.html) | The reaction. |

Implements

ICommand (NetAF.Commands.ICommand.html)

+ **NetAF.Commands.**

Conversation

 ([NetAF.Commands.Conversation.html](#))

+ **NetAF.Commands.Frame**

 ([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

 ([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Persistence

 ([NetAF.Commands.Persistence.html](#))

- **NetAF.Commands.Region**

Map

 ([NetAF.Commands.RegionMap.html](#))

 Pan

 ([NetAF.Commands.RegionMap.Pan.html](#))

 PanReset

 ([NetAF.Commands.RegionMap.PanReset.html](#))

+ **NetAF.Commands.Scene**

 ([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

 ([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

 ([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

 ([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

 ([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

 ([NetAF.Logic.Modes.html](#))

...

Class PanReset

Represents the PanReset command.

Filter by title

Inheritance

Conversation

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ PanReset

+ NetAF.Commands.Frame

Implements

[\(NetAF.Commands.Frame.html\)](#)

ICommand (NetAF.Commands.ICommand.html)

+ NetAF.Commands.Global

Inherited Members

[\(NetAF.Commands.Global.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ NetAF.Commands.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Commands.Persistence.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

- NetAF.Commands.Region

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Commands.RegionMap.html\)](#)

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).RegionMap (NetAF.Commands.RegionMap.html)

Part

Assembly: NetAF

Syntax

PanReset
 (NetAF.Commands.RegionMap.Pa

PanReset
 (NetAF.Commands.RegionMap.Pa

+ NetAF.Commands.Scene : ICommand

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Properties

+ NetAF.Conversations.

Instructions

CommandHelp

[\(NetAF.Conversations.Instruct](#)

Get the command help

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

public static CommandHelp CommandHelp { get; }

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Property Value

[\(NetAF.Logic.html\)](#)

Type

+ NetAF.Logic.Modes

CommandHelp (NetAF.Commands.CommandHelp.html)

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

| Description |
|-------------|
| |

Methods

Invoke(Game)

Invoke the command.

Declaration
↓
Declaration

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Game (NetAF.Commands.Global.html)

Name

Description

Game (NetAF.Commands.Global.html)

game

The game to invoke the command on.

+ NetAF.Commands.Persistence

Returns

Persistence

Type (NetAF.Commands.Persistence.html)

Description

- NetAF.Commands.Reaction (NetAF.Assets.Interaction.Reaction.html)

The reaction.

Map

(NetAF.Commands.RegionMap.html)

Implements

Pan

ICommand (NetAF.Commands.RegionMap.Pan.html)

PanReset

(NetAF.Commands.RegionMap.PanReset.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Namespace NetAF.Commands.Scene

Classes

Filter by title ▾

+ [NetAF.Commands.](#)

Drop (NetAF.Commands.Scene.Drop.html)

Conversation

Represents the Drop command.

(NetAF.Commands.Conversati

+ [NetAF.Commands.Frame](#)

Examine (NetAF.Commands.Scene.Examine.html)

(NetAF.Commands.Frame.htm

Represents the Examine command.

+ [NetAF.Commands.Global](#)

(NetAF.Commands.Global.htm

Move (NetAF.Commands.Scene.Move.html)

+ [NetAF.Commands.](#)

Represents the Move command.

Persistence

(NetAF.Commands.Persistence

Take (NetAF.Commands.Scene.Take.html)

+ [NetAF.Commands.Region](#)

Represents the Take command.

Map

(NetAF.Commands.RegionMap

TakeAll (NetAF.Commands.Scene.TakeAll.html)

- [NetAF.Commands.Scene](#)

Represents the Take all command.

(NetAF.Commands.Scene.htm

Drop

Talk (NetAF.Commands.Scene.Talk.html)

(NetAF.Commands.Scene.Drop.htm

Examine

Represents the Talk command.

(NetAF.Commands.Scene.Examine

Move

(NetAF.Commands.Scene.Move.htm

Unactionable (NetAF.Commands.Scene.Unactionable.html)

Take

Represents the Unactionable command.

(NetAF.Commands.Scene.Take.htm

TakeAll

(NetAF.Commands.Scene.TakeAll.htm

UseOn (NetAF.Commands.Scene.UseOn.html)

Talk

Represents the UseOn command.

(NetAF.Commands.Scene.Talk.htm

Unactionable

(NetAF.Commands.Scene.Unaction

UseOn

(NetAF.Commands.Scene.UseOn.I

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

+ [NetAF.Conversations.](#)

Instructions

(NetAF.Conversations.Instruct

Class Drop

Represents the Drop command.

Filter by title

Inheritance

(NetAF.Commands.Conversati

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

ICommand ([NetAF.Commands.ICommand.html](#))

+ NetAF.Commands.Global

Inherited Members

(NetAF.Commands.Global.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

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.Region

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(NetAF.Commands.RegionMap

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- NetAF.Commands.Scene

NameSpace: NetAF.Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

(NetAF.Commands.Scene.html)

Syntax

Drop ([NetAF.Commands.Scene.Drop.html](#))

Examine
public sealed class Drop : ICommand

(NetAF.Commands.Scene.Examine)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Talk

Represents the Drop command.

(NetAF.Commands.Scene.Talk.html)

Declaration

Unactionable

(NetAF.Commands.Scene.Unactionable)

useOn Drop (Item item)

(NetAF.Commands.Scene.UseOn.Item)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations

Item ([NetAF.Assets.Item.html](#))

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

| Type | Name | Description |
|------|------|-------------------|
| item | item | The item to take. |

Properties

CommandHelp

Get the command help.

Declaration

(NetAF.Commands.Conversati

```
    public static CommandHelp CommandHelp { get; }
```

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Property Value

+ NetAF.Commands.Global

Type

(NetAF.Commands.Global.htm

```
    CommandHelp (NetAF.Commands.CommandHelp.html)
```

Description

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence

Methods

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap

- NetAF.Commands.Scene

Invoke the command.

(NetAF.Commands.Scene.html

Declaration

Drop

```
    public Reaction Invoke(Game game)
```

Examine

(NetAF.Commands.Scene.Examine

Parameters

| Type | Name | Description |
|--------------------------------|------|-------------|
| (NetAF.Commands.Scene.Move.htm | | |
| Take | | |

Game (NetAF.Commands.Scene.Take.htm

game

The game to invoke the command on.

TakeAll

(NetAF.Commands.Scene.TakeAll.

Talk

Type (NetAF.Commands.Scene.Talk.htm

Description

Reaction (NetAF.Assets.Interaction.Reaction.html)

The reaction.

(NetAF.Commands.Scene.Unactio

UseOn

(NetAF.Commands.Scene.UseOn.I

Implements

+ NetAF.Conversations

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Class Examine

Represents the Examine command.

Filter by title

Inheritance

↳ [NetAF.Commands.Frame](#)
↳ [Examine](#)
[\(NetAF.Commands.Frame.html\)](#)

Implements

+ [NetAF.Commands.Global](#)
ICommand ([NetAF.Commands.ICommand.html](#))
[\(NetAF.Commands.Global.html\)](#)

Inherited Members

+ [NetAF.Commands](#).

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

↳ [NetAF.Commands.Persistence](#)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

↳ [NetAF.Commands.RegionMap](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ [NetAF.Commands.RegionMap](#)
object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

[NetAF.Commands.Scene](#)

[\(NetAF.Commands.Scene.html\)](#) Scene ([NetAF.Commands.Scene.html](#))

Assembly: NetAF.dll

Syntax: [NetAF.Commands.Scene.Drop.htm](#)

Examine

[\(NetAF.Commands.Scene.Examine.html\)](#) ICommand

Move

[\(NetAF.Commands.Scene.Move.html\)](#)

Take

[Constructors](#)

[\(NetAF.Commands.Scene.Take.html\)](#)

TakeAll

[\(NetAF.Commands.Scene.TakeAll.html\)](#)

Examine(IExaminable)

Talk

[\(NetAF.Commands.Scene.Talk.html\)](#)

Represents the Examine command.

Unactionable

Declaration: [NetAF.Commands.Scene.Unactionable](#)

UseOn

[\(NetAF.Commands.Scene.UseOn.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [Type](#)
[NetAF.Conversations](#).

Instructions

IExaminable ([NetAF.Assets.IExaminable.html](#))

[\(NetAF.Conversations.Instruct.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

| Type | Name | Description |
|---------------------------------------|-------------------|-----------------|
| NetAF.Conversations . | <i>examinable</i> | The examinable. |

Properties

CommandHelp

Get the command help.

Declaration

+ NetAF.Commands.Frame
public string CommandHelp { get; }
(NetAF.Commands.Frame.html)

Properties

NetAF.Commands.Global

| Type | Description |
|--|-------------|
| + NetAF.Commands.Commands.CommandHelp.html | |

Persistence
(NetAF.Commands.Persistence.html)

Methods

RegionMap

(NetAF.Commands.RegionMap.html)

Invoke(Game)

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Declaration

(NetAF.Commands.Scene.Drop.html)

Examine

public Reaction Invoke(Game game)

(NetAF.Commands.Scene.Examine.html)

Move

Parameters

(NetAF.Commands.Scene.Move.html)

| Type | Name | Description |
|----------------------------------|------|-------------|
| (NetAF.Commands.Scene.Take.html) | | |

Game
(NetAF.Logic.Game.html)

(NetAF.Commands.Scene.TakeAll.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Type
Unactionable

(NetAF.Commands.Scene.Unactionable.html)

Reaction
(NetAF.Assets.Interaction.Reaction.html)

UseOn
(NetAF.Commands.Scene.UseOn.html)

| Type | Description |
|--|---------------|
| (NetAF.Assets.Interaction.Reaction.html) | The reaction. |

UseOn

(NetAF.Commands.Scene.UseOn.html)

Implementations

Conversations

(NetAF.Conversations.html)

ICommand
(NetAF.Commands.ICommand.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Class Move

Represents the Move command.

Filter by title

Inheritance

+ NetAF.Commands.Frame

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Move

+ NetAF.Commands.Global

Implements

([NetAF.Commands.Global.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ NetAF.Commands.

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](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>)

([NetAF.Commands.RegionMap.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Scene.html](#))

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Drop

Assembly: NetAF.dll
([NetAF.Commands.Scene.Drop.html](#))

Syntax

([NetAF.Commands.Scene.Examine.html](#))

Move

public sealed class Move : ICommand

([NetAF.Commands.Scene.Move.html](#))

Take

([NetAF.Commands.Scene.Take.html](#))

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Talk

Move(Direction)

([NetAF.Commands.Scene.Talk.html](#))

Unactionable

Represents the Move command.

([NetAF.Commands.Scene.Unactionable.html](#))

Declaration

([NetAF.Commands.Scene.UseOn.html](#))

public Move(Direction direction)

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Parameters

+ NetAF.Conversations.

Type

Instructions

([NetAF.Conversations.Instruction.html](#))

Name

Description

direction

The direction to move.

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Fields

SuccessfulMove

Get the string for successful moves.

▼

Declaration

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html) public static string SuccessfulMove = "Moved. "

+ NetAF.Commands.Global

Field Value

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Type System.String (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Commands.Persistence.html)

Description

+ NetAF.Commands.Region

Map

Properties

(NetAF.Commands.RegionMap.html)

- NetAF.Commands.Scene

DownCommandHelp

(NetAF.Commands.Scene.html)

Get the command help for down.

Drop

Declaration

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

PropertyValue

Type System.String ([\(NetAF.Commands.Scene.Take.html\)](#)

Description

TakeAll

Comment (NetAF.Commands.Scene.TakeAll.CommandHelp.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

EastCommandHelp

(NetAF.Commands.Scene.Unactionable.html)

UseOn

Get the command help for east.

(NetAF.Commands.Scene.UseOn.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

public static CommandHelp EastCommandHelp { get; }

+ NetAF.Conversations.

Instructions

Type System.String ([\(NetAF.Conversations.Instruct.html\)](#)

Description

+ NetAF.Extensions

Comment Help (NetAF.Commands.CommandHelp.html)

(NetAF.Extensions.html)

...

NorthCommandHelp

Get the command help for north.

Declaration

```
public static CommandHelp NorthCommandHelp { get; }
```

+ NetAF.Commands.Frame

Property Value

(NetAF.Commands.Frame.html)

Type

+ NetAF.Commands.Global

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Global.html)

Description

+ NetAF.Commands.

Persistence

SouthCommandHelp

(NetAF.Commands.Persistence.html)

Get the command help for south.

+ NetAF.Commands.Region

Declaration

Map

(NetAF.Commands.RegionMap)

```
public static CommandHelp SouthCommandHelp { get; }
```

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Property Value

Drop

Type

(NetAF.Commands.Scene.Drop.html)

Description

Examine

Type

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

UpCommandHelp

Take

(NetAF.Commands.Scene.Take.html)

Get the command help for up.

TakeAll

Declaration

NetAF.Commands.Scene.TakeAll.

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

Property Value

UseOn

Type

(NetAF.Commands.Scene.UseOn.html)

Description

+ NetAF.Conversations

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

WestCommandHelp

Instruct

(NetAF.Conversations.Instruct.html)

Get the command help for west.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

...

```
public static CommandHelp WestCommandHelp { get; }
```

Property Value

| Type | Description |
|---|-------------|
| CommandHelp (NetAF.Commands.CommandHelp.html) | |

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Invoke(Game)

Persistence

(NetAF.Commands.Persistence.html)

Invoke the command.

+ NetAF.Commands.Region

Declaration

Map

(NetAF.Commands.Region.Map.html)

- NetAF.Commands.Scene

Parameters

(NetAF.Commands.Scene.html)

| Type | Name | Description |
|---------------------------------------|------|------------------------------------|
| Drop (NetAF.Commands.Scene.Drop.html) | game | The game to invoke the command on. |

Game (NetAF.Logic.Game.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Returns

Move

| Type | Description |
|---------------------------------------|---------------|
| Move (NetAF.Commands.Scene.Move.html) | The reaction. |

Take

Reaction (NetAF.Assets.Interaction.Reaction.html)

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Implements

Talk (NetAF.Commands.Scene.Talk.html)

ICommand (NetAF.Commands.ICommand.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

...

Class Take

Represents the Take command.

Filter by title

Inheritance

(NetAF.Commands.Frame.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF Commands.Global

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

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.Commands.Region

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.RegionMap.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.Scene.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Drop

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)
(NetAF.Commands.Scene.Drop.html)

Assembly: NetAF.dll

Examine

Syntax: `Take()` ([NetAF.Commands.Scene.Examine.html](#))

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Take(item)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

Represents the Take command.

UseOn

Declaration: `public void UseOn(IItem item)`

+ NetAF.Conversations

public Take(Item item)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Parameters

Instructions

Type

(NetAF.Conversations.Instruct.html)

Item ([NetAF.Assets.Item.html](#))

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

| Type | Name | Description |
|---|------|-------------------|
| Item (NetAF.Assets.Item.html) | item | The item to take. |

Properties

CommandHelp

Get the command help.

Declaration

(NetAF.Commands.Frame.html)

```
public static CommandHelp CommandHelp { get; }
```

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Property Value

+ NetAF.Commands.

Type

Persistence

Description

CommandHelp (NetAF.Commands.CommandHelp.html)

+ NetAF.Commands.Region

Map

Methods

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Drop

Invoke the command

(NetAF.Commands.Scene.Drop.html)

Examine

Declaration

(NetAF.Commands.Scene.Examine.html)

Move

```
public Reaction Invoke(Game game)
```

(NetAF.Commands.Scene.Move.html)

Take

Parameter

(NetAF.Commands.Scene.Take.html)

TakeAll

Type

(NetAF.Commands.Scene.TakeAll.html)

Name

Description

Game

Talk (NetAF.Logic.Game.html)

game

The game to invoke the command on.

(NetAF.Commands.Scene.Talk.html)

Returns

Inactionable

(NetAF.Commands.Scene.Unactionable.html)

Type

UseOn

(NetAF.Commands.Scene.UseOn.html)

Description

Reaction

(NetAF.Commands.Scene.UseOn.Reaction.html)

The reaction.

+ NetAF.Conversations

(NetAF.Conversations.html)

Implements

+ NetAF.Conversations.

ICommand (NetAF.Commands.ICommand.html)

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Class TakeAll

Represents the Take all command.

Filter by title

Inheritance

+ [NetAF.Commands.Global](#)
[\(NetAF.Commands.Global.html\)](#)

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

Inheritance Tree
[\(NetAF.Commands.Persistence.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))
[\(NetAF.Commands.RegionMap.html\)](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))
[\(NetAF.Commands.Scene.Drop.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))
Examine

Assembly: [NetAF.dll](#)
[\(NetAF.Commands.Scene.Examine.html\)](#)

Syntax

[Move](#)
([NetAF.Commands.Scene.Move.html](#))

[Take](#)
public sealed class TakeAll : ICommand

([NetAF.Commands.Scene.Take.html](#))

[TakeAll](#)

([NetAF.Commands.Scene.TakeAll.html](#))

[Talk](#)

Properties

[Unactionable](#)
([NetAF.Commands.Scene.Unactionable.html](#))

CommandHelp

[UseOn](#)
([NetAF.Commands.Scene.UseOn.html](#))
Get the command help.

+ [NetAF.Conversations](#)

Declaration
[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#)

CommandHelp CommandHelp { get; }

[Instructions](#)

[Property Value](#)
[\(NetAF.Conversations.Instruct.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)
CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Description

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Methods

Invoke(Game)

Invoke the command.

Declaration

+ NetAF.Commands.Global.

public Reaction Invoke(Game game)
(NetAF.Commands.Global.html)

NetAF Commands.

| Persistence Type | Name | Description |
|---|------|------------------------------------|
| (NetAF.Commands.Persistence.Game (NetAF.Logic.Game.html)) | game | The game to invoke the command on. |

+ NetAF.Commands.Region

Map

Returns

| Type | Description |
|--|---------------|
| (NetAF.Commands.RegionMap (NetAF.Commands.Scene.html)) | The reaction. |

- NetAF.Commands.Scene

Reaction (NetAF.Assets.Interaction.Reaction.html)

(NetAF.Commands.Scene.html)

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class Talk

Represents the Talk command.

Filter by title

Inheritance

+ NetAF.Commands.Global

↳ [\(NetAF.Commands.Global.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Talk

+ NetAF.Commands.

Implements

Persistence

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.Persistence.html](#))

Inherited Members

+ NetAF.Commands.Region

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([NetAF.Commands.RegionMap.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

[NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

object GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

Drop

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

([NetAF.Commands.Scene.Drop.html](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Examine

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))

Assembly: NetAF.dll

Move

Syntax: [MetAF.Commands.Scene.Move.html](#)

Take

([NetAF.Commands.Scene.Take.html](#))

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Talk

Constructors

([NetAF.Commands.Scene.Talk.html](#))

Unactionable

([NetAF.Commands.Scene.Unactionable.html](#))

Talk(IConverser)

UseOn

([NetAF.Commands.Scene.UseOn.html](#))

Represents the Talk command.

+ NetAF.Conversations

Declaration

([NetAF.Conversations.html](#))

public Talk(TConverser converser)

Instructions

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

Name

Description

converser

The converser.

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

Properties

TalkCommandHelp

Get the command help.



Declaration

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)
public static CommandHelp TalkCommandHelp { get; }

+ NetAF.Commands.

Property Value

Persistence

| Type | Description |
|------------------------------|-------------|
| (NetAF.Commands.Persistence) | |

+ NetAF.Commands.Region

CommandHelp (NetAF.Commands.CommandHelp.html)

Map

(NetAF.Commands.RegionMap)

ToCommandHelp

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Get the command help for to.

Drop

Declaration

(NetAF.Commands.Scene.Drop.html)

Examine

public static CommandHelp ToCommandHelp { get; }

Move

(NetAF.Commands.Scene.Move.html)

Take

Type (NetAF.Commands.Scene.Take.html)

Description

TakeAll

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Scene.TakeAll.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

Invoke(Game)

+ NetAF.Conversations

Invoke the command.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public Reaction Invoke(Game game)

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

+ NetAF.Interpretation

Game (NetAF.Logic.Game.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

| Type | Name | Description |
|------|------|------------------------------------|
| | game | The game to invoke the command on. |

Returns

| Type | Description |
|---|---------------|
| Reaction (NetAF.Assets.Interaction.Reaction.html) | The reaction. |

Implements

+ **NetAF.Commands.Global**
ICommand (NetAF.Commands.ICommand.html)
[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.Persistence**
[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.RegionMap**
[\(NetAF.Commands.RegionMap.html\)](#)

- **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)

Drop
[\(NetAF.Commands.Scene.Drop.html\)](#)
Examine
[\(NetAF.Commands.Scene.Examine.html\)](#)
Move
[\(NetAF.Commands.Scene.Move.html\)](#)
Take
[\(NetAF.Commands.Scene.Take.html\)](#)
TakeAll
[\(NetAF.Commands.Scene.TakeAll.html\)](#)
Talk
[\(NetAF.Commands.Scene.Talk.html\)](#)
Unactionable
[\(NetAF.Commands.Scene.Unactionable.html\)](#)
UseOn
[\(NetAF.Commands.Scene.UseOn.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

Class Unactionable

Represents the Unactionable command.

Filter by title

Inheritance

([NetAF.Commands.Global.htm](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Commands.**

↳ Unactionable

Persistence

Implements

([NetAF.Commands.Persistence.htm](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF Commands.Region**

Inherited Members

Map

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)))

([NetAF.Commands.RegionMap.htm](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Drop

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Commands.Scene.Drop.htm](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Examine

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Scene.Examine.htm](#))

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))

Move

Assembly: NetAF.dll

([NetAF.Commands.Scene.Move.htm](#))

Syntax

([NetAF.Commands.Scene.Take.htm](#))

TakeAll public sealed class Unactionable : ICommand

([NetAF.Commands.Scene.TakeAll.htm](#))

Talk

([NetAF.Commands.Scene.Talk.htm](#))

Constructors

Unactionable()

([NetAF.Commands.Scene.Unactionable.htm](#))

UseOn

Unactionable()

([NetAF.Commands.Scene.UseOn.htm](#))

Initializes a new instance of the Unactionable class.

+ **NetAF.Conversations**

([NetAFConversations.html](#))

+ **NetAF.Conversations.**

public Unactionable()

Instructions

([NetAF.Conversations.Instruct.htm](#))

+ **NetAF.Extensions**

Unactionable(string)

([NetAF.Extensions.Html.htm](#))

Initializes a new instance of the Unactionable class.

+ **NetAF.Interpretation**

([NetAFInterpretation.html](#))

Declaration

([NetAFInterpretation.htm](#))

+

NetAF.Logic

([NetAFLogic.htm](#))

```
public Unactionable(string description)
```

Parameters

| Type | | Name | Description |
|--|--|--------------------|------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Global.htm) | | <i>description</i> | The description. |

+ NetAFCommands.

Persistence Properties

+ NetAF.Commands.Region Description Map

(NetAE.Comma)

NetAE Commands Scene

(NetAECommands-Scene.html)

```
public string Description { get; }
```

(NetAF.Commands.Scene.Drop.htm)

Examine Property Value (NetAE Commands Scene Examiner)

| Type | Description |
|---|-------------|
| Move string (NetAF.Commands.Scene.Move.htm https://learn.microsoft.com/dotnet/api/system.string) Take | |

Methods

(NetAF.Commands.Scene.Talk.htm

Unactionable

Invoke(Game)

UseOn

Invoke the command
(NetAPI)

(NetAF.Commands.Scenario.UseOn.I

Declaration + NetAFC

Declaration + NetAF.Conversations

(NetAF.Conversations.html)
public Reaction Invoke(Game game)

+ NetAF.Conversations.

Instructions Parameters

(NetAEF)

NetF.FConversations.InstructionType

| | | |
|--|-------------|------------------------------------|
| + NetAF.Extensions Game (NetAF.Logic.Game.html) (NetAF.Extensions.html) | <i>game</i> | The game to invoke the command on. |
|--|-------------|------------------------------------|

Return to **NetAF Interpretation**

[\(NetAF.Interpretation.html\)](#)

| Type | Description |
|---|---------------|
| +Reactor (LogiF Assets.Interaction.Reaction.html) | The reaction. |

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

▼

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

- **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Class UseOn

Represents the UseOn command.

Filter by title

Inheritance

+ **NetAF Commands**

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

Persistence

(**NetAF.Commands.Persistence**)
Implements

+ [ICloneable](#) ([ICloneable.Command.html](#))

Map Members

(**NetAF.Commands.RegionMap**)

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.Scene**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Drop

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.Scene.Drop.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Examine

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Commands.Scene.Examine.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Move

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Assembly: NetAF.dll

Syntax

[NetAF.Commands.Scene.Take.html](#)

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#)).Command

Talk

([NetAF.Commands.Scene.Talk.html](#))

Unactionable

Constructors

([NetAF.Commands.Scene.Unactionable.html](#))

UseOn

([NetAF.Commands.Scene.UseOn.html](#))

UseOn(Item, IInteractWithItem)

+ **NetAF.Conversations**

Represents the UseOn command.

([NetAF.Conversations.html](#))

Declaration

+ **NetAF.Conversations.**

Instructions

public UseOn(Item item, IInteractWithItem target)

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

Parameters

([NetAF.Extensions.html](#))

Type

+ **NetAF.Interpretation**

Item ([NetAF.Assets.Item.html](#))

([NetAF.Interpretation.html](#))

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

| | Name | Description |
|-------------------|--------|----------------------------|
| Type | item | The item to use. |
| IInteractWithItem | target | The target of the command. |

Properties

OnCommandHelp

Get the command help for on.

Declaration

+ NetAF.Commands.

public static CommandHelp OnCommandHelp { get; }

Persistence

(NetAF.Commands.Persistence)

Property Value

+ NetAF.Commands.Region

Type
Map

CommandHelp (NetAF.Commands.CommandHelp.html)

Description

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

UseCommandHelp

Drop

Get the NetAFCommands.Scene.Drop.htm

Examine

Declaration
(NetAF.Commands.Scene.Examine)

Move

public static CommandHelp UseCommandHelp { get; }

Take

(NetAF.Commands.Scene.Take.htm)

Property Value

TakeAll

Type (NetAF.Commands.Scene.TakeAll)

Description

Talk

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Scene.Talk.htm)

Unactionable

(NetAF.Commands.Scene.Unactionable)

UseOn

(NetAF.Commands.Scene.UseOn)

Methods

+ NetAF.Conversations

Invoke(Game)

(NetAF.Conversations.html)

NetAF.Conversations.

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type (NetAF.Interpretation.html)

Name

Description

Game (NetAF.Logic.Game.html)

game

The game to invoke the command on.

+ NetAF.Logic

(NetAF.Logic.html)

Returns

| Type | Description |
|---|---------------|
| Reaction (NetAF.Assets.Interaction.Reaction.html) | The reaction. |

Implements

ICommand (NetAF.Commands.ICommand.html)

+ **NetAF.Commands.Persistence**
(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**
Map
(NetAF.Commands.RegionMap.html)

- **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)

Drop
(NetAF.Commands.Scene.Drop.html)
Examine
(NetAF.Commands.Scene.Examine.html)
Move
(NetAF.Commands.Scene.Move.html)
Take
(NetAF.Commands.Scene.Take.html)
TakeAll
(NetAF.Commands.Scene.TakeAll.html)
Talk
(NetAF.Commands.Scene.Talk.html)
Unactionable
(NetAF.Commands.Scene.Unactionable.html)
UseOn
(NetAF.Commands.Scene.UseOn.html)

+ **NetAF.Conversations**
(NetAF.Conversations.html)

+ **NetAF.Conversations.Instructions**
(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**
(NetAF.Extensions.html)

+ **NetAF.Interpretation**
(NetAF.Interpretation.html)

+ **NetAF.Logic**
(NetAF.Logic.html)

Namespace NetAF.Conversations

Classes

Filter by title

[NetAF.Commands.Conversation](#) (NetAF.Conversations.Conversation.html)

- + [NetAF.Commands.Frame](#)
(NetAF.Commands.Frame.html)

[LogItem](#) (NetAF.Conversations.LogItem.html)

NetAF.Commands.Global.html

- + [NetAF.Commands.](#)

[Paragraph](#) (NetAF.Conversations.Paragraph.html)

NetAF.Commands.Persistence.html

- + [NetAF.Commands.Region](#)

[Response](#) (NetAF.Conversations.Response.html)

NetAF.Commands.RegionMap.html

- + [NetAF.Commands.Scene](#)

[EnumS](#) (NetAF.Commands.Scene.html)

- [NetAF.Conversations](#)

[Participant](#) (NetAF.Conversations.Participant.html)

Enumeration of participants in a conversation.
Conversation.html

(NetAF.Conversations.Conversation.html)

[Delegates](#)

ConversationActionCallback
(NetAF.Conversations.Conversation.html)

[ConversationActionCallback](#) (NetAF.Conversations.ConversationActionCallback.html)

(NetAF.Conversations.Paragraph.html)

Provides a callback that can be used in conversations invoking actions.

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

- + [NetAF.Conversations.](#)

Instructions

(NetAF.Conversations.Instruction.html)

- + [NetAF.Extensions](#)

(NetAF.Extensions.html)

- + [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

Class Conversation

Represents a conversation.

Filter by title

Inheritance

+ **NetAF.Commands.Frame**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Commands.Frame.html](#))

↳ Conversation

+ **NetAF.Commands.Global**

↳ [\(NetAF.Commands.Global.html\)](#)

IRestoreFromObjectSerialization<Conversation> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Conversation>

Serialization (NetAF.Serialization.Assets.ConversationSerialization.html)>

+ **NetAF.Commands.**

Inherited Members

Persistence

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Region**

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.Region.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.Scene**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Commands.Scene.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NetAF Conversations

↳ [\(NetAF Conversations.html\)](#)

Syntax

Conversation

(NetAF.Conversations.Conversatio

n) ConversationAction Callout Conversation : IRestoreFromObjectSerialization<ConversationSeria

l> NetAF.Conversations.Conversatio

LogItem

(NetAF.Conversations.LogItem.htm

Paragraph

(NetAF.Conversations.Paragraph.h

Participant

(NetAF.Conversations.Participant.h

Response

Conversation(params Paragraph[])

Represents a conversation.

+ **NetAF Conversations.**

Declaration

Instructions

([NetAF Conversations.Instruct](#))

+ **NetAF.Extensions**

Parameters

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF Interpretation.html](#))

Paragraph.html[]

| Type | Name | Description |
|------------------|------------|-----------------|
| Paragraph.html[] | paragraphs | The paragraphs. |

+ **NetAF.Logic**

Properties

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

+ **NetAF.Commands.Frame**

public Paragraph CurrentParagraph { get; }

([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

Property Value

([NetAFCommands.Global.htm](#))

Type

+ **NetAF.Commands.**

Paragraph ([NetAF.Conversations.Paragraph.html](#))

Persistence

([NetAF.Commands.Persistence.html](#))

Log

Map

Get the Log

([NetAF.Commands.RegionMap.html](#))

Declaration

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

public LogItem[] Log { get; }

- **NetAF.Conversations**

([NetAFConversations.html](#))

Property Value

Conversation

Type

([NetAF.Conversations.Conversation.html](#))

Description

ConversationActionCallback

LogItem ([NetAF.Conversations.LogItem.html](#))[]

([NetAF.Conversations.Conversation.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraphs

Paragraph

([NetAFConversations.Paragraph.html](#))

Get the current paragraph in the conversation.

Participant

Declaration

([NetAF.Conversations.Participant.html](#))

Response

public Paragraph Response { get; }

+ **NetAF.Conversations.**

InSTRUCTIONS

([NetAF.Conversations.Instruct.html](#))

Type

Description

+ **NetAF.Extensions**

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Methods

+ **NetAF.Logic**

Next(Game)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

Name

Description

+ NetAF.Commands.Global

Game (NetAF.Logic.Game.html)

game

The game.

(NetAF.Commands.Global.html)

Returns

+ NetAF.Commands.

Type

(NetAF.Commands.Persistence.html)

Description

Reaction (NetAF.Assets.Interaction.Reaction.html)

The reaction to the line.

+ NetAF.Commands.Region

Map

(NetAF.Commands.Region.Map)

+ NetAF.Commands.Scene

Respond to the conversation.

(NetAF.Commands.Scene.html)

Declaration

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

(NetAF.Conversations.Conversation)

ConversationActionCallback

Type

(NetAF.Conversations.Conversation.html)

Name

Description

LogItem

Response (NetAF.Conversations.Response.html)

response

The response.

(NetAF.Conversations.LogItem.html)

Game (NetAF.Logic.Game.html)

game

The game.

Paragraph

(NetAF.Conversations.Paragraph.html)

Returns

Participant

Type

(NetAF.Conversations.Participant.html)

Description

Response

Reaction (NetAF.Assets.Interaction.Reaction.html)

The reaction to the response.

+ NetAF.Conversations.

Instructions

RestoreFrom(ConversationSerialization)

(NetAF.Conversations.Instruct)

Restore this object from a serialization.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

public void RestoreFrom(ConversationSerialization serialization)

(NetAF.Interpretation.html)

+ NetAF.Logic

Parameters

| Type | Name | Description |
|--|----------------------|------------------------------------|
| ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html) | <i>serialization</i> | The serialization to restore from. |

▼

Implements

+ NetAF.Commands.Frame

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global
[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.
Persistence
[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region
Map
[\(NetAF.Commands.RegionMap.html\)](#)

+ NetAF.Commands.Scene
[\(NetAF.Commands.Scene.html\)](#)

- NetAF.Conversations
[\(NetAF.Conversations.html\)](#)

Conversation
(NetAF.Conversations.Conversation.html)
ConversationActionCallback
(NetAF.Conversations.ConversationActionCallback.html)
LogItem
(NetAF.Conversations.LogItem.html)
Paragraph
(NetAF.Conversations.Paragraph.html)
Participant
(NetAF.Conversations.Participant.html)
Response
(NetAF.Conversations.Response.html)

+ NetAF.Conversations.
Instructions
[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions
[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: [NetAF](#).[\(NetAE.html\)](#).[Conversations](#) ([NetAF.Conversations.html](#))

Assemblies: [NetAF.dll](#)

Syntax

NetAF.Commands.Global

(NetAF.Commands.Global.htm

 public delegate void ConversationActionCallback(Game game)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.htm

Type

+ NetAF.Commands.Region

Game ([NetAF.Logic.Game.html](#))

Map

(NetAF.Commands.RegionMap.htm

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.htm

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

[\(NetAF.Conversations.Conversatio](#)

ConversationActionCallback

[\(NetAF.Conversations.Conversatio](#)

LogItem

[\(NetAF.Conversations.LogItem.htm](#)

Paragraph

[\(NetAF.Conversations.Paragraph.h](#)

Participant

[\(NetAF.Conversations.Participant.h](#)

Response

[\(NetAF.Conversations.Response.h](#)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

| Type | Name | Description |
|--|------|-------------------------------------|
| Game (NetAF.Logic.Game.html) | game | The game to invoke the callback on. |

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

+ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [LogItem](#)

(NetAF.Commands.Global.html)

Inherited Members

+ **NetAF.Commands.**

[object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-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.Commands.RegionMap**

[object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Commands.RegionMap.html)

[object.ReferenceEquals\(object, object\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

- Assembly: NetAF.dll

- **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

```
Conversation
public sealed class LogItem
    (NetAF.Conversations.Conversation)
    ConversationActionCallback
        (NetAF.Conversations.Conversation)
    
```

Constructors

[LogItem\(Participant, string\)](#)

Participant

Provides a container for log items.

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

+ **NetAF.Conversations.**([Participant participant, string line](#))

Instructions

Parameters

+ **NetAF.Extensions**

(NetAF.Extensions.html)

[Participant](#) ([\(NetAF.Conversations.Participant.html\)](#))

Name

Description

participant

The participant.

+ **NetAF.Interpretation**

[string](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

line

The line.

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

+ NetAF.Commands.Global

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Commands.Global.html\)](#)
↳ Paragraph

+ 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.Commands.Region

Map
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Commands.Scene

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
[\(NetAF.Commands.Scene.html\)](#)

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

- NetAF.Conversations

Assembly: NetAF.dll

[\(NetAF.Conversations.html\)](#)

Syntax

```
Conversation
  (NetAF.Conversations.Conversation)
public sealed class Paragraph
  ConversationActionCallback
    (NetAF.Conversations.Conversation)
    LogItem
      (NetAF.Conversations.LogItem.html)
    Paragraph
      (NetAF.Conversations.Paragraph.html)
```

Constructors

Paragraph(string, ConversationActionCallback, IEndOfParagraphInstruction, string)

(NetAF.Conversations.Participant.html)

Response

Represents a paragraph in a Conversation.
[\(NetAF.Conversations.Response.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstruction instruction, string name = "")
[\(NetAF.Conversations.Instruction.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Parameters

| Type | Name | Description |
|--------|------|-------------------|
| string | line | Specify the line. |
| string | | |

+ NetAF.Logic.Modes

| Type | Name | Description |
|--|-------------|--|
| ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html) | action | Specify any action to be carried out with this line. |
| IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) | instruction | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |
| + NetAF.Commands.Global + NetAF.Commands.Global.htm (https://learn.microsoft.com/dotnet/api/system.string) Persistence (NetAF.Commands.Persistence.html) | name | Specify the name of the paragraph. |

Paragraph(string, ConversationActionCallback, string)

Map

Initializes a new instance of the Paragraph class.

(NetAF.Commands.RegionMap.html)

Declaration

+ NetAF.Commands.Scene

```
(NetAF.Commands.Scene.html)
public Paragraph(string line, ConversationActionCallback action, string name = "")
```

- NetAF.Conversations

(NetAF.Conversations.html)

Parameters

| Type | Name | Description |
|---|--------|--|
| Conversation (NetAF.Conversations.Conversation.html) | | |
| string (NetAF.Conversations.ConversationActionCallback.html) | line | Specify the line. |
| ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html) | action | Specify any action to be carried out with this line. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | name | Specify the name of the paragraph. |

Paragraph(string, IEndOfParagraphInstruction, string)

(NetAF.Conversations.Response.html)

Initializes a new instance of the Paragraph class.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

```
public Paragraph(string line, IEndOfParagraphInstruction instruction, string name = "")
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

(NetAF.Interpretation.html)

| Type | Name | Description |
|---|------|-------------------|
| + NetAF.Logic (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.html) | line | Specify the line. |

+ NetAF.Logic.Modes

| Type | Name | Description |
|---|--------------------|--|
| IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) | <i>instruction</i> | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>name</i> | Specify the name of the paragraph. |

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.Paragraph(string, string)

[\(NetAF.Commands.Persistence.html\)](#)

Initializes a new instance of the Paragraph class.

- NetAF.Commands.Region

Map

[\(NetAF.Commands.RegionMap.html\)](#)

+ NetAF.Commands.Scene

Parameters

[\(NetAF.Commands.Scene.html\)](#)

Type

- NetAF.Conversations

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.

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Action

Participant

Get [\(NetAF.Conversations.Participant.html\)](#) this line.

Response

Declaration

[\(NetAF.Conversations.Response.html\)](#)

+ NetAF.Conversations

public ConversationActionCallback Action { get; set; }

Instructions

[\(NetAF.Conversations.Instruction.html\)](#)

Property Value

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

ConversationActionCallback ([\(NetAF.Conversations.ConversationActionCallback.html\)](#))

Description

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

CanRespond

[\(NetAF.Logic.html\)](#)

Get if a response is possible.

+ NetAF.Logic.Modes

Declaration

```
public bool CanRespond { get; }
```

Property Value

| Type | Description |
|--|-------------|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | |

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Instruction

+ NetAF.Commands.

Persistence

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Declaration

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

Property Value

(NetAF.Commands.Scene.html)

- Type

NetAF.Conversations

IEndOfParagraphInstruction

(NetAF.Conversations.html)

Conversation

(NetAF.Conversations.Conversation.html)

Line

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

Get or set the line.

LogItem

(NetAF.Conversations.LogItem.html)

Declaration

Paragraph

(NetAF.Conversations.Paragraph.html)

public string Line { get; set; }

Participant

(NetAF.Conversations.Participant.html)

Property Value

(NetAF.Conversations.Response.html)

Type

+ NetAF.Conversations.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Instructions

(NetAF.Conversations.Instruct

Name

(NetAF.Extensions.html)

Get the name.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

public string Name { get; }

(NetAF.Logic.html)

Property Value

NetAF.Logic.Modes

| Type | Description |
|--|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | |

Responses

Get or set the responses, applicable to the last line.

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands**

public Response[] Responses { get; set; }

Persistence

([NetAF.Commands.Persistence.html](#))

Property Value

+ **NetAF.Commands.Region**

Type
Map

Response[NetAF.Commands.Response.html]()

Description

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

- **NetAF.Conversations**

([NetAF.Conversations.html](#))

Conversation

([NetAF.Conversations.Conversation.html](#))

ConversationActionCallback

([NetAF.Conversations.ConversationActionCallback.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

Enum Participant

Enumeration of participants in a conversation.

 Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

(NetAF.Commands.Global.htm)

Assembly: NetAF.dll

Syntax

NetAF.Commands.
Persistence

`public enum Participant`

+ **NetAF.Commands.Region**

Map

Fields
(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene**

| Name | Description |
|---|-------------|
| (NetAF.Commands.Scene.html) | |

Other - **NetAF.Conversations** Any other participant.

P([\(NetAF.Conversations.html\)](#)) player.

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**

[\(NetAF.Logic.html\)](#)

Class Response

Provides a response to a conversation.

Filter by title

Inheritance -- - - - -

+ **NetAF.Commands** ([microsoft.com/dotnet/api/system.object](https://learn.microsoft.com/dotnet/api/system.object))

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

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)))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

object.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.html](#))

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#))

Assembly: NetAF

([NetAF.Conversations.Conversation.html](#))

Syntax

ConversationActionCallback

([NetAF.Conversations.Conversation.html](#))
public sealed class Response

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response(string)

([NetAF.Conversations.Response.html](#))

Initializes a new instance of the Response class.

+ **NetAF.Conversations.**

Declaration

Instructions

([NetAF.Conversations.Instruction.html](#))
public Response(string line)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Parameters

| Type | Name | Description |
|---|------|------------------------------------|
| (NetAF.Interpretation.html) string (https://learn.microsoft.com/dotnet/api/system.string) | line | The line to trigger this response. |

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.LogicModes**

([NetAF.Logic.Modes.html](#))

Provides a response to a conversation.

+ **NetAF.Persistence**

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

| Type | Name | Description |
|---|--------------------|--|
| string (https://learn.microsoft.com/dotnet/api/system.string) | line | The line to trigger this response. |
| + NetAF.Commands.Persistence (NetAF.Commands.Persistence.html) | instruction | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

Declaration

LogItem

```
public IEndOfParagraphInstruction Instruction { get; }
```

Paragraph

(NetAF.Conversations.Paragraph.html)

Property Value

Type

Description

Response

IEndOfParagraphInstruction (NetAF.Conversations.IEndOfParagraphInstruction.html)

+ NetAF.Conversations.

Instructions

Line

(NetAF.Conversations.Instruction.html)

Get the line.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public string Line { get; }
```

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Logic.Modes

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Description



+ **NetAF.Commands.**

Persistence

 ([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

 ([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

 ([NetAF.Commands.Scene.html](#))

- **NetAF.Conversations**

 ([NetAF.Conversations.html](#))

 Conversation

 ([NetAF.Conversations.Conversation.html](#))

 ConversationActionCallback

 ([NetAF.Conversations.ConversationActionCallback.html](#))

 LogItem

 ([NetAF.Conversations.LogItem.html](#))

 Paragraph

 ([NetAF.Conversations.Paragraph.html](#))

 Participant

 ([NetAF.Conversations.Participant.html](#))

 Response

 ([NetAF.Conversations.Response.html](#))

+ **NetAF.Conversations.**

Instructions

 ([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

 ([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

 ([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

 ([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

Namespace NetAF.Conversations.Instructions

▼ Filter by title

Classes

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

ByCallback ([NetAF.Conversations.Instructions.ByCallback.html](#))

+ **NetAF.Commands.Global**

An end-of-paragraph instruction that shifts paragraphs based on a callback.

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.Persistence**

First ([NetAF.Conversations.Instructions.First.html](#))

Persistence

An end-of-paragraph instruction that shifts paragraphs to the start.

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

GoTo ([NetAF.Conversations.Instructions.GoTo.html](#))

Map

An end-of-paragraph instruction that shifts paragraphs based on an absolute index.

([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

Jump ([NetAF.Conversations.Instructions.Jump.html](#))

([NetAF.Commands.Scene.html](#))

An end-of-paragraph instruction that shifts paragraphs based on a delta.

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Last ([NetAF.Conversations.Instructions.Last.html](#))

- **NetAF.Conversations**.

An end-of-paragraph instruction that shifts paragraphs to the end.

Instructions

([NetAF.Conversations.Instructions.html](#))

Next ([NetAF.Conversations.Instructions.Next.html](#))

ByCallback

An end-of-paragraph instruction that shifts paragraphs to the next paragraph.

First

([NetAF.Conversations.Instructions.First.html](#))

Previous ([NetAF.Conversations.Instructions.Previous.html](#))

GoTo

An end-of-paragraph instruction that shifts paragraphs to the previous paragraph.

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Repeat ([NetAF.Conversations.Instructions.Repeat.html](#))

Jump

An end-of-paragraph instruction that repeats.

Last

([NetAF.Conversations.Instructions.Last.html](#))

ToName ([NetAF.Conversations.Instructions.ToName.html](#))

Next

An end-of-paragraph instruction that shifts paragraphs based on a name.

Previous

([NetAF.Conversations.Instructions.Previous.html](#))

Repeat

([NetAF.Conversations.Instructions.Repeat.html](#))

ToName

([NetAF.Conversations.Instructions.ToName.html](#))

Interfaces

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.html)

First

(NetAF.Conversations.Instructions.First.html)

GoTo

(NetAF.Conversations.Instructions.GoTo.html)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Jump

(NetAF.Conversations.Instructions.Jump.html)

Last

(NetAF.Conversations.Instructions.Last.html)

Next

(NetAF.Conversations.Instructions.Next.html)

Previous

(NetAF.Conversations.Instructions.Previous.html)

Repeat

(NetAF.Conversations.Instructions.Repeat.html)

ToName

(NetAF.Conversations.Instructions.ToName.html)

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

+ **NetAF.Commands.Global**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(**NetAF.Commands.Global.html**)

↳ ByCallback

Implements

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction))

(**NetAF.Commands.Persistence.html**)

Inherited Members

+ **NetAF.Commands.Region**

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)))

Map

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>)

+ **NetAF.Conversations**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**NetAF.Conversations.html**)

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Instructions

(**NetAF.Conversations.Instruct**

public sealed class ByCallback : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

First

(NetAF.Conversations.Instructions.

Goto

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

ByCallback(Func<IEndOfParagraphInstruction>)

(NetAF.Conversations.Instructions.

An end of paragraph instruction that shifts paragraphs based on a callback.

(NetAF.Conversations.Instructions.

Declaration

Last

(NetAF.Conversations.Instructions.

public ByCallback(Func<IEndOfParagraphInstruction> callback)

(NetAF.Conversations.Instructions.

Previous

Parameters

(NetAF.Conversations.Instructions.

Type Repeat

(NetAF.Conversations.Instructions.

Func<IEndOfParagraphInstruction>

(NetAF.Conversations.Instructions.

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html))

→ **NetAF.Extensions**

Assembly: NetAF.dll

Namespace: NetAF (NetAF.html)

Implementation: NetAF.Extensions

Version: 1.0.0

File: NetAF.Extensions.cs

Line: 10

Character: 10

Column: 10

Line offset: 10

Character offset: 10

Line offset: 10

Character offset

Properties

Callback

Get the callback that decides the instruction to use.

Declaration

+ NetAF.Commands.Global

public Func<IEndOfParagraphInstruction> Callback { get; }

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Property Value

Persistence

Type (NetAF.Commands.Persistence)

Description

Func (https://learn.microsoft.com/dotnet/api/system.func-1)<

+ NetAF.Commands.Region

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)>

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

Methods

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

GetIndexOfNext(Paragraph, Paragraph[])

NetAF Conversations

Get the index of the next paragraph.

Instructions

Declaration

(NetAF.Conversations.Instruct

ByCallback GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

First

Parameters

(NetAF.Conversations.Instructions.

Type

GoTo

Name

Description

(NetAF.Conversations.Instructions.

current

The current paragraph.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

paragraphs

The collection of paragraphs.

Jump

(NetAF.Conversations.Instructions.

Returns

Last

Type

NetAF.Conversations.Instructions.

Description

Next

int (https://learn.microsoft.com/dotnet/api/system.int32)

The index of the next paragraph.

(NetAF.Conversations.Instructions.

ToName

Implements

Repeat (NetAF.Conversations.Instructions.

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

ToName

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

▼

- + **NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)
- + **NetAF.Commands.Persistence**
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Commands.RegionMap**
[\(NetAF.Commands.RegionMap.html\)](#)
- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)
 - ByCallback
 - (NetAF.Conversations.Instructions.ByCallback)
 - First
 - (NetAF.Conversations.Instructions.First)
 - GoTo
 - (NetAF.Conversations.Instructions.GoTo)
 - IEndOfParagraphInstruction
 - (NetAF.Conversations.Instructions.IEndOfParagraphInstruction)
 - Jump
 - (NetAF.Conversations.Instructions.Jump)
 - Last
 - (NetAF.Conversations.Instructions.Last)
 - Next
 - (NetAF.Conversations.Instructions.Next)
 - Previous
 - (NetAF.Conversations.Instructions.Previous)
 - Repeat
 - (NetAF.Conversations.Instructions.Repeat)
 - ToName
 - (NetAF.Conversations.Instructions.ToName)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

([NetAF.Commands.Global.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.**

Implementation

([NetAF.Commands.Persistence.html](#))

Inherited Members

+ **NetAF.Commands.Region**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

([NetAF.Commands.RegionMap.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations**

Instructions

Syntax

ByCallback

([NetAF.Conversations.Instructions.html](#)).First().EndOfParagraphInstruction

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

1EndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Last

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

Next

(NetAF.Conversations.Instructions.

Previous GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

Repeat

Parameters

(NetAF.Conversations.Instructions.

Type

Name

Description

(NetAF.Conversations.Instructions.

Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

The current paragraph.

+ **NetAF.Extensions**

Paragraph ([NetAF.Conversations.Paragraph.html](#))

paragraphs

The collection of paragraphs.

([NetAF.Extensions.html](#))

Returns

| Type | Description |
|---|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

Implements

[IEndOfParagraphInstruction \(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

Map

[\(NetAF.Commands.RegionMap.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

- NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

ByCallback

[\(NetAF.Conversations.Instructions.ByCallback.html\)](#)

First

[\(NetAF.Conversations.Instructions.First.html\)](#)

GoTo

[\(NetAF.Conversations.Instructions.GoTo.html\)](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

Jump

[\(NetAF.Conversations.Instructions.Jump.html\)](#)

Last

[\(NetAF.Conversations.Instructions.Last.html\)](#)

Next

[\(NetAF.Conversations.Instructions.Next.html\)](#)

Previous

[\(NetAF.Conversations.Instructions.Previous.html\)](#)

Repeat

[\(NetAF.Conversations.Instructions.Repeat.html\)](#)

ToName

[\(NetAF.Conversations.Instructions.ToName.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

+ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [GoTo](#)

Persistence

Implements

+ [NetAF.Commands.Persistence](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html))

+ [NetAF.Commands.Region](#)

Inherited Members

Map

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Commands.Scene](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([NetAF.Commands.Scene.html](https://learn.microsoft.com/dotnet/api/NetAF.Commands.Scene.html))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Conversations.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.html))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- [NetAF.Conversations](#)

Namespaces ([NetAF.html](https://learn.microsoft.com/dotnet/api/NetAF)).Conversations ([NetAF.Conversations.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.html)).Instructions ([NetAF.Conversations.Instructions.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.html))

Assembly ([NetAF.html](https://learn.microsoft.com/dotnet/api/NetAF))

+ [NetAF.Conversations.Instruct](#)

Syntax

ByCallback

(NetAF.Conversations.Instructions.

public sealed class GoTo : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

(NetAF.Conversations.Instructions.

Constructors

GoTo(int)

(NetAF.Conversations.Instructions.

An [end](#) of paragraph instruction that shifts paragraphs based on an absolute index.

(NetAF.Conversations.Instructions.

Declaration

Next

(NetAF.Conversations.Instructions.

public GoTo(int index)

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

Type

Name

Name

Description

| Type | Name | Description |
|---|-------|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | index | The index of the next paragraph. |

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](https://learn.microsoft.com/dotnet/api/NetAF.Extensions.html))

+ [NetAF.Interpretation](#)

Properties

Index

Get the index.



Declaration

```
(NetAF.Commands.Global.html)
```

+ **NetAF.Commands.{ get; }**

Persistence

(NetAF.Commands.Persistence)

Property Value

+ **Type** **NetAF.Commands.Region**

Map

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Commands.RegionMap)

Description

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Methods

+ **NetAF.Conversations**

(NetAF.Conversations.html)

GetIndexOfNext(Paragraph, Paragraph[])

- **NetAF.Conversations.**

Get the index of the next paragraph.

(NetAF.Conversations.Instruct)

Declaration

ByCallback

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

First

(NetAF.Conversations.Instructions.)

Parameters

GoTo

Type **NetAF.Conversations.Instructions.**

IEndOfParagraphInstruction

Paragraph **(NetAF.Conversations.Paragraph.html)**

(NetAF.Conversations.Instructions.)

Name

Description

The current paragraph.

Type **Jump** **(NetAF.Conversations.Paragraph.html[])**

paragraphs

The collection of paragraphs.

Last

Returns

(NetAF.Conversations.Instructions.)

Type **Text**

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

Previous

(NetAF.Conversations.Instructions.)

Repeat

(NetAF.Conversations.Instructions.)

ToName

IEndOfParagraphInstruction **(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)**

(NetAF.Conversations.Instructions.)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

▼

[NetAF.Commands.Global.html](#)

- + **NetAF.Commands.**
 Persistence
 ([NetAF.Commands.Persistence.html](#))
- + **NetAF.Commands.Region**
 Map
 ([NetAF.Commands.RegionMap.html](#))
- + **NetAF.Commands.Scene**
 ([NetAF.Commands.Scene.html](#))
- + **NetAF.Conversations**
 ([NetAF.Conversations.html](#))
- **NetAF.Conversations.**
 Instructions
 ([NetAF.Conversations.Instructions.html](#))
 - ByCallback
([NetAF.Conversations.Instructions.ByCallback.html](#))
 - First
([NetAF.Conversations.Instructions.First.html](#))
 - GoTo
([NetAF.Conversations.Instructions.GoTo.html](#))
 - IEndOfParagraphInstruction
([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
 - Jump
([NetAF.Conversations.Instructions.Jump.html](#))
 - Last
([NetAF.Conversations.Instructions.Last.html](#))
 - Next
([NetAF.Conversations.Instructions.Next.html](#))
 - Previous
([NetAF.Conversations.Instructions.Previous.html](#))
 - Repeat
([NetAF.Conversations.Instructions.Repeat.html](#))
 - ToName
([NetAF.Conversations.Instructions.ToName.html](#))
 - ToString
([NetAF.Conversations.Instructions.ToString.html](#))
- + **NetAF.Extensions**
 ([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

+ **NetAF.Commands.**

Assembly: NetAF.dll

Persistence

Syntax

(NetAF.Commands.Persistence)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene**

Methods

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.html)

Get the index of the next paragraph.

- **NetAF.Conversations.**

Instructions

Declaration

(NetAF.Conversations.Instruct

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

 ByCallback

 (NetAF.Conversations.Instructions.

 First

Parameters

 (NetAF.Conversations.Instructions.

Type

 GoTo

 (NetAF.Conversations.Instructions.

 Paragraph (NetAF.Conversations.Paragraph.html)

 IEndOfParagraphInstruction

 Paragraph (NetAF.Conversations.Paragraph.html)[]

Name

Description

current

The current paragraph.

paragraphs

The collection of paragraphs.

Jump

Return

(NetAF.Conversations.Instructions.

Last

Type

 (NetAF.Conversations.Instructions.

 int (https://learn.microsoft.com/dotnet/api/system.int32)

Description

The index of the next paragraph.

Next

Previous

Repeat

ToName

(NetAF.Conversations.Instructions.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.Persistence)
↳ Jump

+ **NetAF.Commands.Region**

Implements

Map

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(NetAF.Commands.RegionMap)

Inherited Members

+ **NetAF.Commands.Scene**

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.Scene.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.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>)
Instructions
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Conversations.Instruct

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

ByCallback

Assembly: NetAF.dll
([NetAF.Conversations.Instructions](#).)

Syntax

First

```
(NetAF.Conversations.Instructions.  
public sealed class Jump : IEndOfParagraphInstruction  
    (NetAF.Conversations.Instructions.  
        IEndOfParagraphInstruction  
            (NetAF.Conversations.Instructions.  
                Jump  
                    (NetAF.Conversations.Instructions.  
                        Last  
                            (NetAF.Conversations.Instructions.  
                                Next  
                                    An end of paragraph instruction that shifts paragraphs based on a delta.  
                                    (NetAF.Conversations.Instructions.  
                                        Declaration  
                                            Previous  
                                                (NetAF.Conversations.Instructions.  
                                                    public Jump(int delta)  
                                                    Repeat  
                                                        (NetAF.Conversations.Instructions.  
                                                            ToName  
                                                                Parameters  
                                                                    (NetAF.Conversations.Instructions.  
                                                                        Type  
                                                                + NetAF.Extensions  
                                                                int (https://learn.microsoft.com/dotnet/api/system.int32)  
                                                                (NetAF.Extensions.html)
```

Constructors

Jump(int)

([NetAF.Conversations.Instructions](#).
 Next
 An end of paragraph instruction that shifts paragraphs based on a delta.
 (NetAF.Conversations.Instructions.
 Declaration
 Previous
 (NetAF.Conversations.Instructions.
 public Jump(int delta)
 Repeat
 (NetAF.Conversations.Instructions.
 ToName
 Parameters
 (NetAF.Conversations.Instructions.
 Type
 + **NetAF.Extensions**
 int (<https://learn.microsoft.com/dotnet/api/system.int32>)
 (NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Properties

Delta

Get the delta.



Declaration

Persistence

```
public int Delta { get; }
```

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Property Value

Map

Type [NetAF.Commands.RegionMap](#)

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instruct)

Get the index of the next paragraph.

ByCallback

Declaration [NetAF.Conversations.Instructions.](#)

First

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

GoTo

(NetAF.Conversations.Instructions.

Parameters

IEndOfParagraphInstruction

Type [NetAF.Conversations.Instructions.](#)

Name

Description

Jump

Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

The current paragraph.

Last

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

Next

Returns

(NetAF.Conversations.Instructions.

Type previous

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

▼

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.html)

First

(NetAF.Conversations.Instructions.First.html)

GoTo

(NetAF.Conversations.Instructions.GoTo.html)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Jump

(NetAF.Conversations.Instructions.Jump.html)

Last

(NetAF.Conversations.Instructions.Last.html)

Next

(NetAF.Conversations.Instructions.Next.html)

Previous

(NetAF.Conversations.Instructions.Previous.html)

Repeat

(NetAF.Conversations.Instructions.Repeat.html)

ToName

(NetAF.Conversations.Instructions.ToName.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance-----

(**NetAF.Commands.Persistence**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Region**

Implements

(**NetAF.Commands.RegionMap**)

Inherited Members

+ **NetAF.Commands.Scene**

(**NetAF.Commands.Scene.html**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Instructions

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**NetAF.Conversations.Instruct**)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ByCallback

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

(**NetAF.Conversations.Instructions**)

Assembly: NetAF.dll

First

Syntax

(NetAF.Conversations.Instructions.

GoTo

public void class Last : IEndOfParagraphInstruction

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

(NetAF.Conversations.Instructions.

Methods

Last

(NetAF.Conversations.Instructions.

Next

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Previous

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

Repeat

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

NetAF.Extensions

(**NetAF.Extensions.html**)

Type

Name

Description

+ **NetAF.Interpretation**

Paragraph (NetAF.Conversations.Paragraph.html)

current

The current paragraph.

(**NetAF.Interpretation.html**)

Paragraph (NetAF.Conversations.Paragraph.html)[]

paragraphs

The collection of paragraphs.

+ **NetAF.Logic**

Returns

| Type | Description |
|---|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

Implements

IEndOfParagraphInstruction ([NetAF.Commands.Persistency.IEndOfParagraphInstruction.html](#))

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#))

ByCallback

([NetAF.Conversations.Instructions.](#)

First

([NetAF.Conversations.Instructions.](#)

GoTo

([NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

Jump

([NetAF.Conversations.Instructions.](#)

Last

([NetAF.Conversations.Instructions.](#)

Next

([NetAF.Conversations.Instructions.](#)

Previous

([NetAF.Conversations.Instructions.](#)

Repeat

([NetAF.Conversations.Instructions.](#)

ToName

([NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance [System.Object](#)

+ [NetAF.Commands.RegionMap](#)
↳ Next

Implementation of [IEndOfParagraphInstruction](#)

+ [NetAF.Commands.Scene](#)

Inherited Members

([NetAF.Commands.Scene.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ [NetAF.Conversations](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

- [NetAF.Conversations](#).

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([NetAF.Conversations.Instructions.html](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

([NetAF.Conversations.Instructions.html](#))

Namespace: [NetAF](#) ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

First

Assembly: [NetAF.dll](#)

([NetAF.Conversations.Instructions.html](#))

Syntax

GoTo

([NetAF.Conversations.Instructions.html](#))

public EndOfParagraphInstruction Next : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.html](#))

Jump

([NetAF.Conversations.Instructions.html](#))

Last

Methods

([NetAF.Conversations.Instructions.html](#))

Next

([NetAF.Conversations.Instructions.html](#))

Previous

([NetAF.Conversations.Instructions.html](#))

Get the index of the next paragraph.

Repeat

Declaration

([NetAF.Conversations.Instructions.html](#))

ToName

p([NetAF.Conversations.Next.Paragraph](#) current, Paragraph[] paragraphs)

+ [NetAF.Extensions](#)

Parameters

([NetAF.Extensions.html](#))

| Type | Name | Description |
|---|----------------|------------------------|
| + NetAF.Interpretation | | |
| (NetAF.Interpretation.html) | Paragraph.html | The current paragraph. |

+ [NetAF.Logic](#)
↳ [NetAF.Conversations.Paragraph.html](#)[]

([NetAF.Logic.html](#))

Returns

| Type | Description |
|---|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Commands.Region

Map

([NetAF.Commands.RegionMap](#))

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

- NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct](#))

ByCallback

([NetAF.Conversations.Instructions.](#))

First

([NetAF.Conversations.Instructions.](#))

GoTo

([NetAF.Conversations.Instructions.](#))

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#))

Jump

([NetAF.Conversations.Instructions.](#))

Last

([NetAF.Conversations.Instructions.](#))

Next

([NetAF.Conversations.Instructions.](#))

Previous

([NetAF.Conversations.Instructions.](#))

Repeat

([NetAF.Conversations.Instructions.](#))

ToName

([NetAF.Conversations.Instructions.](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

+ NetAF.Commands.Region

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Previous
↳ **(NetAF.Commands.RegionMap)**

Implements

+ NetAF.Commands.Scene

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Commands.Scene.html)

Inherited Members

+ NetAF.Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(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.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

First
Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)
(NetAF.Conversations.Instructions.

Assembly: NetAF.dll

GoTo

Syntax

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public class Previous : IEndOfParagraphInstruction

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Methods

Next

(NetAF.Conversations.Instructions.

Previous

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Repeat

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

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](#))

+ NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

(NetAF.Logic.html)

| Type | Name | Description |
|--|------------|-------------------------------|
| Paragraph (NetAF.Conversations.Paragraph.html) | current | The current paragraph. |
| Paragraph (NetAF.Conversations.Paragraph.html)[] | paragraphs | The collection of paragraphs. |

Returns

| Type | Description |
|---|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

Implements

+ **NetAF.Commands.RegionMap**
[\(NetAF.Commands.RegionMap.html\)](#)

+ **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)

 ByCallback
[\(NetAF.Conversations.Instructions.ByCallback.html\)](#)

 First
[\(NetAF.Conversations.Instructions.First.html\)](#)

 GoTo
[\(NetAF.Conversations.Instructions.GoTo.html\)](#)

 IEndOfParagraphInstruction
[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

 Jump
[\(NetAF.Conversations.Instructions.Jump.html\)](#)

 Last
[\(NetAF.Conversations.Instructions.Last.html\)](#)

 Next
[\(NetAF.Conversations.Instructions.Next.html\)](#)

 Previous
[\(NetAF.Conversations.Instructions.Previous.html\)](#)

 Repeat
[\(NetAF.Conversations.Instructions.Repeat.html\)](#)

 ToName
[\(NetAF.Conversations.Instructions.ToName.html\)](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

Map

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.RegionMap)
↳ Repeat

+ **NetAF.Commands.Scene**

Implements

(NetAF.Commands.Scene.html)
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ **NetAF.Conversations**

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Conversations.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
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](#))

GoTo

Assembly: NetAF.dll

(NetAF.Conversations.Instructions)

Syntax

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions)

public sealed class Repeat : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions)

Last

(NetAF.Conversations.Instructions)

Next

Methods

(NetAF.Conversations.Instructions)

Previous

(NetAF.Conversations.Instructions)

GetIndexOfNext(Paragraph, Paragraph[])

Repeat

(NetAF.Conversations.Instructions)

Get the index of the next paragraph.

ToName

Declaration

(NetAF.Conversations.Instructions)

+ **NetAF.Extensions**

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Parameters

(NetAF.Interpretation.html)

Type

Name

Description

+ **NetAF.Logic**

Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

The current paragraph.

(NetAF.Logic.html)

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

+ **NetAF.Logic.Modes**

Returns

| Type | Description |
|---|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

Implements

Map [IEndOfParagraphInstruction \(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)
(NetAF.Commands.RegionMap)

- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Logic.Modes**

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

(**NetAF.Commands.RegionMap**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands.Scene**

(**NetAFCommands.Scene.html**)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ **NetAF.Conversations**

Inherited Members

(**NetAFConversations.html**)

- **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)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

GoTo
Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: NetAF.dll

IEndOfParagraphInstruction

Syntax

(**NetAF.Conversations.Instructions**.

Jump

public void ToName(IEndOfParagraphInstruction

Last

(**NetAF.Conversations.Instructions**.

Next

(**NetAF.Conversations.Instructions**.

Previous

(**NetAF.Conversations.Instructions**.

Repeat

An end of paragraph instruction that shifts paragraphs based on a name.

ToName

Declaration

(**NetAF.Conversations.Instructions**.

+ **NetAF.Extensions**

public ToName(string name)

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**

(**NetAF.Interpretation.html**)

Type

Name

Description

+ **NetAF.Logic**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

name

The name of the paragraph to jump to.

(**NetAF.Logic.html**)

+ **NetAF.Logic.Modes**

(**NetAF.Logic.Modes.html**)

Properties

Name

Get the name of the paragraph to jump to.

Declaration

(NetAF.Commands.RegionMap
public string Name { get; })

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html
Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Conversations.Instruct

(NetAF.Conversations.Instructions.

First

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

GoTo

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

Last

Parameters

(NetAF.Conversations.Instructions.

Type

Next

(NetAF.Conversations.Instructions.

Paragraph (NetAF.Conversations.Paragraph.html)

Previous

(NetAF.Conversations.Instructions.

Paragraph (NetAF.Conversations.Paragraph.html)[]

Repeat

(NetAF.Conversations.Instructions.

Returns

ToName

Type

NetAF.Conversations.Instructions.

Name

Description

current

The current paragraph.

paragraphs

The collection of paragraphs.

+ NetAF.Extensions

(NetAF.Extensions.html)

| Type | Description |
|-----------------------|----------------------------------|
| NetAF.Extensions.html | The index of the next paragraph. |

| Implementation | Description |
|---|-------------|
| (NetAF.Interpretation.html) | |
| IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) | |
| + NetAF.Logic | |
| (NetAF.Logic.html) | |
| + NetAF.Logic.Modes | |
| (NetAF.Logic.Modes.html) | |

▼

(NetAF.Commands.RegionMap

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

ByCallback

[\(NetAF.Conversations.Instructions.](#)

First

[\(NetAF.Conversations.Instructions.](#)

GoTo

[\(NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

Last

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Repeat

[\(NetAF.Conversations.Instructions.](#)

ToName

[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

Namespace NetAF.Extensions

Classes

Filter by title

CommandHelpExtensions (NetAF.Extensions.CommandHelpExtensions.html)

(NetAF.Commands.Global.htm)

Provides extension methods for CommandHelp.

+ NetAF.Commands.

Persistence

DirectionExtensions (NetAF.Extensions.DirectionExtensions.html)

(NetAF.Commands.Persistence.htm)

Provides extension versions for Directions.

+ NetAF.Commands.Region

Map

StringBuilderExtensions (NetAF.Extensions.StringBuilderExtensions.html)

(NetAF.Commands.RegionMap.htm)

Provides extension methods for StringBuilder.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

StringExtensions (NetAF.Extensions.StringExtensions.html)

+ NetAF.Conversations

Provides extension methods for strings.

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

CommandHelpExtensions

(NetAF.Extensions.CommandHelpExtens

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Class CommandHelpExtensions

Provides extension methods for CommandHelp.

Filter by title

Inheritance

([NetAF.Commands.Global.htm](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands**

↳ CommandHelpExtensions

Persistence

Inherited Members

([NetAF.Commands.Persistence.htm](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAFCommands.Region**

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)))

+ **NetAFCommands.RegionMap**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAFCommands.Scene**

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.html](#))

Namespace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

+ **NetAFConversations**.

Assembly: NetAF.dll

Instructions

Syntax

([NetAF.Conversations.Instruct.htm](#))

- **NetAF.Extensions**

([NetAF.Extensions.html](#))

CommandHelpExtensions

([NetAF.Extensions.CommandHelp.htm](#))

Methods

CommandHelpExtensions

([NetAF.Extensions.DirectionExtens.htm](#))

StringBuilderExtensions

([NetAF.Extensions.StringBuilderExtens.htm](#))

StringExtensions

Returns this CommandHelp formatted to display command in the format Command/Shortcut.

([NetAF.Extensions.StringExtension.htm](#))

Declaration

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public static CommandHelp FormattedToDisplayShortcut(this CommandHelp value)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Parameters

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

| | Name | Description |
|--|-------|-------------|
| | value | The value. |

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

| Type | Description |
|---|----------------------------|
| CommandHelp (NetAF.Commands.CommandHelp.html) | The formatted CommandHelp. |

FormattedToDisplayShortcutAndVariable(CommandHelp)

Returns this CommandHelp formatted to display command in the format Command/Shortcut __.

Declaration

```
public static CommandHelp FormattedToDisplayShortcutAndVariable(this CommandHelp val
ue)
```

+ NetAF.Commands.Region

Parameters

| Type | Name | Description |
|---|-------|-------------|
| CommandHelp (NetAF.Commands.CommandHelp.html) | value | The value. |

- NetAF.Conversations

| Type | Description |
|---|----------------------------|
| CommandHelp (NetAF.Commands.CommandHelp.html) | The formatted CommandHelp. |

Instructions

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

```
CommandHelpExtensions
(NetAF.Extensions.CommandHelpExtensi
DirectionExtensions
(NetAF.Extensions.DirectionExtensi
StringBuilderExtensions
(NetAF.Extensions.StringBuilderExtensi
StringExtensions
(NetAF.Extensions.StringExtension
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

+ NetAF.Commands

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [DirectionExtensions](#)

(NetAF.Commands.Persistence)

Inherited Members

+ NetAF.Commands.Region

↳ [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)))

↳ [Map](#)

↳ [\(NetAF.Commands.RegionMap\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Commands.Scene

↳ [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.Conversations.html)

↳ [object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

* NetAF.Conversations

↳ [InSTRUCTIONS](#)

(NetAF.Conversations.Instruct)

Syntax

- NetAF.Extensions

↳ [public static class DirectionExtensions](#)

(NetAF.Extensions.html)

↳ [CommandHelpExtensions](#)

↳ [\(NetAF.Extensions.CommandHelp\)](#)

↳ [DirectionExtensions](#)

↳ [\(NetAF.Extensions.DirectionExtensions\)](#)

↳ [StringBuilderExtensions](#)

↳ [\(NetAF.Extensions.StringBuilderExtensions\)](#)

Inverse(Direction)

↳ [StringExtensions](#)

↳ [\(NetAF.Extensions.StringExtension\)](#)

Get an inverse direction.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

Direction Inverse(this Direction value)

(NetAF.Logic.html)

Parameters

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Locations.Direction.html

(NetAF.Persistence.html)

Returns

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

| | Name | Description |
|-------|----------------|-------------|
| value | The direction. | |

| Type | Description |
|---|------------------------|
| Direction (NetAF.Assets.Locations.Direction.html) | The inverse direction. |

▼

- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
- + NetAF.Commands.Region
Map
(NetAF.Commands.RegionMap.html)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
- + NetAF.Conversations
Instructions
(NetAF.Conversations.Instructions.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions.html)
- NetAF.Extensions
(NetAF.Extensions.html)
 - CommandHelpExtensions
(NetAF.Extensions.CommandHelpExtensions.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.Logic.Modes
(NetAF.Logic.Modes.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.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.Persistence.html](#))

Inherited Members

+ **NetAF.Commands.Region**

`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.RegionMap.html](#))

`object.Equals(object, object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-object)))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

`object.GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

`object.GetType()` (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

`object.MemberwiseClone()` (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

`object.ReferenceEquals(object, object)` (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Conversations**

Namepaces: [NetAF](#) ([NetAF.html](#)).Extensions ([NetAF.Extensions.html](#))

Assemblies: [NetAF](#)

Syntax

- **NetAF.Extensions**

([NetAF.Extensions.html](#))

```
public static class StringBuilderExtensions
{
    public static void CommandHelpExtensions()
    {
        CommandHelpExtensions();
    }

    public static void DirectionExtensions()
    {
        DirectionExtensions();
    }

    public static void StringExtensions()
    {
        StringExtensions();
    }
}
```

Methods

EnsureFinishedSentence(StringBuilder)

+ **NetAF.Logic**

↳ `public static void EnsureFinishedSentence(this StringBuilder value)`

([NetAF.Logic.html](#))

Declaration

+ **NetAF.Logic.Modes**

Parameters

([NetAF.Logic.Modes.html](#))

Type

+ **NetAF.Persistence**

`StringBuilder` (<https://learn.microsoft.com/dotnet/api/system.text.stringbuilder>)

([NetAF.Persistence.html](#))

Value

| Name | Description |
|-------|-----------------------|
| value | The string to finish. |

+

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))



+ **NetAF.Commands.**

Persistence

 ([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

 ([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

 ([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

 ([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

 ([NetAF.Conversations.Instructions.html](#))

- **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

 CommandHelpExtensions

 ([NetAF.Extensions.CommandHelpExtensions.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.Logic.Modes**

 ([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

 ([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

 ([NetAF.Persistence.Json.html](#))

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.Persistence)
↳ [StringExtensions](#)

+ NetAF.Commands.Region

Map
[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.RegionMap)

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Commands.Scene)
[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.Conversations](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[Instructions](#) ([NetAF.html](#)).Extensions ([NetAF.Extensions.html](#))

Assembly: [NetAF](#)

Syntax

NetAF.Extensions

(NetAF.Extensions.html)
public static class StringExtensions
CommandHelpExtensions
 (NetAF.Extensions.CommandHelp)
DirectionExtensions
 (NetAF.Extensions.DirectionExtensions)
StringBuilderExtensions
 (NetAF.Extensions.StringBuilderExtensions)
StringExtensions

AddSentence(string, string)

+ NetAF.Interpretation

Add a sentence to this string.
(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html) AddSentence(this string value, string other)

+ NetAF.Logic.Modes

Parameters
(NetAF.Logic.Modes.html)

Type

+ NetAF.Persistence

(NetAF.Persistence.html) [System.String](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)

Returns

+ **NetAF.Rendering**

| Type | Name | Description |
|---|-------|------------------|
| (NetAF.Persistence.html) System.String (https://learn.microsoft.com/dotnet/api/system.string) | value | The value. |
| + NetAF.Persistence.Json (NetAF.Persistence.Json.html) | other | The other value. |

| Type | Description |
|--|--------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | The concatenated string. |

CASEINSENSITIVECONTAINS(string, string)

Returns a value indicating whether a specified substring occurs within this string. This is not case sensitive.

Persistence

Declaration
[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

[public static bool CASEINSENSITIVECONTAINS\(this string value, string subString\)](#)

Map

[\(NetAF.Commands.RegionMap.html\)](#)
Parameters

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Conversations.html\)](#)

subString

The string to seek.

Return Value

Instructions

Type

[\(NetAF.Conversations.Instruct.html\)](#)

bool

- NetAF.Extensions

[string \(<https://learn.microsoft.com/dotnet/api/system.string>\)](#)

[\(NetAF.Extensions.html\)](#)

Description

True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

EnsureFinishedSentence(string)

Declaration
[\(NetAF.Extensions.DirectionExtensions.html\)](#)

Ensures this string is a finished sentence, ending in either ?, ! or .

[StringBuilderExtensions](#)

Declaration
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

StringExtensions

[\(NetAF.Extensions.StringExtension.html\)](#)

public static string EnsureFinishedSentence(this string value)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)
Parameters

+ NetAF.Logic

Type

[\(NetAF.Logic.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to finish.

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The finished string.

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

EQUALSEXAMINABLE(string, IExaminable)

[+ NetAF.Rendering](#)

Determine if this string equals an IExaminable.

Declaration

```
public static bool EqualsExaminable(this string value, IExaminable examinable)
```

Parameters

| Type | Name | Description |
|---|-------------------|-----------------|
| Persistence (NetAF.Commands.Persistence.html) string (https://learn.microsoft.com/dotnet/api/system.string) | <i>value</i> | The value. |
| IExaminable ((NetAF.Commands.IExaminable.html)) | <i>examinable</i> | The examinable. |

Map

[\(NetAF.Commands.RegionMap\)](#)

| + Type | Description |
|--|--|
| NetAF.Commands.Scene (NetAF.Commands.Scene.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if this string equals the identifier, else false. |

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

EqualsIdentifier(string, Identifier)

+ NetAF.Conversations.

Declaration

Instruct ([\(NetAF.Conversations.Instruct.html\)](#))

Declaration

- NetAF.Extensions

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

CommandHelpExtensions

Parameters

| Type | Name | Description |
|--|-------------------|-----------------|
| DirectionExtensions (NetAF.Extensions.DirectionExtensions.html) string (https://learn.microsoft.com/dotnet/api/system.string) | <i>value</i> | The value. |
| IdentifierExtensions (NetAF.Extensions.IdentifierExtensions.html) Identifier ((NetAF.Assets.Identifier.html)) | <i>identifier</i> | The identifier. |

StringExtensions

Returns

+ NetAF.Interpretation

Type ([\(NetAF.Interpretation.html\)](#))

```
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
```

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

GetObjectifier(string)

[\(NetAF.Logic.Modes.html\)](#)

Get an objectifier for a word.

+ NetAF.Persistence

Declaration

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

Parameters

| Type | Name | Description |
|--|------|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | word | The word. |

Returns

| Type | Description |
|---|------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Persistence.html) | The objectifier. |

+ NetAF.Commands.Region InsensitiveEquals(string, string)

[\(NetAF.Commands.RegionMap.html\)](#)
Compare this string to another, with no case sensitivity.

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations
[\(NetAF.Conversations.html\)](#)

Parameters

+ NetAF.Conversations.

| Type | Name | Description |
|--|-------|-------------|
| Instructions (NetAF.Conversations.Instructions.html) | | |
| string (https://learn.microsoft.com/dotnet/api/system.string) | value | The value. |

- NetAF.Extensions

Parameters
[\(NetAF.Extensions.html\)](#)

Returns CommandHelpExtensions

| Type | Description |
|---|------------------------------------|
| CommandHelpExtensions DirectionExtensions.html | The number of lines in the string. |

StringExtensions
[\(NetAF.Extensions.StringExtensions.html\)](#)

StringExtensions
[\(NetAF.Extensions.StringExtension.html\)](#)

IsPlural(string)

Get if a word is plural.

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

public static bool IsPlural(this string word)
[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

| Type | Name | Description |
|--|------|--------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Persistence.html) | word | The word to check. |

Returns NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

| Type | Description |
|--|-----------------------------|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the word is plural. |

Isvowel(string)

Get if a character is a vowel.

Persistence

Declaration
[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

[public static bool IsVowel\(this string value\)](#)

Map

[\(NetAF.Commands.RegionMap.html\)](#)

Parameters

| Type | Name | Description |
|---|-----------------------|---------------------|
| (NetAF.Commands.Scene.html) | value | The value to check. |

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

| Type | Description |
|---|-----------------------------------|
| (NetAF.Conversations.Instruct.html) | True if the character is a vowel. |

- NetAF.Extensions

[LineCount\(string\).html](#)

CommandHelpExtensions

Determine the number of lines in this string.

[\(NetAF.Extensions.CommandHelp.html\)](#)

Declaration

[DirectionExtensions](#)

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

[public static int LineCount\(this string value\)](#)

[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

[public static int LineCount\(this StringBuilderEx value\)](#)

[\(NetAF.Extensions.StringExtensions.html\)](#)

Parameters
[\(NetAF.Extensions.StringExtension.html\)](#)

| Type | Name | Description |
|---|-----------------------|-------------|
| (NetAF.Interpretation.html) | value | The value. |

+ NetAF.Logic

Returns

[\(NetAF.Logic.html\)](#)

Type

| Description |
|------------------------------------|
| The number of lines in the string. |

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

[RemoveSentenceEnd\(string\)](#)

+ NetAF.Persistence.Json

Ensure this string is not a finished sentence, ending in either ?, ! or .

[\(NetAF.Persistence.Json.html\)](#)

Declaration

[+ NetAF.Rendering](#)

```
public static string RemoveSentenceEnd(this string value)
```

Parameters

| Type | Name | Description |
|--|-------|---|
| string (https://learn.microsoft.com/dotnet/api/system.string) | value | The string to ensure isn't finished finish. |

Persistence

Returns
[\(NetAF.Commands.Persistence.html\)](#)

| Type | Description |
|---|-------------|
| + NetAF.Commands.Region | |

Region

[Map](#)(<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Commands.RegionMap.html\)](#)

Scene

ToDescription(string)
[\(NetAF.Commands.Scene.html\)](#)

Returns this string as a Description.

Conversations

[Description](#)
[\(NetAF.Conversations.html\)](#)

Instructions

public static Description ToDescription(this string value)

Instructions

Instruct

Parameters

Extensions

Type
[\(NetAF.Extensions.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

[CommandHelpExtensions](#)

Returns
[DirectionExtensions](#)

Type
[\(NetAF.Extensions.DirectionExtensions.html\)](#)

StringBuilderExtensions
[Description](#)
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

Description

This string as a description.

StringExtensions

[\(NetAF.Extensions.StringExtension.html\)](#)

Identifier(string)

[\(NetAF.Interpretation.html\)](#)

Returns this string as an Identifier.

Logic

Declaration

[\(NetAF.Logic.html\)](#)

+ public static Identifier ToIdentifier(this string value)

Modes

[\(NetAF.Logic.Modes.html\)](#)

Parameters

Persistence

Type
[\(NetAF.Persistence.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

Json

[\(NetAF.Persistence.Json.html\)](#)

Returns

Rendering

| Type | Description |
|---|-------------------------------|
| Identifier (NetAF.Assets.Identifier.html) | This string as an identifier. |

ToSentenceCase(string)

Convert a string to sentence case.

Persistence

Declaration
[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

[public static string ToSentenceCase\(this string value\)](#)

Map

[\(NetAF.Commands.RegionMap.html\)](#)

Parameters

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

[Instructions](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

[\(NetAF.Conversations.Instruct.html\)](#)

The word in sentence case.

- NetAF.Extensions

[ToSpeech\(string\)](#)

CommandHelpExtensions

[\(NetAF.Extensions.CommandHelp.html\)](#)

Declaration

[DirectionExtensions](#)

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

[StringBuilderExtension](#) ToSpeech(this string value)

[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

[StringExtensions](#)

Parameters

[\(NetAF.Extensions.StringExtension.html\)](#)

+ Type

[+ NetAF.Interpretation](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

+ NetAF.Logic

Returns

[\(NetAF.Logic.html\)](#)

Type

+ NetAF.Logic.Modes

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.Modes.html\)](#)

Description

The value in sentence case.

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

Namespace NetAF.Interpretation

Classes

Filter by title

INetAF.Command^{GlobalCommand}.num ConversationCommandInterpreter

(NetAF.Interpretation.ConversationCommandInterpreter.html)

Persistence

Provides an object that can be used for interpreting conversation commands.

(NetAF.Commands.Persistence)

CustomCommandInterpreter

(NetAF.Interpretation.CustomCommandInterpreter.html)

RegionMap

Provides an object for interpreting custom commands.

+ NetAF.Commands.Scene

FrameCommandInterpreter (NetAF.Interpretation.FrameCommandInterpreter.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene)

GlobalCommandInterpreter (NetAF.Interpretation.GlobalCommandInterpreter.html)

Conversations

Provides an object that can be used for interpreting global commands.

(NetAF.Conversations.Instruct)

InputInterpreter (NetAF.Interpretation.InputInterpreter.html)

(NetAF.Extensions.Input)

Provides an object that can be used for interpreting game input.

- NetAF.Interpretation

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

Represents the result of an interpretation.

ConversationCommand

Interpreter

(NetAF.Interpretation.ConversationCommand)

Interpreters (NetAF.Interpretation.Interpreters.html)

CustomCommandInterpreter

Provides collections of interpreters.

FrameCommandInterpreter

(NetAF.Interpretation.FrameCommandInterpreter)

RegionMapCommandInterpreter

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalCommandInterpreter)

(NetAF.Interpretation.RegionMapCommandInterpreter.html)

Provides an object that can be used for interpreting region map commands.

Interpreter

(NetAF.Interpretation.IInterpreter.h)

InputInterpreter

SceneCommandInterpreter (NetAF.Interpretation.SceneCommandInterpreter.html)

(NetAF.Interpretation.InputInterpreter)

Provides an object that can be used for interpreting scene commands.

(NetAF.Interpretation.Interpretation)

Interpreters

(NetAF.Interpretation.Interpreters.h)

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapCommandInterpreter.h)

Interfaces

IInterpreter (NetAF.Interpretation.IInterpreter.html)

Represents any object that can act as an interpreter for input.

▼

(NetAF.Commands.Global.num

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.h

InputInterpreter

(NetAF.Interpretation.InputInterpre

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapCom

Class ConversationCommandInterpreter

Provides an object that can be used for interpreting conversation commands.

Filter by title

Inheritance

+ **NetAF.Commands.**

↳ **Persistence**
↳ ConversationCommandInterpreter
(**NetAF.Commands.Persistence**)

Implements

+ **NetAF.Commands.Region**

IInterpreter (NetAF.Interpretation.IInterpreter.html)
Map

Inherited Members

(**NetAF.Commands.RegionMap**)

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.Scene**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.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**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Instructions

Na (NetAF.Conversations.Instruction) (<https://learn.microsoft.com/dotnet/api/NetAF.Interpretation.Instruction>) (<https://learn.microsoft.com/dotnet/api/NetAF.Interpretation.html>)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

(**NetAF.Extensions.html**)

- **NetAF.Interpretation** ConversationCommandInterpreter : IInterpreter

(**NetAF.Interpretation.html**)

ConversationCommand

Interpreter

Properties Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

DefaultSupportedCommands

FrameCommandInterpreter

Get a list of all supported commands.

GlobalCommandInterpreter

Declaration

Interpreter

(NetAF.Interpretation.IInterpreter.h

public static CommandHelp[] DefaultSupportedCommands { get; }

InputInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

Type

Description

Interpreters

(NetAF.Interpretation.Interpreters.h

CommandHelp (NetAF.Commands.CommandHelp.html)[]

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

+ NetAF.Commands.

Property Value
Persistence

Type [NetAF.Commands.Persistence](#)

Description

CommandHelp (NetAF.Commands.CommandHelp.html)[]

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

Methods

(NetAF.Commands.Scene.html)

+ NetAF.Conversations.

GetContextualCommandHelp(Game)

(NetAF.Conversations.html)

Get contextual command help for a game, based on its current state.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

+ NetAF.Extensions.

(NetAF.Extensions.html)

Parameters

- NetAF.Interpretation

(NetAF.Interpretation.html)

Game (NetAF.Logic.Game.html)

ConversationCommand

Name

Description

game

The game.

Returns

(NetAF.Interpretation.Conversation)

Type **customCommandInterpreter**

Description

(NetAF.Interpretation.CustomComr)

CommandHelp (NetAF.Commands.CommandHelp.html)[]

The contextual help.

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm)

GlobalCommandInterpreter

Interpret(string, Game)

IInterpreter

Interprets a string

(NetAF.Interpretation.IInterpreter.h)

InputInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

```
public InterpretationResult Interpret(string input, Game game)
```

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h)

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

| Type | Name | Description |
|--|--------------|--------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>input</i> | The string to interpret. |
| Game (NetAF.Logic.Game.html) | <i>game</i> | The game. |

Returns

| Type | Description |
|---|-----------------------------------|
| + NetAF.Commands. Persistence (NetAF.Commands.Persistence.html) | The result of the interpretation. |

+ NetAF.Commands.Region Map

Implements
(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene (NetAF.Commands.Scene.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations. Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

- NetAF.Interpretation (NetAF.Interpretation.html)

ConversationCommand
Interpreter
(NetAF.Interpretation.Conversation)
CustomCommandInterpreter
(NetAF.Interpretation.CustomCom
FrameCommandInterpreter
(NetAF.Interpretation.FrameComm
GlobalCommandInterpreter
(NetAF.Interpretation.GlobalComm
IInterpreter
(NetAF.Interpretation.IInterpreter.ht
InputInterpreter
(NetAF.Interpretation.InputInterpret
InterpretationResult
(NetAF.Interpretation.Interpretation
Interpreters
(NetAF.Interpretation.Interpreters.h
RegionMapCommandInterpreter
(NetAF.Interpretation.RegionMapC
SceneCommandInterpreter

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

(NetAF.Commands.Persistence)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF.Commands.Region

CustomCommandInterpreter

Map

Implements

(NetAF.Commands.RegionMap)

IInterpreter ([NetAF.InterpretationInterpreter.html](#))

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Conversations

([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>)

+ NetAF.Extensions

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

([NetAF.Extensions.html](#))

Assembly: NetAF.dll

Syntax

([NetAF.Interpretation.html](#))

```
public sealed class CustomCommandInterpreter : IInterpreter  
    ConversationCommand
```

Interpreter

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

Get all supported commands.

(NetAF.Interpretation.IInterpreter.ht

Declaration

InputInterpreter

(NetAF.Interpretation.InputInterpre

```
public CommandHelp[] SupportedCommands { get; }
```

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

Type RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

ommandHelp ([NetAF.Commands.CommandHelp.html](#))[]

SceneCommandInterpreter

(NetAF.Interpretation.SceneComma

| Type | Description |
|-----------------------------|-------------|
| RegionMapCommandInterpreter | |

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

(NetAF.Commands.Persistence)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

+ NetAF.Commands.Region

Map

Parameters

(NetAF.Commands.RegionMap)

| Type | Name | Description |
|------------------------------|------|-------------|
| Game (NetAF.Logic.Game.html) | game | The game. |

+ NetAF.Conversations

Returns

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

CommandHelp (NetAF.Commands.CommandHelp.html)[]

Instructions

(NetAF.Conversations.Instruct

NetAF.Extension(Game)

(NetAF.Extensions.html)

Interpret a string.

- NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

```
public InterpretationResult Interpret(string input, Game game)
```

Interpreter

(NetAF.Interpretation.Conversation

Parameters

CustomCommandInterpreter

| Type | Name | Description |
|--|-------|--------------------------|
| FrameCommandInterpreter | | |
| string (https://learn.microsoft.com/dotnet/api/system.string) | input | The string to interpret. |

IInterpreter

Returns

(NetAF.Interpretation.IInterpreter.h)

| Type | Description |
|------------------|-----------------------------------|
| InputInterpreter | The result of the interpretation. |

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h)

RegionMapCommandInterpreter

IIInterpreter (NetAF.Interpretation.IInterpreter.html)

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

▼

- (NetAF.Commands.Persistence.html)
- + NetAF.Commands.RegionMap
 - (NetAF.Commands.RegionMap.html)
- + NetAF.Commands.Scene
 - (NetAF.Commands.Scene.html)
- + NetAF.Conversations
 - (NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
 - (NetAF.Conversations.Instructions.html)
- + NetAF.Extensions
 - (NetAF.Extensions.html)
- NetAF.Interpretation
 - (NetAF.Interpretation.html)
 - ConversationCommand
 - Interpreter
 - (NetAF.Interpretation.ConversationCommand.html)
 - CustomCommandInterpreter
 - (NetAF.Interpretation.CustomCommandInterpreter.html)
 - FrameCommandInterpreter
 - (NetAF.Interpretation.FrameCommandInterpreter.html)
 - GlobalCommandInterpreter
 - (NetAF.Interpretation.GlobalCommandInterpreter.html)
 - IInterpreter
 - (NetAF.Interpretation.IInterpreter.html)
 - InputInterpreter
 - (NetAF.Interpretation.InputInterpreter.html)
 - InterpretationResult
 - (NetAF.Interpretation.InterpretationResult.html)
 - Interpreters
 - (NetAF.Interpretation.Interpreters.html)
 - RegionMapCommandInterpreter
 - (NetAF.Interpretation.RegionMapCommandInterpreter.html)
 - SceneCommandInterpreter
 - (NetAF.Interpretation.SceneCommandInterpreter.html)

Class FrameCommandInterpreter

Provides an object that can be used for interpreting frame commands.

Filter by title

Inheritance

+ **NetAF.Commands.Region** (Object) (https://learn.microsoft.com/dotnet/api/system.object)

MapFrameCommandInterpreter

Implements **NetAF.Commands.RegionMap**

+ **NetAF.Commands.Scene** (Interpreter) (NetAF.Interpretation.IInterpreter.html)

Inherited Members

(**NetAF.Commands.Scene.html**)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(**NetAF.Conversations.html**)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))

+ **NetAF.Conversations** (Instructions)

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)

+ **NetAF.Extensions** (Object) (https://learn.microsoft.com/dotnet/api/system.object.tostring)

(**NetAF.Extensions.html**)

Namespace: NetAF (NetAF.html), Interpretation (NetAF.Interpretation.html)

- **NetAF.Interpretation**

Syntax (**NetAF.Interpretation.html**)

```
ConversationCommand  
public sealed class FrameCommandInterpreter : IInterpreter  
Interpreter
```

(NetAF.Interpretation.Conversation)

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalCom

Properties Interpreter

Get a list of supported commands.

InputInterpreter

Declaration (NetAF.Interpretation.InputInterpret

InterpretationResult

```
public static CommandHelp[] DefaultSupportedCommands { get; }  
(NetAF.Interpretation.Interpretation
```

Interpreters

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

Type (NetAF.Interpretation.RegionMapC

Description

SceneCommandInterpreter

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Interpretation.SceneComm

+ **NetAF.Logic**

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

+ NetAF.Commands.Region

Type

(NetAF.Commands.RegionMap)

CommandHelp (NetAF.Commands.CommandHelp.html)[]

Description

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Methods

(NetAF.Conversations.html)

+ NetAF.Conversations.

GetContextualCommandHelp(Game)
Instructions

Get contextual command help for a game, based on its current state.

Declaration

(NetAF.Extensions.html)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

- NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

ConversationCommand

Type

Interpreter

Game (NetAF.Logic.Game.html)

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

Returns

FrameCommandInterpreter

Type

NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

Interpret(string, Game)

(NetAF.Interpretation.InputInterpret

Interpret a string

InterpretationResult

Declaration

Interpreters

(NetAF.Interpretation.Interpreters.h

```
public InterpretationResult Interpret(string input, Game game)
```

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

Parameters

CommandInterpreter

(NetAF.Interpretation.SceneComm

+ NetAF.Logic

| Type | Name | Description |
|--|--------------|--------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>input</i> | The string to interpret. |
| Game (NetAF.Logic.Game.html) | <i>game</i> | The game. |

Returns

| Type | Description |
|----------------------------|---|
| + NetAF.Commands.RegionMap | InterpretationResult (NetAF.Interpretation.InterpretationResult.html) |

+ NetAF.Commands.RegionMap

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

IInterpreter (NetAF.Interpretation.IInterpreter.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InputInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

+ NetAF.Logic

Class GlobalCommandInterpreter

Provides an object that can be used for interpreting global commands.

Filter by title

Inheritance

+ NetAF.Commands.Region

↳ [Map](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [GlobalCommandInterpreter](#)
(NetAF.Commands.RegionMap)

Implements

+ NetAF.Commands.Scene

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))
(NetAF.Commands.Scene.html)

Inherited Members

+ NetAF.Conversations

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
(NetAF.Conversations.html)

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

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.Extensions.html)

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

- NetAF.Interpretation

Assembly: [NetAF.dll](#)
(NetAF.Interpretation.html)

Syntax

```
ConversationCommand  
Interpreter  
public sealed class GlobalCommandInterpreter : IInterpreter  
(NetAF.Interpretation.Conversation)
```

```
CustomCommandInterpreter  
(NetAF.Interpretation.CustomCom  
FrameCommandInterpreter
```

Properties

```
GlobalCommandInterpreter  
(NetAF.Interpretation.GlobalComm
```

DefaultSupportedCommands

```
(NetAF.Interpretation.IInterpreter.ht
```

Get an array of all supported commands.

```
(NetAF.Interpretation.InputInterpret
```

Declaration

```
InterpretationResult
```

```
(NetAF.Interpretation.Interpretation  
public static CommandHelp[] DefaultSupportedCommands { get; }
```

```
Interpreters  
(NetAF.Interpretation.Interpreters.h
```

RegionMapCommandInterpreter

```
(NetAF.Interpretation.RegionMapC
```

Type

Description

SceneCommandInterpreter

```
(NetAF.Interpretation.SceneCom  
CommandHelp (NetAF.Commands.CommandHelp.html)[]
```

+ NetAF.Logic

(NetAF.Logic.html)

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

+ NetAF.Commands.Region

Property Value

Map

Type [NetAF.Commands.RegionMap](#)

Description

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Methods

+ NetAF.Conversations.

Instructions

GetContextualCommandHelp(Game)

([NetAF.Conversations.Instruct](#))

Get contextual command help for a game, based on its current state.

+ NetAF.Extensions

Declaration

([NetAF.Extensions.html](#))

- NetAF.Interpretation

public CommandHelp[] GetContextualCommandHelp(Game game)

([NetAF.Interpretation.html](#))

Parameters

Interpreter

Type [NetAF.Interpretation.Conversation](#)

Name

Description

Game ([NetAF.Logic.Game.html](#))

game

The game.

Returns

[FrameCommandInterpreter](#)

Type [GlobalCommandInterpreter](#)

Description

([NetAF.Interpretation.GlobalComm](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

The contextual help.

IInterpreter

([NetAF.Interpretation.IInterpreter](#))

InputInterpreter

Interpret(string, Game)

InterpretationResult

Interpret a string

([NetAF.Interpretation.Interpretation](#))

Interpreters

([NetAF.Interpretation.Interpreters](#))

RegionMapCommandInterpreter

public InterpretationResult Interpret(string input, Game game)

([NetAF.Interpretation.RegionMapC](#))

SceneCommandInterpreter

Para ([NetAF.Interpretation.SceneComm](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

| Type | Name | Description |
|--|--------------|--------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>input</i> | The string to interpret. |
| Game (NetAF.Logic.Game.html) | <i>game</i> | The game. |

Returns

| + Type | Description |
|--------------------------------------|---|
| NetAF.Commands.Region | |
| Map | InterpretationResult (NetAF.Interpretation.InterpretationResult.html) (NetAF.Commands.RegionMap) |
| NetAF.Commands.Scene | |
| Implements | |
| (NetAF.Commands.Scene.html) | IInterpreter (NetAF.Interpretation.IInterpreter.html) |
| + NetAF.Conversations | |
| (NetAF.Conversations.html) | |
| + NetAF.Conversations. | |
| Instructions | |
| (NetAF.Conversations.Instruct | |
| + NetAF.Extensions | |
| (NetAF.Extensions.html) | |
| - NetAF.Interpretation | |
| (NetAF.Interpretation.html) | ConversationCommand Interpreter (NetAF.Interpretation.Conversation) CustomCommandInterpreter (NetAF.Interpretation.CustomCom FrameCommandInterpreter (NetAF.Interpretation.FrameComm GlobalCommandInterpreter (NetAF.Interpretation.GlobalComm IInterpreter (NetAF.Interpretation.IInterpreter.h InputInterpreter (NetAF.Interpretation.InputInterpret InterpretationResult (NetAF.Interpretation.Interpretation Interpreters (NetAF.Interpretation.Interpreters.h RegionMapCommandInterpreter (NetAF.Interpretation.RegionMapC SceneCommandInterpreter (NetAF.Interpretation.SceneComm |
| + NetAF.Logic | |
| (NetAF.Logic.html) | |

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Map

Assembly: NetAF.dll

(NetAF.Commands.RegionMap

Syntax

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Properties

Instructions

(NetAF.Conversations.Instruct

SupportedCommands

+ **NetAF.Extensions**

Get **NetAF.Extensions.ICommand**.SupportedCommands.

(NetAF.Extensions.html)

Declaration

NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp[] SupportedCommands { get; }
ConversationCommand

Interpreter

Properties

NetAF.Interpretation.Conversation

CustomCommandInterpreter

Type (NetAF.Interpretation.CustomComr

FrameHelp(ICommandInterpreter)

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

Interpreter

Methods

(NetAF.Interpretation.IInterpreter.ht

InputInterpreter

(NetAF.Interpretation.InputInterpret

GetContextualCommandHelp(Game)

InterpretationResult

Get contextual command help for game, based on its current state.

Interpreters

Declaration

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

CommandHelp[ICommand] GetContextualCommandHelp(Game game)

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

Parameters

+ **NetAF.Logic**

Type

(NetAF.Logic.html)

Game (NetAF.Logic.Game.html)

| Type | Description |
|---------------------------|----------------|
| (NetAF.Logic.html) | game The game. |

Returns

| Type | Description |
|---|----------------------|
| CommandHelp (NetAF.Commands.CommandHelp.html)[] | The contextual help. |

▼ Interpret(string, Game)

Map

Interpret a string.
(NetAF.Commands.RegionMap)

Declaration

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

InterpretationResult Interpret(string input, Game game)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Conversations.Instruct)

Game (NetAF.Logic.Game.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Returns

- NetAF.Interpretation

(NetAF.Interpretation.html)

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

Description

The result of the interpretation.

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation)

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr)

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm)

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm)

IInterpreter

(NetAF.Interpretation.IInterpreter.ht)

InputInterpreter

(NetAF.Interpretation.InputInterpret)

InterpretationResult

(NetAF.Interpretation.Interpretation)

Interpreters

(NetAF.Interpretation.Interpreters.h)

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC)

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm)

+ NetAF.Logic

(NetAF.Logic.html)

Properties

SupportedCommands

Get an array of all supported commands.

Declaration

(NetAF.Commands.RegionMap)

```
public CommandHelp[] SupportedCommands { get; }
```

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Property Value

+ **NetAF.Conversations**

Type
(NetAF.Conversations.html)

CommandHelp (NetAF.Commands.CommandHelp.html)[]

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

Methods

NetAF.Extensions

(NetAF.Extensions.html)

GetContextualCommandHelp(Game)

(NetAF.Interpretation.html)

Get contextual command help for a game, based on its current state.

ConversationCommand

Declaration

Interpreter

(NetAF.Interpretation.Conversation

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

Parameters
(NetAF.Interpretation.FrameComm

Type
GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

Game (NetAF.Logic.Game.html)

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

Returns

InputInterpreter

Type
NetAF.Interpretation.InputInterpret

InterpretationResult

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

Interpreter(string, Game)

(NetAF.Interpretation.SceneCommand

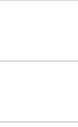
Declaration

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

| Description |
|-------------|
| |



Parameters

| Type | Name | Description |
|--|--------------|--------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>input</i> | The string to interpret. |
| Game (NetAF.Logic.Game.html) | <i>game</i> | The game. |



Returns

| Type | Description |
|---|-----------------------------------|
| + NetAF.Commands.Scene InterpretationResult (NetAF.Interpretation.InterpretationResult.html) | The result of the interpretation. |

+ [NetAF.Conversations](#)

Implements

[\(NetAF.Conversations.html\)](#)

[Interpreter \(NetAF.Interpretation.IInterpreter.html\)](#)

Instructions

[\(NetAF.Conversations.Instruct](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

- [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

ConversationCommand

Interpreter

[\(NetAF.Interpretation.Conversation](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCom](#)

FrameCommandInterpreter

[\(NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

[\(NetAF.Interpretation.GlobalComm](#)

IInterpreter

[\(NetAF.Interpretation.IInterpreter.ht](#)

InputInterpreter

[\(NetAF.Interpretation.InputInterpre](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

Interpreters

[\(NetAF.Interpretation.Interpreters.h](#)

RegionMapCommandInterpreter

[\(NetAF.Interpretation.RegionMapC](#)

SceneCommandInterpreter

[\(NetAF.Interpretation.SceneComm](#)

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

+ [NetAF.Logic.Modes](#)



+ **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

- **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

ConversationCommand
Interpreter
[\(NetAF.Interpretation.Conversation](#)
CustomCommandInterpreter
[\(NetAF.Interpretation.CustomComr](#)
FrameCommandInterpreter
[\(NetAF.Interpretation.FrameComm](#)
GlobalCommandInterpreter
[\(NetAF.Interpretation.GlobalComm](#)
IInterpreter
[\(NetAF.Interpretation.IInterpreter.ht](#)
InputInterpreter
[\(NetAF.Interpretation.InputInterpret](#)
InterpretationResult
[\(NetAF.Interpretation.Interpretation](#)
Interpreters
[\(NetAF.Interpretation.Interpreters.h](#)
RegionMapCommandInterpreter
[\(NetAF.Interpretation.RegionMapC](#)
SceneCommandInterpreter
[\(NetAF.Interpretation.SceneComm](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)

Class Interpreters

Provides collections of interpreters.

Filter by title

Inheritance

+ NetAF.Commands.Scene

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.Scene.html)
↳ Interpreters

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.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.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>)

↳ NetAF.Extensions

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

↳ NetAF.Interpretation

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Interpretation.html)

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

ConversationCommand

Assembly: NetAF.dll

Interpreter

Syntax

[\(NetAF.Interpretation.Conversation](#)

CustomCommandInterpreter

public static class Interpreters

[\(NetAF.Interpretation.CustomCom](#)

FrameCommandInterpreter

[\(NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

[\(NetAF.Interpretation.GlobalComm](#)

IInterpreter

[\(NetAF.Interpretation.IInterpreter.ht](#)

InputInterpreter

[\(NetAF.Interpretation.InputInterpret](#)

Get [InterpretationResult](#) command interpreter.

[\(NetAF.Interpretation.Interpretation](#)

Declaration

Interpreters

[\(NetAF.Interpretation.Interpreters.h](#)

public static TInterpreter ConversationInterpreter { get; }

[RegionMapCommandInterpreter](#)

[\(NetAF.Interpretation.RegionMapC](#)

SceneCommandInterpreter

[\(NetAF.Interpretation.SceneComm](#)

Property Value

[\(NetAF.Interpretation.SceneComm](#)

Type

Description

+ NetAF.Logic

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Default

Get the default interpreters.

Declaration

```
public static IInterpreter Default { get; }
```

Property Value

| + NetAF.Commands.Scene | Description |
|---|-------------|
| (NetAF.Commands.Scene.html) IInterpreter (NetAF.Interpretation.IInterpreter.html) | |

+ **NetAF.Conversations**

(NetAF.Conversations.html)

RegionMapCommandInterpreter

+ **NetAF.Conversations**.

Instructions

Get the Region Map command interpreter.

(NetAF.Conversations.Instruct

Declaration

+ **NetAF.Extensions**

(NetAF.Extensions.html) IInterpreter RegionMapCommandInterpreter { get; }

- **NetAF.Interpretation**

Property Value

(NetAF.Interpretation.html)

| Type | Description |
|--------------------------------|-------------|
| ConversationCommandInterpreter | |

IInterpreter

IInterpreter (NetAF.Interpretation.IInterpreter.html)

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

SceneInterpreter

CommandInterpreter

(NetAF.Interpretation.FrameComm

Get the scene command interpreter.

GlobalCommandInterpreter

Declaration

IInterpreter

(NetAF.Interpretation.IInterpreter.h

InputInterpreter

(NetAF.Interpretation.InputInterpre

Property Value

InterpreterResult

| Type | Description |
|---|-------------|
| NetAF.Interpretation.InterpretationInterpreters | |

IInterpreter (NetAF.Interpretation.IInterpreter.html)

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

(NetAF.Interpretation.SceneCom

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

Class RegionMapCommandInterpreter

Provides an object that can be used for interpreting region map commands.

Filter by title

Inheritance

+ **NetAF.Commands.Scene**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ RegionMapCommandInterpreter

+ **NetAF.Conversations**

Implements

([NetAF Conversations.html](#))

IInterpreter ([NetAF.InterpretationInterpreter.html](#))

+ **NetAF.Extensions**.

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**

equals([System.Object](#)) (<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.Interpretation**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ConversationCommand

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

Interpreter

Assembly: NetAF.dll
([NetAF.Interpretation.Conversation](#))

Syntax

CustomCommandInterpreter

([NetAF.Interpretation.CustomCom](#)

FrameCommandInterpreter

RegionMapCommandInterpreter : IInterpreter

([NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalComm](#)

IInterpreter

Properties

Interpretation.IInterpreter

InputInterpreter

([NetAF.Interpretation.InputInterpre](#)

DefaultSupportedCommands

Interpretation.Result

([NetAF.Interpretation.Interpretation](#)

Get an array of all supported commands.

Interpreters

Declaration

NetAF

RegionMapCommandInterpreter

([NetAF.Interpretation.RegionMapC](#)

public static CommandHelp[] DefaultSupportedCommands { get; }

SceneCommandInterpreter

([NetAF.Interpretation.SceneComm](#)

Property Value

+ **NetAF.Logic**

Type

([NetAF.Logic.html](#))

Description

CommandHelp ([NetAF.Commands.CommandHelp.html](#))[]

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

+ NetAF.Commands.Scene

Property Value

(NetAF.Commands.Scene.html)

Type

+ NetAF.Conversations

CommandHelp (NetAF.Commands.CommandHelp.html)[]
(NetAF.Conversations.html)

Description

+ NetAF.Conversations.

Instructions

Methods

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

GetContextualCommandHelp(Game)

Get contextual help for a game, based on its current state.

(NetAF.Interpretation.html)

Declaration

ConversationCommand

Interpreter

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

(NetAF.Interpretation.Conversation)

CustomCommandInterpreter

Parameters

(NetAF.Interpretation.CustomComr

Type

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

Game (NetAF.Game.Game.html)

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

Return

Interpreter

Type (NetAF.Interpretation.IInterpreter.h

InputInterpreter

CommandHelp (NetAF.Commands.CommandHelp.html)[]

Name

Description

game

The game.

InterpretResult

(NetAF.Interpretation.Interpretation

Interpreters

Interpret(string, Game)

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

Interpret a string.

(NetAF.Interpretation.RegionMapC

Declaration

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

```
public InterpretationResult Interpret(string input, Game game)
```

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

| Type | Name | Description |
|--|--------------|--------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>input</i> | The string to interpret. |
| Game (NetAF.Logic.Game.html) | <i>game</i> | The game. |

Returns

| Type | Description |
|---|-----------------------------------|
| + NetAF.Commands.Scene (NetAF.Commands.Scene.html) | |
| InterpretationResult (NetAF.Interpretation.InterpretationResult.html) | The result of the interpretation. |
| + NetAF.Conversations (NetAF.Conversations.html) | |
| + NetAF Conversations Interpreter (NetAF.Interpretation.IInterpreter.html) Instructions (NetAF.Conversations.Instruct | |
| + NetAF.Extensions (NetAF.Extensions.html) | |
| - NetAF.Interpretation (NetAF.Interpretation.html) | |
| ConversationCommand Interpreter (NetAF.Interpretation.Conversation CustomCommandInterpreter (NetAF.Interpretation.CustomCom FrameCommandInterpreter (NetAF.Interpretation.FrameComm GlobalCommandInterpreter (NetAF.Interpretation.GlobalComm IInterpreter (NetAF.Interpretation.IInterpreter.ht InputInterpreter (NetAF.Interpretation.InputInterpret InterpretationResult (NetAF.Interpretation.Interpretation Interpreters (NetAF.Interpretation.Interpreters.h RegionMapCommandInterpreter (NetAF.Interpretation.RegionMapC SceneCommandInterpreter (NetAF.Interpretation.SceneComm | |
| + NetAF.Logic (NetAF.Logic.html) | |
| + NetAF.Logic.Modes (NetAF.Logic.Modes.html) | |

Class SceneCommandInterpreter

Provides an object that can be used for interpreting scene commands.

Filter by title

Inheritance

+ **NetAF.Commands.Scene**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.Scene.html)
↳ SceneCommandInterpreter

+ **NetAF.Conversations**

Implements

(NetAF.Conversations.html)

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

+ **NetAF.Extensions**.

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.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
(NetAF.Interpretation.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ConversationCommand

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

Interpreter

Assembly: NetAF.dll
([NetAF.Interpretation.Conversation](#))

Syntax

CustomCommandInterpreter

([NetAF.Interpretation.CustomCom](#)

FrameCommandInterpreter

([NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalComm](#)

IInterpreter

([NetAF.Interpretation.IInterpreter](#))

InputInterpreter

([NetAF.Interpretation.InputInterpre](#)

Me InterpretationResult

([NetAF.Interpretation.Interpretation](#)

Get the me command.

Interpreters

Declaration

([NetAF.Interpretation.Interpreters](#))

RegionMapCommandInterpreter

([NetAF.Interpretation.RegionMapCom](#)

public const string Me = "Me";

SceneCommandInterpreter

([NetAF.Interpretation.SceneComm](#)

Field Value

+ **NetAF.Logic**

Type

(NetAF.Logic.html)

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

Overworld

Get the overworld command.

Declaration

```
public const string Overworld = "Overworld"
```

+ NetAF.Commands.Scene

Field Value

(NetAF.Commands.Scene.html)

Description

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Region

(NetAF.Conversations.Instruct)

Get the region command.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

- NetAF.Interpretation

public static string Region = "Region"

(NetAF.Interpretation.html)

Field ConversationCommand

Type Interpreter

(NetAF.Interpretation.Conversation)

Description

CustomCommandInterpreter

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Interpretation.CustomComr)

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm)

Room

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm)

Get the room command.

IInterpreter

Declaration

(NetAF.Interpretation.IInterpreter.h

InputInterpreter

(NetAF.Interpretation.InputInterprete

Room"

InterpretationResult

(NetAF.Interpretation.Interpretation)

Field Value

Interpreters

Type Interpreters.h

Description

RegionMapCommandInterpreter

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Interpretation.RegionMapC)

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

DefaultSupportedCommands

(NetAF.Logic.Modes.html)

Get an array of all supported commands.

Declaration

```
public static CommandHelp[] DefaultSupportedCommands { get; }
```

Property Value

| + NetAF.Commands.Scene | Description |
|--|-------------|
| (NetAF.Commands.Scene.html) CommandHelp (NetAF.Commands.CommandHelp.html)[] | |

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

[SupportedCommands](#)

+ [NetAF.Conversations.](#)

[Instructions](#)

Get an array of all supported commands.

[\(NetAF.Conversations.Instruct](#)

Declaration

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#) SupportedCommands { get; }

- [NetAF.Interpretation](#)

Property Value

[\(NetAF.Interpretation.html\)](#)

| Type | Description |
|---|-------------|
| ConversationCommand Interpreter CommandHelp (NetAF.Commands.CommandHelp.html)[] (NetAF.Interpretation.Conversation | |

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCom](#)

FrameCommandInterpreter

[\(NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

[\(NetAF.Interpretation.GlobalComm](#)

[GetContextualCommandHelp\(Game\)](#)

Interpreter

[\(NetAF.Interpretation.IInterpreter.h](#)

Get contextual command help for a game, based on its current state.

InputInterpreter

Declaration
[NetAF.Interpretation.InputInterpret](#)

InterpretationResult

public CommandHelp[] GetContextualCommandHelp(Game game)

Interpreters

[\(NetAF.Interpretation.Interpreters.h](#)

Parameters

RegionMapCommandInterpreter

| Type | Name | Description |
|---|------|-------------|
| NetAF.Interpretation.RegionMapC SceneCommandInterpreter Game (NetAF.Logic.Game.html) (NetAF.Interpretation.SceneComm | game | The game. |

+ [NetAF.Logic](#)

Returns

[\(NetAF.Logic.html\)](#)

Type

+ [NetAF.Logic.Modes](#)

CommandHelp (NetAF.Commands.CommandHelp.html)[]

[\(NetAF.Logic.Modes.html\)](#)

Interpret(string, Game)

Interpret a string.

Declaration

```
public InterpretationResult Interpret(string input, Game game)
```

+ NetAF.Commands.Scene

Parameters

(NetAF.Commands.Scene.html)

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)
(NetAF.Conversations.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Conversations.

Instructions

Returns

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)
(NetAF.Extensions.html)

Name

Description

input

The string to interpret.

game

The game.

- NetAF.Interpretation

Implements

(NetAF.Interpretation.html)

ConversationCommand

IInterpreter (NetAF.Interpretation.IInterpreter.html)

Interpreter

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InputInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Namespace NetAF.Logic

Classes

Filter by title ▾

+ NetAF.Commands.

AssetCatalog (NetAF.Logic.AssetCatalog.html)

Persistence

Provides a catalog of all assets in a game.
(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

AssetGenerator (NetAF.Logic.AssetGenerator.html)

Map

Represents a generator for game assets.
(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

ConsoleGameConfiguration (NetAF.Logic.ConsoleGameConfiguration.html)

(NetAF.Commands.Scene.html)

Represents a configuration for a console game.

+ NetAF.Conversations

(NetAF.Conversations.html)

EndCheckResult (NetAF.Logic.EndCheckResult.html)

+ NetAF.Conversations.

Represents the result of an end check.
Instructions

(NetAF.Conversations.Instruct)

Game (NetAF.Logic.Game.html)

+ NetAF.Extensions

Represents a game.

(NetAF.Extensions.html)

+ NetAF.Interpretation

GameEndConditions (NetAF.Logic.GameEndConditions.html)

(NetAF.Interpretation.html)

Provides a container for game end conditions.

- NetAF.Logic

(NetAF.Logic.html)

GameInfo (NetAF.Logic.GameInfo.html)

AssetCatalog

Provides information about a game.
(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)

ConsoleGameConfiguration

Provides a record of the location of a playable character.
(NetAF.Logic.ConsoleGameConfiguration)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

IGameConfiguration (NetAF.Logic.IGameConfiguration.html)

(NetAF.Logic.ExitMode.html)

Represents a configuration for a game.

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

Interfaces

Enums

ExitMode (NetAF.Logic.ExitMode.html)

Enumeration of exit modes.



GameState (NetAF.Logic.GameState.html)

Persistence

Enumeration of game states.

(NetAF.Commands.Persistence.html)

Delegates

NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

EndCheck (NetAF.Logic.EndCheck.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

GameCreationCallback (NetAF.Logic.GameCreationCallback.html)

(NetAF.Conversations.html)

Represents the callback used for Game creation.

+ NetAF.Conversations.

GameSetupCallback (NetAF.Logic.GameSetupCallback.html)

(NetAF.Conversations.Instruct.html)

Represents the callback used for Game setup.

+ NetAF.Extensions

(NetAF.Extensions.html)

OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)

+ NetAF.Interpretation

for Overworld creation.

(NetAF.Interpretation.html)

PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)

(NetAF.Logical.html)

for Player creation.

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

Class AssetCatalog

Provides a catalog of all assets in a game.

Filter by title

Inheritance.....

+ **NetAF.Commands.Persistence**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Region**

Initial Members

+ **NetAF.Commands.RegionMap**

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.Scene**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([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.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Instruction.html](#))

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

public class AssetCatalog

([NetAF.Interpretation.html](#))

- **NetAF.Logic**

([NetAF.Logic.html](#))

Properties

AssetCatalog

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

ConsoleGameConfiguration

Get the characters.

([NetAF.Logic.ConsoleGameConfig.html](#))

Declaration

EndCheck

([NetAF.Logic.EndCheck.html](#))

pEndCheckResult NonPlayableCharacter[] Characters { get; }

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Property Value

([NetAF.Logic.ExitMode.html](#))

Type Game ([NetAF.Logic.Game.html](#))

Description

GameCreationCallback

NonPlayableCharacter ([NetAF.Assets.Characters.NonPlayableCharacter.html](#))

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

Examplables

([NetAF.Logic.GameInfo.html](#))

Get the examinables.

Declaration

```
public IExaminable[] Examinables { get; }
```



Property Value

| Type | Description |
|------------------------------|--|
| (NetAF.Commands.Persistence) | IExaminable (NetAF.Assets/IExaminable.html)[+ NetAF.Commands.Region] |

Map

(NetAF.Commands.RegionMap)

ItemContainers

+ NetAF.Commands.Scene

Get the ItemContainers

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

```
public IIItemContainer[] ItemContainers { get; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

IIItemContainer (NetAF.Assets/IIItemContainer.html)[
+ NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Items

- NetAF.Logic

Get the items.

(NetAF.Logic.html)

Declaration

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

```
public Item[] Items { get; }
```

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig

Type

EndCheck

(NetAF.Logic.EndCheck.html)

Item (NetAF.Assets.Item.html)[
EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

Players

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Get the players.

GameCreationCallback

Declaration

GameEndConditions

(NetAF.Logic.GameEndConditions

```
public PlayableCharacter[] Players { get; }
```

GameInfo

(NetAF.Logic.GameInfo.html)

Property Value

| Type | Description |
|--|-------------|
| PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)[] | |

Rooms

(NetAF.Commands.Persistence.html)

Get the rooms.

+ NetAF.Commands.Region

Declaration

Map

(NetAF.Commands.Region.html)

+ NetAF.Commands.Scene

Property Value

(NetAF.Commands.Scene.html)

Type

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

Methods

+ NetAF.Extensions

(NetAF.Extensions.html)

FromGame(Game)

+ NetAF.Interpretation

Create a new AssetCatalog from a game.

(NetAF.Interpretation.html)

Declaration

- NetAF.Logic

(NetAF.Logic.html)

public static AssetCatalog FromGame(Game game)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

Parameters

AssetGenerator

| Type | Name | Description |
|--|------|--------------------------------------|
| AssetGenerator (NetAF.Logic.AssetGenerator.html) | game | The game to create the catalog from. |

EndCheck

Returns

(NetAF.Logic.EndCheck.html)

Type

Description

EndCheckResult (NetAF.Logic.EndCheckResult.html)

AssetCatalog (NetAF.Logic.AssetCatalog.html)

The populate asset catalog.

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

Register(params IExaminable[])

(NetAF.Logic.GameCreationCallback.html)

Registers EndConditions examinables.

(NetAF.Logic.GameEndConditions.html)

Declaration

GameInfo

(NetAF.Logic.GameInfo.html)

```
public void Register(params IExaminable[] examinables)
```

Parameters

| Type | Name | Description |
|---|-------------|------------------------------|
| IExaminable (NetAF.Assets.IExaminable.html)[] | examinables | The examinables to register. |

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region Register(params IAssetTemplate<IExaminable>[])

Map

(NetAF.Commands.RegionMap)

Declarative

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

```
public void Register(params IAssetTemplate<IExaminable>[] templates)
```

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

| Type | Name | Description |
|--|-----------|----------------------------|
| IAssetTemplate<(NetAF.Utilities.IAssetTemplate-1.html)< IExaminable (NetAF.Assets.IExaminable.html)>[] | templates | The templates to register. |

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfigu

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance

+ **NetAF.Commands.RegionMap**

Inherited Members
(NetAF.Commands.RegionMap)

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.Scene**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.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**

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.Instruction**

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

public sealed class AssetGenerator

[\(NetAF.Interpretation.html\)](#)

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Methods

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

Custom(OverworldCreationCallback, PlayerCreationCallback)

ConsoleGameConfiguration

Create an asset generator that creates custom values. Callbacks determine the overworld and player that will be returned on each call to GetOverworld and GetPlayer.

[\(NetAF.Logic.ConsoleGameConfig.html\)](#)

EndCheck

Declaration

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#) Custom(OverworldCreationCallback overworldCreationCallback, PlayerCreationCallback playerCreationCallback)

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([\(NetAF.Logic.Game.html\)](#))

Parameters

GameCreationCallback

Type [\(NetAF.Logic.GameCreationCallback.html\)](#)

Name

Description

GameEndConditions

OverworldCreationCallback

[\(NetAF.Logic.GameEndConditions.html\)](#)

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

GamelInfo

[\(NetAF.Logic.GamelInfo.html\)](#)

GameSetupCallback

overworldCreationCallback

The overworld creation callback.

| Type | Name | Description |
|---|-------------------------------|-------------------------------|
| PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html) | <i>playerCreationCallback</i> | The player creation callback. |

Returns

| Type (NetAF.Commands.Persistence) | Description |
|--|---|
| AssetGenerator + NetAF.Commands.Region Map (NetAF.Commands.RegionMap) | Asset generation that will always return an overworld and a player as defined by the callbacks. |

GetOverworld() NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Get the overworld.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations()

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

Description

The overworld.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

GetPlayer()

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

Declaration
(NetAF.Logic.AssetCatalog.html)

AssetGenerator

public PlayableCharacter GetPlayer()
(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

Return
(NetAF.Logic.ConsoleGameConfig

EndCheck

Type
(NetAF.Logic.EndCheck.html)

Description

EndCheckResult (NetAF.Assets.Characters.PlayableCharacter.html)

The player.

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

New(IAssetTemplate<Overworld>, IAssetTemplate<PlayableCharacter>)

GameCreationCallback

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverWorld and GetPlayer.

(NetAF.Logic.GameCreationCallback)

GameEndConditions

Declaration
(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

Parameters

| Type | Name | Description |
|---|-------------------|-------------------------|
| IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)<Overworld>(NetAF.Utilities.Overworld.html) | overworldTemplate | The overworld template. |
| IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)<PlayableCharacter>(NetAF.Assets.Characters.PlayableCharacter.html) | playerTemplate | The player template. |

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)
Returns

| Type | Description |
|-----------------------------|---|
| (NetAF.Commands.Scene.html) | Asset generator that will always return a new overworld and a new player. |

Instructions

(NetAF.Conversations.Instruct)

New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

(NetAF.Extensions.html)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

```
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)
```

AssetCatalog
(NetAF.Logic.AssetCatalog.html)

Parameters

AssetGenerator

| Type | Name | Description |
|--|----------------|----------------------|
| ConsoleGameConfiguration OverworldMaker (NetAF.Utilities.OverworldMaker.html) | overworldMaker | The overworld maker. |
| EndCheck (NetAF.Logic.EndCheck.html) | playerTemplate | The player template. |

Returns

(NetAF.Logic.ExitMode.html)

Type Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

Retained(Overworld, PlayableCharacter)

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

| Type | Description | Name | Description |
|--|-------------|------------------|----------------|
| Map Overworld (NetAF.Assets.Locations.Overworld.html) (NetAF.Commands.RegionMap) | | <i>overworld</i> | The overworld. |
| PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) | | <i>player</i> | The player. |

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Returns

| Type | Description |
|------------------------------------|---|
| (NetAF.Commands.Scene.html) | |
| AssetGenerator | Asset generation that will always return the same instance overworld and the same instance of the player. |

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfigu...](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm...](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba...](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions...](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

[GameSetupCallback](#)

Class ConsoleGameConfiguration

Represents a configuration for a console game.

Filter by title

Inheritance

+ NetAF.Commands.Region

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Map
↳ ConsoleGameConfiguration
(NetAF.Commands.RegionMap)

Implements

+ NetAF.Commands.Scene

IGameConfiguration (NetAF.Logic.IGameConfiguration.html)

(NetAF.Commands.Scene.html)

Inherited Members

+ NetAF.Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

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.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Extensions.html)

Namespace: NetAF (NetAF.html.Logic (NetAF.Logic.html))

+ NetAF.Interpretation

Assembly: NetAF.dll

(NetAF.Interpretation.html)

Syntax

- NetAF.Logic

public sealed class ConsoleGameConfiguration : IGameConfiguration

AssetCatalog

NetAF.Logic.AssetCatalog.html

Constructors

[NetAF.Logic.ConsoleGameConfiguration](https://NetAF.Logic.ConsoleGameConfiguration.html)

ConsoleGameConfiguration

ConsoleGameConfiguration(Size, ExitMode, IIOAdapter)

EndCheck

Represents a configuration for a console game.

NetAF.Logic.EndCheck.html

EndCheckResult

NetAF.Logic.EndCheckResult.html

ExitMode

public ConsoleGameConfiguration(Size displaySize, ExitMode exitMode, IIOAdapter adapter)

NetAF.Logic.ExitMode.html

Game (NetAF.Logic.Game.html)

GameCreationCallback

[NetAF.Logic.GameCreationCallback](https://NetAF.Logic.GameCreationCallback.html)

GameEndConditions

NetAF.Logic.GameEndConditions.html

Size (NetAF.Assets.Size.html)

NetAF.Logic.GameInfo.html

ExitMode (NetAF.Logic.ExitMode.html)

GameSetupCallback

[NetAF.Logic.GameSetupCallback](https://NetAF.Logic.GameSetupCallback.html)

| Type | Name | Description |
|-------------------|-------------|-------------------|
| GameEndConditions | displaySize | The display size. |
| Size | exitMode | The exit mode. |
| GameSetupCallback | | |

| Type | Name | Description |
|---|---------|------------------|
| IIOAdapter (NetAF.Adapters.IIOAdapter.html) | adapter | The I/O adapter. |

Properties

+ NetAF.Commands.Region

Map

Adapter

(NetAF.Commands.RegionMap)

Get the I/O adapter.

+ NetAF.Commands.Scene

Declaration

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

public IIOAdapter Adapter { get; }

(NetAF.Conversations.html)

NetAF.Conversations.

Instructions

Type

(NetAF.Conversations.Instruct)

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Default Interpretation

(NetAF.Interpretation.html)

Get the default game configuration.

- NetAF.Logic

Declaration

(NetAF.Logic.html)

AssetCatalog IGameConfiguration Default { get; }

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Property Value

(NetAF.Logic.AssetGenerator.html)

Type ConsoleGameConfiguration

Description

(NetAF.Logic.ConsoleGameConfig)

IGameConfiguration (NetAF.Logic.IGameConfiguration.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

DisplayCommandListInSceneFrames

ExitMode

Get or set if the command list is displayed in scene frames.

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Declaration

GameCreationCallback

(NetAF.Logic.GameCreationCallba

public bool DisplayCommandListInSceneFrames { get; set; }

GameEndConditions

(NetAF.Logic.GameEndConditions.

Property GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback)

| Type | Description |
|--|-------------|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | |

DisplaySize

Get the display size.

+ NetAF.Commands.Region

Declaration

(NetAF.Commands.RegionMap)

```
public Size DisplaySize { get; }
```

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

Size ([NetAF.Assets.Size.html](#))

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

ErrorPrefix

+ NetAF.Extensions

Get or set the prefix to use when displaying errors.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public string ErrorPrefix { get; set; }
```

- NetAF.Logic

(NetAF.Logic.html)

Property Value

Type

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig)

ExitMode

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

Declaration

(NetAF.Logic.EndCheckResult.html)

ExitMode

```
public ExitMode ExitMode { get; }
```

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

Property Value

Type

GameEndConditions

(NetAF.Logic.GameEndConditions)

ExitMode ([NetAF.Logic.ExitMode.html](#))

GamelInfo

(NetAF.Logic.GamelInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback)

| Type | Description |
|------|-------------|
| | |

FrameBuilders

Get or set the collection of frame builders to use to render the game.

Declaration

```
public FrameBuilderCollection FrameBuilders { get; set; }
```

+ NetAF.Commands.Region

Property Value

Map

Type
[\(NetAF.Commands.RegionMap\)](#)

Description

FrameBuilderCollection ([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

NetAF.Conversations

Interpreter

[\(NetAF.Conversations.html\)](#)

Get or set the interpreter used for interpreting input.

+ NetAF.Conversations.

Declaration

Instructions

[\(NetAF.Conversations.Instruct\)](#)

```
public IInterpreter Interpreter { get; set; }
```

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Property Value

+ NetAF.Interpretation

Description

[\(NetAF.Interpretation.html\)](#)

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

SceneMapKeyType

[\(NetAF.Logic.AssetCatalog.html\)](#)

Get or set the type of key to use on the scene map.
AssetGenerator

Declaration
[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfig\)](#)

```
public KeyType SceneMapKeyType { get; set; }
```

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

Property Value

[\(NetAF.Logic.EndCheckResult.html\)](#)

Description

Type

ExitMode

KeyType ([NetAF.Renderer.KeyType.html](#))

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

Implementation
[\(NetAF.Logic.GameCreationCallback\)](#)

GameEndConditions

IGameConfiguration ([NetAF.Logic.GameConfiguration.html](#))

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback\)](#)

▼

- + **NetAF.Commands.Region**
 - Map**
([NetAF.Commands.RegionMap](#))
- + **NetAF.Commands.Scene**
([NetAF.Commands.Scene.html](#))
- + **NetAF.Conversations**
([NetAF.Conversations.html](#))
- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instruct](#))
- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
- **NetAF.Logic**
([NetAF.Logic.html](#))
 - AssetCatalog
([NetAF.Logic.AssetCatalog.html](#))
 - AssetGenerator
([NetAF.Logic.AssetGenerator.html](#))
 - ConsoleGameConfiguration
([NetAF.Logic.ConsoleGameConfig](#))
 - EndCheck
([NetAF.Logic.EndCheck.html](#))
 - EndCheckResult
([NetAF.Logic.EndCheckResult.htm](#))
 - ExitMode
([NetAF.Logic.ExitMode.html](#))
 - Game
([NetAF.Logic.Game.html](#))
 - GameCreationCallback
([NetAF.Logic.GameCreationCallba](#))
 - GameEndConditions
([NetAF.Logic.GameEndConditions.](#))
 - GameInfo
([NetAF.Logic.GameInfo.html](#))
 - GameSetupCallback
([NetAF.Logic.GameSetupCallback](#))

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

(NetAF.Commands.RegionMap

+ NetAF.Commands.Scene

public delegate EndCheckResult EndCheck(Game game)
(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

Game (NetAF.Logic.Game.html)

Instructions

(NetAF.Conversations.Instruct

Returns

+ NetAF.Extensions

Type

(NetAF.Extensions.html)

EndCheckResult (NetAF.Logic.EndCheckResult.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfigu

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

([NetAF.Commands.RegionMap](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.Scene](#)

Inheritance

([NetAF.Commands.Scene.html](#))

↳ object (object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Conversations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

↳ [NetAF.Conversations](#)

Inheritance

([NetAF.Conversations.Instruct.html](#))

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

↳ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

↳ [NetAF.Extensions](#)

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

+ [NetAF.Interpretation](#)

Assembly: NetAF.dll

([NetAF.Interpretation.html](#))

Syntax

- [NetAF.Logic](#)

([NetAF.Logic.html](#))

public class EndCheckResult

AssetCatalog

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

ConsoleGameConfiguration

([NetAF.Logic.ConsoleGameConfig.html](#))

EndCheckResult(bool, string, string)

EndCheck

([NetAF.Logic.EndCheck.html](#))

Represents the result of an end check.

EndCheckResult

Declaration

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

public EndCheckResult(bool hasEnded, string title, string description)

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

Parameters

Type GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

bool

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

GameInfo

string (<https://learn.microsoft.com/dotnet/api/system.string>)

GameSetupCallback

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

| Type | Name | Description |
|-------------------|-------------|------------------------------|
| GameEndConditions | hasEnded | If the game has ended. |
| string | title | A title to describe the end. |
| string | description | A description of the end. |

Properties

Description

Get a description of the end.

Declaration

(NetAF.Commands.RegionMap
public string Description { get; })

+ NetAF.Commands.Scene

(NetAFCommands.Scene.html)
Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)
string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Conversations.

Instructions

(NetAFConversations.Instruct
HasBeenEnded)

+ NetAF.Extensions

Get if the game has come to an end.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAFInterpretation.html)
public static EndCheckResult { get; })

- NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

AssetCatalog

(NetAF.Logic.AssetCatalog.html)
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)
AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAFLogic.ConsoleGameConfig
NotEnded)

EndCheck

Get a default result for not ended

(NetAF.Logic.EndCheck.html)

EndCheckResult

Declaration

(NetAF.Logic.EndCheckResult.html)

ExitMode

public static EndCheckResult NotEnded { get; }

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Property Value

(NetAF.Logic.GameCreationCallback

Type

GameEndConditions

(NetAFLogic.GameEndConditions
EndCheckResult (NetAF.Logic.EndCheckResult.html))

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

Title (NetAF.Logic.GameSetupCallback

GameState

Get a title to describe the end.

(NetAFLogic.GameState.html)

Description

| Type | Description |
|--|-------------|
| (NetAF.Conversations.html) string (https://learn.microsoft.com/dotnet/api/system.string) | |

| Type | Description |
|---|-------------|
| (NetAF.Logic.AssetCatalog.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) AssetGenerator | |

| Type | Description |
|--|-------------|
| (NetAF.Logic.GameCreationCallback GameEndConditions | |

| Type | Description |
|--|-------------|
| (NetAFLogic.GameEndConditions EndCheckResult (NetAF.Logic.EndCheckResult.html)) | |

| Type | Description |
|----------------------------|-------------|
| (NetAFLogic.GameInfo.html) | |

| Type | Description |
|---|-------------|
| (NetAFLogic.GameSetupCallback Title (NetAF.Logic.GameSetupCallback | |

| Type | Description |
|-----------------------------|-------------|
| (NetAFLogic.GameState.html) | |

Declaration

```
public string Title { get; }
```

Property Value

| Type | Description |
|---|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.RegionMap) | |

- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

AssetCatalog
[\(NetAF.Logic.AssetCatalog.html\)](#)
AssetGenerator
[\(NetAF.Logic.AssetGenerator.html\)](#)
ConsoleGameConfiguration
[\(NetAF.Logic.ConsoleGameConfigu](#)
EndCheck
[\(NetAF.Logic.EndCheck.html\)](#)
EndCheckResult
[\(NetAF.Logic.EndCheckResult.htm](#)
ExitMode
[\(NetAF.Logic.ExitMode.html\)](#)
Game
[\(NetAF.Logic.Game.html\)](#)
GameCreationCallback
[\(NetAF.Logic.GameCreationCallba](#)
GameEndConditions
[\(NetAF.Logic.GameEndConditions.](#)
GameInfo
[\(NetAF.Logic.GameInfo.html\)](#)
GameSetupCallback
[\(NetAF.Logic.GameSetupCallback.](#)
GameState
[\(NetAF.Logic.GameState.html\)](#)

Enum ExitMode

Enumeration of exit modes.

 Filter by title

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ **NetAF.Commands.Scene**

Syntax
[\(NetAF.Commands.Scene.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

Fields

[\(NetAF.Conversations.Instruct](#)

| | | Description |
|------------------------------------|---|-----------------------|
| + NetAF.Extensions | (NetAF.Extensions.html) | |
| ExitApplication | | Exit the application. |

+ [NetAF.Interpretation](#)

[ReturnToTitleScreen](#)

[\(NetAF.Interpretation.html\)](#)

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfigu](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

Class Game

Represents a game.

Filter by title

Inheritance

+ NetAF.Commands.Scene

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Game

+ NetAF.Conversations

Implements

(NetAF.Conversations.html)

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Game
Serialization ([NetAF.Serialization.GameSerialization.html](#))>

+ NetAF.Conversations.

Inheritance

(NetAF.Conversations.Instruct.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Extensions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Interpretation

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.html)

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

Syntax

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

public sealed class Game : IRestoreFromObjectSerialization<GameSerialization>

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

Catalog

(NetAF.Logic.ExitMode.html)

Game ([NetAF.Logic.Game.html](#))

Get the catalog of assets for this game.

(NetAF.Logic.GameCreationCallback.html)

Declaration

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

public AssetCatalog Catalog { get; }

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

Type

GameState

Description

AssetCatalog ([NetAF.Logic.AssetCatalog.html](#))

IGameConfiguration

(NetAF.Logic.IGameConfiguration.html)

Configuration

Get the configuration.

Declaration

```
public IGameConfiguration Configuration { get; }
```

+ NetAF.Commands.Scene

Property Value

(NetAF.Commands.Scene.html)

Type

+ NetAF.Conversations

IGameConfiguration (NetAF.Logic.IGameConfiguration.html)

(NetAF.Conversations.html)

Description

+ NetAF.Conversations.

Instructions

EndConditions

(NetAF.Conversations.Instruct.html)

Get the end conditions.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

public GameEndConditions EndConditions { get; }

(NetAF.Interpretation.html)

Properties

NetAF.Logic

(NetAF.Logic.html)

Description

AssetCatalog

GameEndConditions (NetAF.Logic.GameEndConditions.html)

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Info

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig.html)

Get the info

EndCheck

(NetAF.Logic.EndCheck.html)

Declaration

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

public GameInfo Info { get; }

ExitMode

(NetAF.Logic.ExitMode.html)

Properties

Game (NetAF.Logic.Game.html)

Type

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameInfo

(NetAF.Logic.GameInfo.html)

Introduction

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

Get the introduction

GameState

Declaration

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.html)

Description

```
public string Introduction { get; }
```

Property Value

| Type | Description |
|--|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | |

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Mode

[\(NetAF.Conversations.html\)](#)

Get the mode.

+ NetAF.Conversations.

Declaration

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

IGameMode

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

| Type | Description |
|-----------|--|
| IGameMode | (NetAF.Logic.Modes.IGameMode.html) |

| Type | Description |
|-----------|--|
| IGameMode | (NetAF.Logic.Modes.IGameMode.html) |

| Type | Description |
|-----------|--|
| IGameMode | (NetAF.Logic.Modes.IGameMode.html) |

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

Overworld

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

Get the overworld.

AssetGenerator

Declaration

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfig.html\)](#)

get;

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

Property Value

EndCheckResult

| Type | Description |
|---|-------------|
| (NetAF.Logic.EndCheckResult.html) | |

ExitMode

[\(NetAF.Assets.Locations.Overworld.html\)](#)

[\(NetAF.Logic.ExitMode.html\)](#)

Game

[\(NetAF.Logic.Game.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

Get the player.

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameEndConditions

Get the player.

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

IGameConfiguration

[\(NetAF.Logic.IGameConfiguration.html\)](#)

| Type | Description |
|--|-------------|
| PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) | |

Methods

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)
ChangeMode(IGameMode)

+ NetAF.Conversations

Change mode to a specified mode.
(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public void ChangeMode(IGameMode mode)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

IGameMode (NetAF.Logic.Modes.IGameMode.html)
(NetAF.Interpretation.html)

- NetAF.Logic

ChangePlayer(PlayableCharacter, bool)

AssetCatalog

Change to a specified player.
(NetAF.Logic.AssetCatalog.html)

Declaration

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfig Player (PlayableCharacter player, bool jumpToLastLocation = true)

(NetAF.Logic.ConsoleGameConfig

EndCheck

Parameters

(NetAF.Logic.EndCheck.html)

| Type | EndCheckResult | Name | Description |
|--|------------------------------------|--------------------|--|
| PlayableCharacter | ExitMode | player | The player to change to. |
| (NetAF.Assets.Characters.PlayableCharacter.html) | (NetAF.Logic.ExitMode.html) | | |
| Game | GameCreationCallback | jumpToLastLocation | Jump to the last location, if it is known. Then true the player will be added at the last location, when false the current location will be used. By default this is true. |
| (NetAF.Logic.GameCreationCallback.html) | (NetAF.Logic.GameCreationCallback) | | |
| GameEndConditions | GameSetupCallback | | |
| (NetAF.Logic.GameEndConditions.html) | (NetAF.Logic.GameSetupCallback) | | |
| GameInfo | GameState | | |
| (NetAF.Logic.GameInfo.html) | (NetAF.Logic.GameState.html) | | |
| GameSetupCallback | | | |

Create(GameInfo, string AssetGenerator, GameEndConditions, IGameConfiguration, GameSetupCallback)

(NetAF.Logic.GameState.html)
Create a new callback for generating instances of a game.

IGameConfiguration

(NetAF.Logic.IGameConfiguration)

Declaration

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetGenerator assetGenerator, GameEndConditions conditions, IGameConfiguration configuration, GameSetupCallback setup = null)
```



Parameters

| Type | Name | Description |
|--|--------------|--|
| + NetAF.Commands.Scene (NetAF.Commands.Scene.html) GameInfo (NetAF.Logic.GameInfo.html) | info | Information about the game. |
| + NetAF.Conversations string (NetAF.Conversations.html) (https://learn.microsoft.com/dotnet/api/system.string) | introduction | An introduction to the game. |
| + NetAF.Extensions (NetAF.Extensions.html) | | |
| - NetAF.Logic (NetAF.Logic.GameSetupCallback.html) (NetAF.Logic.html) | setup | A setup function to run on the created game after it has been created. |

Returns

| Type | Description |
|---|-------------|
| AssetCatalog (NetAF.Logic.AssetCatalog.html) | |

Execute(GameCreationCallback)

Execute a game.
ExitMode

Declaration
Game
(NetAF.Logic.Game.html)

```
public static void Execute(GameCreationCallback creator)
    (NetAF.Logic.GameCreationCallback)
```

GameEndConditions

Parameters
(NetAF.Logic.GameEndConditions.html)

| Type | Name | Description |
|---|------|-------------|
| GameInfo (NetAF.Logic.GameInfo.html) | | |

GameCreationCallback
GameSetupCallback
(NetAF.Logic.GameCreationCallback.html)
(NetAF.Logic.GameSetupCallback.html)

GameState
(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.html)

FindInteractionTarget(string)

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```



Parameters

| Type | Name | Description |
|---|------|-------------------|
| (NetAF.Commands.Scene.html) string (https://learn.microsoft.com/dotnet/api/system.string) | name | The targets name. |

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

| Type | Description |
|---|--|
| (NetAF.Conversations.Instruction.html) IInteractWithItem | The first IInteractWithItem object which has a name that matches the name parameter. |

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

- [NetAF.Interpretation](#)

GetAllPlayerVisibleExaminables()

[\(NetAF.Interpretation.html\)](#)

Get all examinables that are currently visible to the player.

- **NetAF.Logic**

Declaration

[\(NetAF.Logic.html\)](#)

```
AssetCatalog
public IExaminable[] GetAllPlayerVisibleExaminables()
  (NetAF.Logic.AssetCatalog.html)
```

AssetGenerator

Returns [\(NetAF.Logic.AssetGenerator.html\)](#)

| Type | Description |
|--|---|
| (NetAF.Logic.ConsoleGameConfig.html) ConsoleGameConfiguration | An array of all examinables that are currently visible to the player. |

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

GetInactivePlayerLocations()

[\(NetAF.Logic.Game.html\)](#)

Get an array of inactive player locations.

GameCreationCallback

Declaration [\(NetAF.Logic.GameCreationCallback.html\)](#)

GameEndConditions

```
GameEndConditions
public PlayerLocation[] GetInactivePlayerLocations()
```

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

Returns [GameSetupCallback](#)

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

IGameConfiguration

[\(NetAF.Logic.IGameConfiguration.html\)](#)

| Type | Description |
|---|--|
| PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html) [] | An array containing all locations of inactive platers. |

▼

RestoreFrom(GameSerialization)

(NetAF.Commands.Scene.html)
Restore this object from a serialization.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

Part of:

(NetAF.Conversations.Instruct

| Type | Name | Description |
|---|---------------|------------------------------------|
| + NetAF.Extensions (NetAF.Extensions.html) | serialization | The serialization to restore from. |

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Implements

- NetAF.Logic

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfigu

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

[\(NetAF.Commands.Scene.html\)](#)

Assembly: NetAF.dll

Syntax

[\(NetAF.Conversations.html\)](#)

```
public delegate Game GameCreationCallback()
```

+ [NetAF.Conversations.](#)

Instructions

Returns

[\(NetAF.Conversations.Instruct](#)

Type

+ [NetAF.Extensions](#)

Game (NetAF.Logic.Game.html)

[\(NetAF.Extensions.html\)](#)

Description

A game created by the callback.

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfig](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game (NetAF.Logic.Game.html)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

Class GameEndConditions

Provides a container for game end conditions.

Filter by title

Inheritance

+ [NetAF.Conversations](#) (https://learn.microsoft.com/dotnet/api/system.object)
([NetAF.Conversations.html](#))

Inherited Members

+ [NetAF.Conversations](#).

[Instruct](#)(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))

+ [NetAF.Extensions](#).

[object.GetHashCode\(\)](#) (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

+ [NetAF.Interpretation](#).

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Name: [NetAF.Logic](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

Assembly: [NetAF.dll](#)

Syntax

AssetCatalog

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

class GameEndConditions

([NetAF.Logic.AssetGenerator.html](#))

ConsoleGameConfiguration

([NetAF.Logic.ConsoleGameConfig](#))

Constructors

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Provides a container for game end conditions.

([NetAF.Logic.ExitMode.html](#))

Declaration

[Game](#) ([NetAF.Logic.Game.html](#))

GameCreationCallback

([NetAF.Logic.GameEndConditions](#).EndCheck completionCondition, EndCheck gameOverCondition)

GameEndConditions

([NetAF.Logic.GameEndConditions](#))

Parameters

GameInfo

| Type | Name | Description |
|--|---------------------|--|
| NetAF.Logic.GameInfo.html | | |
| EndCheck (NetAF.Logic.GameSetupCallback.html) | completionCondition | The condition that determines if the game was completed. |

([NetAF.Logic.GameState.html](#))

([NetAF.Logic.EndCheck.html](#))

([NetAF.Logic.IGameConfiguration.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

Properties

CompletionCondition

Get the condition that determines if the game was completed.

Declaration
`

+ NetAF.Conversations

```
public EndCheck CompletionCondition { get; }
```

(NetAF.Conversations.html)

Properties.

| Type | Instructions | Description |
|-------------------------------|--------------------------------------|-------------|
| (NetAF.Conversations.Instruct | EndCheck (NetAF.Logic.EndCheck.html) | |

+ NetAF.Extensions

(NetAF.Extensions.html)

GameOverCondition

(NetAF.Interpretation.html)

Get the condition that determines if the game has ended.

NetAF.Logic

Declaration
(NetAF.Logic.html)

```
public EndCheck GameOverCondition { get; }
```

(NetAF.Logic.AssetCatalog.html)

AssetGenerator
Property Value
(NetAF.Logic.AssetGenerator.html)

| Type | ConsoleGameConfiguration | Description |
|--------------------------------|--------------------------------------|-------------|
| (NetAF.Logic.ConsoleGameConfig | EndCheck (NetAF.Logic.EndCheck.html) | |

(NetAF.Logic.EndCheck.html)

EndCheckResult

NoEnd
(NetAF.Logic.EndCheckResult.html)

ExitMode

Get a value for no end
(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Declaration
GameCreationCallback

(NetAF.Logic.GameCreationCallba

```
public static GameEndConditions NoEnd { get; }
```

GameEndConditions

(NetAF.Logic.GameEndConditions.

Properties

GameInfo
(NetAF.Logic.GameInfo.html)

Type
GameSetupCallback

GameConditions (NetAF.Logic.GameEndConditions.html)

GameState

(NetAF.Logic.GameState.html)

IGameConfiguration

NoEnded
(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

Get an end check that returns EndCheckResult.NotEnded.
(NetAF.Logic.OverworldCreationC

Declaration

```
public static EndCheck NotEnded { get; }
```

Property Value

| Type | Description |
|---|-------------|
| EndCheck (NetAF.Logic.EndCheck.html) | |
| + NetAF.Conversations (NetAF.Conversations.html) | |
| + NetAF.Conversations. Instructions (NetAF.Conversations.Instruct | |
| + NetAF.Extensions (NetAF.Extensions.html) | |
| + NetAF.Interpretation (NetAF.Interpretation.html) | |
| - NetAF.Logic (NetAF.Logic.html) | |
| AssetCatalog (NetAF.Logic.AssetCatalog.html) | |
| AssetGenerator (NetAF.Logic.AssetGenerator.html) | |
| ConsoleGameConfiguration (NetAF.Logic.ConsoleGameConfig | |
| EndCheck (NetAF.Logic.EndCheck.html) | |
| EndCheckResult (NetAF.Logic.EndCheckResult.htm | |
| ExitMode (NetAF.Logic.ExitMode.html) | |
| Game (NetAF.Logic.Game.html) | |
| GameCreationCallback (NetAF.Logic.GameCreationCallba | |
| GameEndConditions (NetAF.Logic.GameEndConditions. | |
| GameInfo (NetAF.Logic.GameInfo.html) | |
| GameSetupCallback (NetAF.Logic.GameSetupCallback. | |
| GameState (NetAF.Logic.GameState.html) | |
| IGameConfiguration (NetAF.Logic.IGameConfiguration.I | |
| OverworldCreationCallback (NetAF.Logic.OverworldCreationC | |

Class GameInfo

Provides information about a game.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ GameInfo

+ NetAF.Conversations.

Inherited Members

Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object, system-object\)](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))
[\(NetAF.Interpretation.html\)](#)

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.Logic

NameSpace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll
AssetCatalog

Syntax
[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfigurati](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

GameInfo(string, string, string)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

Declaration

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

public GameInfo(string name, string description, string author)

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

Parameters
[\(NetAF.Logic.GameInfo.html\)](#)

Type GameSetupCallback

[\(NetAF.Logic.GameSetupCallback](#)

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

GameState

[\(NetAF.Logic.GameSetupCallback\)](#)

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

IGameConfiguration

[string \(\[https://learn.microsoft.com/dotnet/api/system.string\]\(#\)\)](#)

[\(NetAF.Logic.IGameConfiguration.I](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

| Type | Name | Description |
|--------------------|-------------|----------------------------|
| GameSetupCallback | name | The name of the game. |
| GameSetupCallback | description | A description of the game. |
| IGameConfiguration | author | A author of the game. |

Properties

Author

Get the author.



Declaration

+ NetAF.Conversations

(NetAF.Conversations.html); set; }

+ NetAF.Conversations.

Property Value

Instructions

| Type | Description |
|------------------------------|-------------|
| NetAF.Conversations.Instruct | |

+ NetAF.Extensions
(https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Description

(NetAF.Interpretation.html)

Get the description of the game.

NetAF.Logic

(NetAF.Logic.html)

Declaration

AssetCatalog

(NetAF.Logic.AssetCatalog.html); get; }

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Property Value

ConsoleGameConfiguration

| Type | Description |
|-------------------------------|-------------|
| NetAF.Logic.ConsoleGameConfig | |

EndCheck
string (https://learn.microsoft.com/dotnet/api/system.string)
(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Name

(NetAF.Logic.ExitMode.html)

Get the name of the game.

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

public string Name { get; }
(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

| Type | Description |
|--------------------------------|-------------|
| NetAF.Logic.GameSetupCallback. | |

GameState
string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation



- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

AssetCatalog
[\(NetAF.Logic.AssetCatalog.html\)](#)
AssetGenerator
[\(NetAF.Logic.AssetGenerator.html\)](#)
ConsoleGameConfiguration
[\(NetAF.Logic.ConsoleGameConfigu](#)
EndCheck
[\(NetAF.Logic.EndCheck.html\)](#)
EndCheckResult
[\(NetAF.Logic.EndCheckResult.htm](#)
ExitMode
[\(NetAF.Logic.ExitMode.html\)](#)
Game
[\(NetAF.Logic.Game.html\)](#)
GameCreationCallback
[\(NetAF.Logic.GameCreationCallba](#)
GameEndConditions
[\(NetAF.Logic.GameEndConditions.](#)
GameInfo
[\(NetAF.Logic.GameInfo.html\)](#)
GameSetupCallback
[\(NetAF.Logic.GameSetupCallback.](#)
GameState
[\(NetAF.Logic.GameState.html\)](#)
IGameConfiguration
[\(NetAF.Logic.IGameConfiguration.I](#)
OverworldCreationCallback
[\(NetAF.Logic.OverworldCreationCa](#)
PlayableCharacterLocation

Delegate GameSetupCallback

Represents the callback used for Game setup.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

 **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruction) GameSetupCallback(Game game)

 **+ NetAF.Extensions**

Parameters

(NetAF.Extensions.html)

Type

 **+ NetAF.Interpretation**

(NetAF.Interpretation.html)

 **- NetAF.Logic**

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game **(NetAF.Logic.Game.html)**

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.I

Name

Description

game

The game to setup.

Interface IGameConfiguration

Represents a configuration for a game.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

NetAF.Conversations.

Syntax

(NetAF.Conversations.Instruct

public interface IGameConfiguration

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

Adapter

AssetCatalog

Get the I/O adapter.

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

IIOAdapter Adapter { get; }

(NetAF.Logic.ConsoleGameConfig

EndCheck

Property Value

(NetAF.Logic.EndCheck.html)

Type

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

IIOAdapter

(NetAF.Adapters.IIOAdapter.html)

Description

ExitMode

(NetAF.Logic.ExitMode.html)

Game

(NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

Get GameEndConditions

list is displayed in scene frames.

(NetAF.Logic.GameEndConditions.

Declaration

GameInfo

(NetAF.Logic.GameInfo.html)

bool DisplayCommandListInSceneFrames { get; set; }

(NetAF.Logic.GameSetupCallback.

GameState

Property Value

(NetAF.Logic.GameState.html)

Type

GameConfiguration

bool (NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

DisplaySize

Property Value

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

Description

Get the display size.

Declaration

```
Size DisplaySize { get; }
```



Property Value

| Type | Description |
|---|-------------|
| + NetAF.Conversations. Instruct (NetAF.Conversations.Instruct.html) | |

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**
ErrorPrefix
([NetAF.Extensions.html](#))

Get or set the prefix to use when displaying errors.

- **NetAF.Interpretation**
([NetAF.Interpretation.html](#))

- **NetAF.Logic**
string ErrorPrefix { get; set; }
([NetAF.Logic.html](#))

AssetCatalog
Property Value
([NetAF.Logic.AssetCatalog.html](#))

| Type | Description |
|--|-------------|
| AssetGenerator (NetAF.Logic.AssetGenerator.html) string (https://learn.microsoft.com/dotnet/api/system.string) ConsoleGameConfiguration (NetAF.Logic.ConsoleGameConfig) EndCheck (NetAF.Logic.EndCheck.html) EndCheckResult (NetAF.Logic.EndCheckResult.html) | |

ExitMode
([NetAF.Logic.ExitMode.html](#))

Declaration
Get the exit mode.
([NetAF.Logic.ExitMode.EndCheckResult.html](#))

ExitMode
Declaration
([NetAF.Logic.ExitMode.html](#))
Game ([NetAF.Logic.Game.html](#))
ExitMode ExitMode { get; }
GameCreationCallback
([NetAF.Logic.GameCreationCallba](#)

GameEndConditions
Property Value
([NetAF.Logic.GameEndConditions.html](#))

| Type | Description |
|---|-------------|
| GameInfo (NetAF.Logic.GameInfo.html) ExitMode (NetAF.Logic.ExitMode.html) GameSetupCallback (NetAF.Logic.GameSetupCallback.html) GameState (NetAF.Logic.GameState.html) | |

FrameBuilders
([NetAF.Logic.FrameBuilders.html](#))

IGameConfiguration
Get or set the collection of frame builders to use to render the game.
([NetAF.Logic.IGameConfiguration.html](#))

Declaration
OverworldCreationCallback
([NetAF.Logic.OverworldCreationCa](#)
PlayableCharacterLocation
FrameBuilder<IPlayableCharacter> FrameBuilders { get; set; }
([NetAF.Logic.PlayableCharacterLo](#)
PlayerCreationCallback

Property Value

| Type | Description |
|--|-------------|
| FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html) | |

Interpreter

NetAF Conversations used for interpreting input.

Instructions

Declaration
(NetAF.Conversations.Instruct

+ **NetAF.Extensions** Interpreter { get; set; }

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

Type **(NetAF.Interpretation.html)**

- **NetAF.Logic** Interpreter (NetAF.Interpretation.IInterpreter.html)

(NetAF.Logic.html)

AssetCatalog

SceneMapKeyType

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Get or set the type of key to use on the scene map.
(NetAF.Logic.AssetGenerator.html)

Declaration
ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig

EndCheck

KeyType SceneMapKeyType { get; set; }

(NetAF.Logic.EndCheck.html)

EndCheckResult

Property Value
(NetAF.Logic.EndCheckResult.htm

Type **ExitMode**

(NetAF.Logic.ExitMode.html)

KeyType (NetAF.Rendering.KeyType.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

Description

Description

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ **NetAF.Extensions**

(NetAF.Extensions.html)

 public delegate Overworld OverworldCreationCallback()

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

- Type

NetAF.Logic

(NetAF.Logic.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

Description

A generated Overworld.

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game **(NetAF.Logic.Game.html)**

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

Class PlayableCharacterLocation

Provides a record of the location of a playable character.

Filter by title

Inheritance

+ **NetAF Conversations**

object (<https://learn.microsoft.com/dotnet/api/system.object>)

 + **PlayableCharacterLocation**

Implements

+ **NetAF Extensions**

 CharacterLocationSerialization ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
[\(NetAF.Extensions.html\)](#)

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 GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

 object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
 ([AssetCatalog.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>)
 ([AssetGenerator.html](#))

 object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
 ConsoleGameConfiguration

Namespace: NetAF ([NetAF.html](#)) Logic ([NetAF.Logic.html](#))
Assembly: [Minecraft.NET.dll](#)

Syntax

```
public class PlayableCharacterLocation : IRestoreFromObjectSerialization<PlayableCharacterLocation>
{
    public PlayableCharacterLocation(string playerIdentifier, string regionIdentifier, string gameIdentifier)
    {
        PlayerIdentifier = playerIdentifier;
        RegionIdentifier = regionIdentifier;
        GameIdentifier = gameIdentifier;
    }

    public void EndCheck()
    {
        EndCheckResult = EndCheckResult.Success;
    }

    public void ExitMode()
    {
        ExitMode = ExitMode.Normal;
    }

    public void Game()
    {
        Game = GameType.Normal;
    }

    public void GameCreationCallback()
    {
        GameCreationCallback += GameCreationCallback;
    }

    public void GameEndConditions()
    {
        GameEndConditions += GameEndConditions;
    }

    public void GameInfo()
    {
        GameInfo += GameInfo;
    }

    public void GameSetupCallback()
    {
        GameSetupCallback += GameSetupCallback;
    }
}
```

Constructors

PlayableCharacterLocation(string, string, string)

Provides a record of the location of a playable character.

GameSetupCallback

Declares [NetAF.Logic.GameSetupCallback](#).

GameState

```
public PlayableCharacterLocation(string playerIdentifier, string regionIdentifier, string gameIdentifier)
{
    PlayerIdentifier = playerIdentifier;
    RegionIdentifier = regionIdentifier;
    GameIdentifier = gameIdentifier;
}
```

IGameConfiguration

OverworldCreationCallback

Parameters

OverworldCreationCallback

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

PlayerCreationCallback

| Type | Name | Description |
|---|-------------------------|--|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>playerIdentifier</i> | The player identifier. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>regionIdentifier</i> | The identifier for the region that the player is in. |
| + NetAF.Conversations. Instructions (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Instruct | <i>roomIdentifier</i> | The identifier for the room that the player is in. |

+ NetAF.Extensions

(NetAF.Extensions.html)

Properties

(NetAF.Interpretation.html)

- NetAF.Logic

PlayerIdentifier

(NetAF.Logic.html)

Get the player

AssetCatalog

Declaration

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

public string PlayerIdentifier { get; }

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfig](#)

Property Value

[\(NetAF.Logic.EndCheck.html\)](#)

Type

EndCheckResult

Description

string
[\(NetAF.Logic.EndCheckResult.html\)](#)
(<https://learn.microsoft.com/dotnet/api/system.string>)

RegionIdentifier

Get the identifier for the region that the player is in.

GameEndConditions

Declaration

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameIdentifier.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

Property Value

GameState

[\(NetAF.Logic.GameState.html\)](#)

Description

IGameConfiguration

string
[\(https://learn.microsoft.com/dotnet/api/system.string\)](#)

[\(NetAF.Logic.IGameConfiguration.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

[\(NetAF.Logic.PlayerCreationCallba](#)

Get the identifier for room that the player is in.

Declaration

```
public string RoomIdentifier { get; }
```

Property Value

| Type + NetAF.Conversations. Instructions | Description |
|--|-------------|
| (NetAF.Conversations.Instruct) | |

+ NetAF.Extensions
[\(NetAF.Extensions.html\)](#)

Methods

+ NetAF.Interpretation
[\(NetAF.Interpretation.html\)](#)

FromSerialization(PlayableCharacterLocationSerialization)

- NetAF.Logic

Create a new instance of PlayableCharacterLocation from a serialization.

[\(NetAF.Logic.html\)](#)

Declaration

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

```
public static PlayableCharacterLocation FromSerialization(PlayableCharacterLocationS
```

AssetGenerator
[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfig.html\)](#)

Parameters

EndCheck

Type
[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

PlayableCharacterLocationSerialization

[\(NetAF.Logic.EndCheck.Result.html\)](#)

(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Returns

Game ([\(NetAF.Logic.Game.html\)](#))

Type GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

PlayableCharacterLocation ([\(NetAF.Logic.PlayableCharacterLocation.html\)](#))

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

RestoreFrom(PlayableCharacterLocationSerialization)

GameSetupCallback

Restore this object from a serialization.

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

IGameConfiguration

```
public void RestoreFrom(PlayableCharacterLocationSerialization serialization)
```

[\(NetAF.Logic.IGameConfiguration.html\)](#)

OverworldCreationCallback

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

PlayerCreationCallback

| Type | Name | Description |
|---|----------------------|---------------------------------------|
| PlayableCharacterLocationSerialization (NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.h ml) | <i>serialization</i> | The serialization to restore from. |

▼

Implements

+ NetAF.Conversations.

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html), Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation** PlayableCharacter PlayerCreationCallback()

([NetAF.Interpretation.html](#))

Returns

- **NetAF.Logic**

| T(NetAF.Logic.html) | Description |
|---|---------------------|
| AssetCatalog PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) (NetAF.Logic.AssetCatalog.html) AssetGenerator (NetAF.Logic.AssetGenerator.html) ConsoleGameConfiguration (NetAF.Logic.ConsoleGameConfig) EndCheck (NetAF.Logic.EndCheck.html) EndCheckResult (NetAF.Logic.EndCheckResult.htm) ExitMode (NetAF.Logic.ExitMode.html) Game (NetAF.Logic.Game.html) GameCreationCallback (NetAF.Logic.GameCreationCallba) GameEndConditions (NetAF.Logic.GameEndConditions.) GameInfo (NetAF.Logic.GameInfo.html) GameSetupCallback (NetAF.Logic.GameSetupCallback.) GameState (NetAF.Logic.GameState.html) IGameConfiguration (NetAF.Logic.IGameConfiguration.I) OverworldCreationCallback (NetAF.Logic.OverworldCreationCa) PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLo) PlayerCreationCallback | A generated Player. |

Namespace NetAF.Logic.Modes

Classes

Filter by title

AboutMode (NetAF.Logic.Modes.AboutMode.html)

+ NetAF.Commands.Region

Map

CompletionMode (NetAF.Logic.Modes.CompletionMode.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

ConversationMode (NetAF.Logic.Modes.ConversationMode.html)

Provides a display mode for conversation.

(NetAF.Conversations.html)

+ NetAF.Conversations.

GameOverMode (NetAF.Logic.Modes.GameOverMode.html)

(NetAF.Conversations.Instructor)

+ NetAF.Extensions

HelpMode (NetAF.Logic.Modes.HelpMode.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

ReactionMode (NetAF.Logic.Modes.ReactionMode.html)

+ NetAF.Logic

Provides a display mode for reaction.

(NetAF.Logic.html)

- NetAF.Logic.Modes

RegionMapMode (NetAF.Logic.Modes.RegionMapMode.html)

(NetAF.Logic.Modes.html)

Provides a display mode for region map.

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

Provides a display mode for a scene.

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

Provides a display mode for title.

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

Represents a mode for a game.

(NetAF.Logic.Modes.ReactionMode.html)

Interfaces

IGameMode (NetAF.Logic.Modes.IGameMode.html)

ReactionMode

Represents a mode for a game.

(NetAF.Logic.Modes.ReactionMode.html)

Enums

GameModeType (NetAF.Logic.Modes.GameModeType.html)

Enumeration of game mode types.



RenderState (NetAF.Logic.Modes.RenderState.html)

(NetAF.Commands.Persistence.html)

An enumeration of render states.

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.h

CompletionMode

(NetAF.Logic.Modes.CompletionMo

ConversationMode

(NetAF.Logic.Modes.ConversationM

GameModeType

(NetAF.Logic.Modes.GameModeTy

GameOverMode

(NetAF.Logic.Modes.GameOverMo

HelpMode

(NetAF.Logic.Modes.HelpMode.htm

IGameMode

(NetAF.Logic.Modes.IGameMode.h

ReactionMode

(NetAF.Logic.Modes.ReactionMode

Class AboutMode

Provides a display mode for about.

Filter by title

Inheritance

+ **NetAFCommands.Region**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Map

(**NetAFCommands.RegionMap**
Implements

+ **NetAFCommands.IGameMode** ([IGameMode.html](#))

(**NetAFCommands.Scene.html**
Inherited Members)

+ **NetAFConversations** ([NetAFConversations.html](#))

(**NetAF.Conversations.html**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

+ **NetAFConversations**
↳ GetHashCode() ([GetHashCode.html](#))

object.GetHashCode() ([Object.GetHashCode.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAFExtensions**
object.ToString() ([ToString.html](#))

(**NetAF.Extensions.html**)

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

- **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

public sealed class AboutMode : IGameMode
(**NetAF.Logic.html**)

- **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

Properties

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

Interpreter
([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

Get the interpreter
([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

public IInterpreter Interpreter { get; }
([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

Property
([NetAF.Logic.Modes.HelpMode.html](#))

Type
IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

Description

Interpreter
([NetAF.Interpretation.IInterpreter.html](#))

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

Class CompletionMode

Provides a display mode for completion.

Filter by title

Inheritance

[NetAF.Commands.RegionMap](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.RegionMap)

Implements

[IGameMode](#) ([NetAF.Logic.Modes.GameMode.html](#))
(NetAF.Commands.Scene)

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)))

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>)
(NetAF.Extensions.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

Assembly: [NetAF.dll](#)
(NetAF.Interpretation.html)

Syntax

+ **NetAF.Logic**

(NetAF.Logic.html)
public sealed class CompletionMode : IGameMode

- **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

Constructors

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

CompletionMode(string, string) ([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

Provides a display mode for completion.
[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

public CompletionMode(string title, string message) ([\(NetAF.Logic.Modes.GameOverMode.html\)](#))

HelpMode

Parameters
[\(NetAF.Logic.Modes.HelpMode.html\)](#)

Type

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

ReactionMode

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

RenderState

| Type | Name | Description |
|---|----------------|--------------|
| (NetAF.Logic.Modes.IGameMode.html) | <i>title</i> | The title. |
| (NetAF.Logic.Modes.ReactionMode.html) | <i>message</i> | The message. |

Properties

Interpreter

Get the interpreter.

Declaration

+ **NetAF.Commands.RegionMap**

Map

```
public IInterpreter Interpreter { get; }
```

(NetAF.Commands.RegionMap)

NetAF.Commands.Scene

Property Value
Type
(NetAF.Commands.Scene.html)

Description

NetAF.Conversations

IIInterpreter (NetAF.Interpretation.IIInterpreter.html)
(NetAF.Conversations.html)

NetAF.Conversations.

TypeInstructions

(NetAF.Conversations.Instruct)
Get the type of mode this provides.

NetAF.Extensions

Declaration

(NetAF.Extensions.html)

NetAF.Interpretation

Type { get; }

(NetAF.Interpretation.html)

NetAF.Logic

Type
(NetAF.Logic.html)

Description

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

Methods

CompeteMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

Render(Game)

GameModeType

Render the current state of a game.

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

plus110 RenderState Render (Game game)

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

Parameters

(NetAF.Logic.Modes.IGameMode.html)

Type ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

Game (NetAF.Logic.Game.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

| Type | Name | Description |
|--------------|------|-------------|
| ReactionMode | game | The game. |

Returns

| Type | Description |
|--|-------------------|
| RenderState (NetAF.Logic.Modes.RenderState.html) | The render state. |

Implements

+ **IGameMode** (NetAF.Logic.Modes.IGameMode.html)
Map

(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.ht

CompletionMode

(NetAF.Logic.Modes.CompletionMo

ConversationMode

(NetAF.Logic.Modes.Conversation

GameModeType

(NetAF.Logic.Modes.GameModeTy

GameOverMode

(NetAF.Logic.Modes.GameOverMo

HelpMode

(NetAF.Logic.Modes.HelpMode.htm

IGameMode

(NetAF.Logic.Modes.IGameMode.h

ReactionMode

(NetAF.Logic.Modes.ReactionMode

RegionMapMode

(NetAF.Logic.Modes.RegionMapMo

RenderState

Class ConversationMode

Provides a display mode for conversation.

Filter by title

Inheritance

Map

+ **NetAF.Commands.RegionMap**

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ConversationMode

+ **NetAF.Commands.Scene**

Implements

(**NetAF.Commands.Scene.html**)

IGameMode (NetAF.Logic.Modes.IGameMode.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-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.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Extensions**

↳ [object.GetType\(\)](https://learn.microsoft.com/dotnet/api/system.object.gettype) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Interpretation**

Namespace: NetAF (NetAF.html) → Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

Assembly: NetAF.dll

+ **NetAF.Logic**

Syntax

(**NetAF.Logic.html**)

- **NetAF.Logic.Modes**

(**NetAF.Logic.Modes.html**)

AboutMode

CONSTRUCTIONS

↳ [AboutMode](https://NetAF.Logic.Modes.AboutMode.html)

CompletionMode

([NetAF.Logic.Modes.CompletionMode](https://NetAF.Logic.Modes.CompletionMode.html))

ConversationMode(IConverser)

([NetAF.Logic.Modes.ConversationMode](https://NetAF.Logic.Modes.ConversationMode.html))

Initializes a new instance of the ConversationMode class.

GameModeType

Declaration

GameModeType

([NetAF.Logic.Modes.GameModeType](https://NetAF.Logic.Modes.GameModeType.html))

HelpMode

([NetAF.Logic.Modes.HelpMode](https://NetAF.Logic.Modes.HelpMode.html))

Parameters

IConverser

Type

([NetAF.Logic.Modes.IGameMode](https://NetAF.Logic.Modes.IGameMode.html))

ReactionMode

IConverser

([NetAF.Logic.Modes.ReactionMode](https://NetAF.Logic.Modes.ReactionMode.html))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode](https://NetAF.Logic.Modes.RegionMapMode.html))

RenderState

([NetAF.Logic.Modes.RenderState](https://NetAF.Logic.Modes.RenderState.html))

| Type | Name | Description |
|--|-----------|---|
| NetAF.Logic.Modes.IGameMode | converser | The IConverser the conversation is being held with. |

Properties

Converser

Get the converser.



Declaration

map

(NetAF.Commands.RegionMap)

```
public IConverser Converser { get; }
```

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

(NetAF.Conversations.html)

IConverser (NetAF.Assets.Characters.IConverser.html)

+ NetAF.Conversations.

Instructions

Interpreter Conversations.Instruct

NetAF.Extensions

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

```
public TInterpreter Interpreter { get; }
```

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

- NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

AboutMode

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

Type completionMode

[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

Get the type of mode this provides.

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

Declaration

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

```
public GameModeType Type { get; }
```

GameOverMode

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

Property Value

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

Type

IGameMode

[\(NetAF.Logic.Modes.GameMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

ReactionMode

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

RenderState

[\(NetAF.Logic.Modes.RenderState.html\)](#)

Methods

RenderState

[\(NetAF.Logic.Modes.RenderState.html\)](#)

Description

Description

Description

Render(Game)

Render the current state of a game.

Declaration

```
public RenderState Render(Game game)
```

map

Parameters
(NetAF.Commands.RegionMap)

Type
+ NetAF.Commands.Scene

Game (NetAF.Logic.Scene.html)
(NetAF.Commands.Scene.html)

Name

Description

game

The game.

+ NetAF.Conversations

Returns

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

RenderState (NetAF.Logic.Modes.RenderState.html)

Instructions

(NetAF.Conversations.Instruct

implements

(NetAF.Extensions.html)

IGameMode (NetAF.Logic.Modes.IGameMode.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

Enum GameModeType

Enumeration of game mode types.

Filter by title

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

Assembly: NetAF.dll

↑ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

Fields

(NetAF.Conversations.Instruct

| Name | Description |
|---|----------------------|
| + NetAF.Extensions | |
| (NetAF.Extensions.html) | An information mode. |
| + NetAF.Interpretation | |
| (NetAF.Interpretation.html) | An interactive mode. |
| + NetAF.Logic | |
| (NetAF.Logic.html) | |
| - NetAF.Logic.Modes | |
| (NetAF.Logic.Modes.html) | |
| AboutMode | |
| (NetAF.Logic.Modes.AboutMode.html) | |
| CompletionMode | |
| (NetAF.Logic.Modes.CompletionMode.html) | |
| ConversationMode | |
| (NetAF.Logic.Modes.ConversationMode.html) | |
| GameModeType | |
| (NetAF.Logic.Modes.GameModeType.html) | |
| GameOverMode | |
| (NetAF.Logic.Modes.GameOverMode.html) | |
| HelpMode | |
| (NetAF.Logic.Modes.HelpMode.html) | |
| IGameMode | |
| (NetAF.Logic.Modes.IGameMode.html) | |
| ReactionMode | |
| (NetAF.Logic.Modes.ReactionMode.html) | |
| RegionMapMode | |

Class GameOverMode

Provides a display mode for game over.

Filter by title

Inheritance

+ **NetAFCommands.Scene**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAFCommands.Scene.html)
↳ GameOverMode

+ **NetAF Conversations**

implements
IGameMode ([NetAF.Conversations.GameMode.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.GameMode.html))

Inherited Members

+ **NetAF Conversations.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

(NetAF.Conversations.Instruct

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object-system-object)))

+ **NetAF.Extensions**

(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>)

+ **NetAF.Interpretation**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(NetAF.Interpretation.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic** ([NetAF.html](https://learn.microsoft.com/NetAF.html)).Logic ([NetAF.Logic.html](https://learn.microsoft.com/NetAF.Logic.html)).Modes ([NetAF.Logic.Modes.html](https://learn.microsoft.com/NetAF.Logic.Modes.html))

(NetAF.Logic.html)

Syntax

- **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

public sealed class GameOverMode : IGameMode
AboutMode

[\(NetAF.Logic.Modes.AboutMode.html\)](https://learn.microsoft.com/NetAF.Logic.Modes.AboutMode.html)

CompletionMode

[\(NetAF.Logic.Modes.CompletionMode.html\)](https://learn.microsoft.com/NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](https://learn.microsoft.com/NetAF.Logic.Modes.ConversationMode.html)

GameOverMode(string, string)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](https://learn.microsoft.com/NetAF.Logic.Modes.GameModeType.html)

Provides a display mode for game over.

[\(NetAF.Logic.Modes.GameOverMode.html\)](https://learn.microsoft.com/NetAF.Logic.Modes.GameOverMode.html)

Declaration

[\(NetAF.Logic.Modes.HelpMode.html\)](https://learn.microsoft.com/NetAF.Logic.Modes.HelpMode.html)

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](https://learn.microsoft.com/NetAF.Logic.Modes.HelpMode.html)

[\(NetAF.Logic.Modes.IGameMode.html\)](https://learn.microsoft.com/NetAF.Logic.Modes.IGameMode.html)

Parameters

ReactionMode

Type [\(NetAF.Logic.Modes.ReactionMode.html\)](https://learn.microsoft.com/NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

string [\(NetAF.Logic.Modes.RegionMapMode.html\)](https://learn.microsoft.com/NetAF.Logic.Modes.RegionMapMode.html)

RenderState

string [\(NetAF.Logic.Modes.RenderState.html\)](https://learn.microsoft.com/NetAF.Logic.Modes.RenderState.html)

SceneMode

[\(NetAF.Logic.Modes.SceneMode.html\)](https://learn.microsoft.com/NetAF.Logic.Modes.SceneMode.html)

| Type | Name | Description |
|---|--|--------------|
| (NetAF.Logic.Modes.ReactionMode.html) | title | The title. |
| (NetAF.Logic.Modes.RegionMapMode.html) | message | The message. |

Properties

Interpreter

Get the interpreter.

Declaration

+ NetAF.Commands.Scene

public IInterpreter Interpreter { get; }
[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

Property Value

[\(NetAF.Conversations.html\)](#)

Type

+ NetAF.Conversations.

IInterpreter. [\(NetAF.Interpretation.IInterpreter.html\)](#)
Instructions

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

Type

[\(NetAF.Extensions.html\)](#)

Get the type of mode this provides.

+ NetAF.Interpretation

Declaration

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

public GameModeType Type { get; }
[\(NetAF.Logic.html\)](#)

Property Value

NetAF.Logic.Modes

Type

[\(NetAF.Logic.Modes.html\)](#)

AboutMode

GameModeType. [\(NetAF.Logic.Modes.GameModeType.html\)](#)

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

Render(Game)

GameOverMode

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

Render the current state of a game.

HelpMode

Declaration. [\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

public void RenderState(RenderMode game)

ReactionMode

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

Parameters

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

RenderState

Game. [\(NetAF.Logic.Game.html\)](#)

[\(NetAF.Logic.Modes.RenderState.html\)](#)

SceneMode

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

| Type | Name | Description |
|---|------|-------------|
| Game. (NetAF.Logic.Game.html) | game | The game. |

Returns

| Type | Description |
|--|-------------------|
| RenderState (NetAF.Logic.Modes.RenderState.html) | The render state. |

Implements

IGameMode (NetAF.Logic.Modes.IGameMode.html)

+ NetAF.Commands.Scene
(NetAF.Commands.Scene.html)

+ NetAF.Conversations
(NetAF.Conversations.html)

+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct

+ NetAF.Extensions
(NetAF.Extensions.html)

+ NetAF.Interpretation
(NetAF.Interpretation.html)

+ NetAF.Logic
(NetAF.Logic.html)

- NetAF.Logic.Modes
(NetAF.Logic.Modes.html)

AboutMode
(NetAF.Logic.Modes.AboutMode.h

CompletionMode
(NetAF.Logic.Modes.CompletionMo

ConversationMode
(NetAF.Logic.Modes.Conversation

GameModeType
(NetAF.Logic.Modes.GameModeTy

GameOverMode
(NetAF.Logic.Modes.GameOverMo

HelpMode
(NetAF.Logic.Modes.HelpMode.h

IGameMode
(NetAF.Logic.Modes.IGameMode.h

ReactionMode
(NetAF.Logic.Modes.ReactionMode

RegionMapMode
(NetAF.Logic.Modes.RegionMapMo

RenderState
(NetAF.Logic.Modes.RenderState.h

SceneMode
(NetAF.Logic.Modes.SceneMode.h

Class HelpMode

Provides a display mode for help.

Filter by title

Inheritance: [Commands.Scene](#)

(NetAF.Commands.Scene.html)

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [HelpMode](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ NetAF.Conversations.

Inherited Members

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Extensions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Extensions.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Interpretation.html\)](#)

object.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

[\(NetAF.Logic.html\)](#)

Assembly: NetAF.dll

- NetAF.Logic.Modes

Syntax

[\(NetAF.Logic.Modes.html\)](#)

```
AboutMode
public sealed class HelpMode : IGameMode
    (NetAF.Logic.Modes.AboutMode.html)

CompletionMode
    (NetAF.Logic.Modes.CompletionMode.html)

GameOverMode
    (NetAF.Logic.Modes.GameOverMode.html)
```

Constructors

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

Provides a display mode for help.

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

```
public HelpMode(CommandHelp[] commands)
    (NetAF.Logic.Modes.IGameMode.html)
```

ReactionMode

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

Type

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

CommandHelp[] ([\(NetAF.Commands.CommandHelp.html\)](#)[])
 (NetAF.Logic.Modes.RenderState.html)

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

RenderState ([\(NetAF.Commands.CommandHelp.html\)](#)[])
 (NetAF.Logic.Modes.RenderState.html)

SceneMode

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

TitleMode

| Type | Name | Description |
|--|----------|--------------------------|
| CommandHelp[] ((NetAF.Commands.CommandHelp.html) []) (NetAF.Logic.Modes.RenderState.html) | commands | The commands to display. |

Properties

Interpreter

Get the interpreter.

Declaration

[NetAF.Commands.Scene.html](#)

```
(NetAF.Commands.Scene.html  
public IInterpreter Interpreter { get; }
```

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Property Value

+ Type

Description

Instructions

IInterpreter (NetAF.Interpretation.IInterpreter.html)

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Get the type of mode this provides.

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#) Type Type { get; }

- NetAF.Logic.Modes

Property Value

[\(NetAF.Logic.Modes.html\)](#)

Type

Description

AboutMode

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

GameModeType (NetAF.Logic.Modes.GameModeType.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

Render the current state of a game.

(NetAF.Logic.Modes.HelpMode.html)

Declaration

GameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

```
public RenderState Render(Game game)
```

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

Parameters

(NetAF.Logic.Modes.RegionMapMode.html)

Type

Name

Description

RenderState

(NetAF.Logic.Modes.RenderState.html)

Game (NetAF.Logic.Game.html)

game

The game.

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

TitleMode

Returns

| Type | Description |
|--|-------------------|
| RenderState (NetAF.Logic.Modes.RenderState.html) | The render state. |

Implements

IGameMode (NetAF.Logic.Modes.IGameMode.html)
[\(NetAF.Commands.Scene.html\)](#)

- + NetAF.Conversations
[\(NetAF.Conversations.html\)](#)
- + NetAF.Conversations.
Instructions
[\(NetAF.Conversations.Instruct](#)
- + NetAF.Extensions
[\(NetAF.Extensions.html\)](#)
- + NetAF.Interpretation
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic
[\(NetAF.Logic.html\)](#)
- NetAF.Logic.Modes
[\(NetAF.Logic.Modes.html\)](#)

AboutMode
[\(NetAF.Logic.Modes.AboutMode.html\)](#)
CompletionMode
[\(NetAF.Logic.Modes.CompletionMode.html\)](#)
ConversationMode
[\(NetAF.Logic.Modes.ConversationMode.html\)](#)
GameModeType
[\(NetAF.Logic.Modes.GameModeType.html\)](#)
GameOverMode
[\(NetAF.Logic.Modes.GameOverMode.html\)](#)
HelpMode
[\(NetAF.Logic.Modes.HelpMode.html\)](#)
IGameMode
[\(NetAF.Logic.Modes.IGameMode.html\)](#)
ReactionMode
[\(NetAF.Logic.Modes.ReactionMode.html\)](#)
RegionMapMode
[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)
RenderState
[\(NetAF.Logic.Modes.RenderState.html\)](#)
SceneMode
[\(NetAF.Logic.Modes.SceneMode.html\)](#)
TerrainMode
[\(NetAF.Logic.Modes.TerrainMode.html\)](#)

Interface IGameMode

Represents a mode for a game.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

(NetAF.Commands.Scene.html)

Assembly: NetAF.dll

Syntax

(NetAF.Conversations.html)

public interface IGameMode

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Properties

(NetAF.Extensions.html)

Interpreter

(NetAF.Interpretation.html)

Get the interpreter.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

- NetAF.Logic.Modes

Interpreter { get; }

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

Type

CompletionMode

Description

IInterpreter (NetAF.Logic.Modes.CompletionModeInterpreter.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

Get the type of mode this provides.

(NetAF.Logic.Modes.GameOverMode.html)

Declaration

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

GameModeType Type { get; }

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

Property Value

(NetAF.Logic.Modes.ReactionMode.html)

Type

RegionMapMode

Description

(NetAF.Logic.Modes.RegionMapMode.html)

GameModeType (NetAF.Logic.Modes.GameModeType.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

SceneMode

(NetAF.Logic.Modes.SceneMode.html)

TitleMode

Methods

Render(Game)

Render the current state of a game.

Declaration

(NetAF.Commands.Scene.html)
 RenderState Render(Game game)

+ NetAF.Conversations

(NetAF.Conversations.html)
Parameters

+ NetAF.Conversations.
Type
Instructions
Game (NetAF.Logic.Game.html)
(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)
Type

+ NetAF.Interpretation

 RenderState (NetAF.Logic.Modes.RenderState.html)
(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

SceneMode

(NetAF.Logic.Modes.SceneMode.html)

TitleMode

Class ReactionMode

Provides a display mode for reaction.

Filter by title

Inheritance

([NetAF.Commands.Scene.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**

([NetAF Conversations.html](#))

IGameMode ([NetAF Logic Modes.IGameMode.html](#))

+ **NetAF Conversations**

Inherited Members

Instructions

([NetAF Conversations.Instruct.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Extensions**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Extensions.html](#))

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 Logic** ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

([NetAF Logic.html](#))

NameSpace: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

- **NetAF.Logic.Modes**

Syntax

([NetAF.Logic.Modes.html](#))

AboutMode

public sealed class ReactionMode : IGameMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

ReactionMode(string, string)

GameOverMode

Provides a display mode for reaction.

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

Declaration

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

public ReactionMode(string title, string message)

([NetAF.Logic.Modes.IGameMode.html](#))

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

Type

([NetAF.Logic.Modes.RegionMapMode.html](#))

RenderState

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Logic.Modes.RenderState.html](#))

SceneMode

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

| Type | Name | Description |
|--|---------|--------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | title | The title. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | message | The message. |

Properties

Interpreter

Get the interpreter.

Declaration

(NetAF.Commands.Scene.html)

```
public IInterpreter Interpreter { get; }
```

+ NetAF.Conversations

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type

Instructions

IInterpreter (NetAF.Interpretation.IInterpreter.html)

(NetAF.Conversations.Instruct

| Type | Description |
|---|-------------|
| IInterpreter (NetAF.Interpretation.IInterpreter.html) | |

+ NetAF.Extensions

(NetAF.Extensions.html)

SuppressEndedReactions

+ NetAF.Interpretation

Get or set if ended reactions are suppressed.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

```
public bool SuppressEndedReactions { get; set; }
```

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Type

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

| Description |
|-------------|
| |

(NetAF.Logic.Modes.CompletionMode.html)

CompletionMode

(NetAF.Logic.Modes.ConversationMode.html)

ConversationMode

SuppressSuccessfulMovementReactions

(NetAF.Logic.Modes.GameMode.html)

GameMode

Get or set if successful movement reactions are suppressed.

(NetAF.Logic.Modes.GameOverMode.html)

GameOverMode

(NetAF.Logic.Modes.HelpMode.html)

HelpMode

```
public bool SuppressSuccessfulMovementReactions { get; set; }
```

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

Property Value

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

| Description |
|-------------|
| |

(NetAF.Logic.Modes.RegionMapMode.html)

RegionMapMode

(NetAF.Logic.Modes.RenderState.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

Type

SceneMode

(NetAF.Logic.Modes.SceneMode.html)

Get the type of mode this provides.

TitleMode

Declaration

```
public GameModeType Type { get; }
```

Property Value

| Type | Description |
|--|-----------------------------|
| GameModeType (NetAF.Logic.Modes.GameModeType.html) | (NetAF.Commands.Scene.html) |

+ NetAF.Conversations

(NetAF.Conversations.html)

Methods

NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct
Render(Game))

+ NetAF.Extensions

Render the current state of a game.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
PUBLIC RENDER STATE Render (Game game)
```

+ NetAF.Logic

(NetAF.Logic.html)

- Type

NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Game (NetAF.Logic.Game.html)

Name

Description

game

The game.

AboutMode

Return (NetAF.Logic.Modes.AboutMode.html)

CompletionMode

Type (NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

RenderState (NetAF.Logic.Modes.RenderState.html)

Description

The render state.

ConversationMode

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

IGameMode (NetAF.Logic.Modes.IGameMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

SceneMode

(NetAF.Logic.Modes.SceneMode.html)

TitleMode

Implements

Class RegionMapMode

Provides a display mode for region map.

Filter by title

Inheritance

([NetAF.Commands.Scene.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands](#)

([NetAF.Conversations.html](#))

Implements

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ [NetAF.Conversations](#)

Inherited Members

[Instructions](#)

([NetAF.Conversations.Instruct.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Extensions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Extensions.html](#))

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.Logic](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.html](#))

NameSpace: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

- [NetAF.Logic.Modes](#)

Syntax

([NetAF.Logic.Modes.html](#))

AboutMode
public sealed class RegionMapMode : IGameMode
([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

RegionMapMode(Point3D)

GameOverMode

Provides a display mode for region map.

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

Declaration
([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

public RegionMapMode(Point3D focusPosition)
([NetAF.Logic.Modes.IGameMode.html](#))

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

RenderState

([NetAF.Logic.Modes.RenderState.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

| Type | Name | Description |
|---------------|---------------|--|
| Point3D | focusPosition | The position to focus on. To use the player position use RegionMapMode.Player. |
| RegionMapMode | Player | |
| RegionMapMode | SceneMode | |
| RegionMapMode | TitleMode | |

Properties

FocusPosition

Get or set the position to focus on. To use the player position use RegionMapMode.Player.

Declaration

(NetAF.Commands.Scene.html)
public Point3D FocusPosition { get; set; }

+ NetAF.Conversations

(NetAF.Conversations.html)
Property Value

| Type | Description |
|-------------------------------------|-------------------------------|
| Point3D (NetAF.Assets.Point3D.html) | (NetAF.Conversations.Instruct |

+ NetAF.Extensions

(NetAF.Extensions.html)
Interpreter

+ NetAF.Interpretation

Get the interpreter.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)
public IInterpreter Interpreter { get; }

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

| Type | Description |
|---|---|
| AboutMode (NetAF.Logic.Modes.AboutMode.html) | IInterpreter (NetAF.Interpretation.IInterpreter.html) |

CompletionMode
(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

Player

GameModeType

Get the value of the mode displayed at player level.

GameOverMode

Declaration
(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

public static Point3D Player { get; }

IGameMode

Property Value
(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

Type
(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

Point3D (NetAF.Assets.Point3D.html)

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

Type

SceneMode

(NetAF.Logic.Modes.SceneMode.html)

Get the type of mode this provides.

TitleMode

| Type | Description |
|------|-------------|
| | |

Declaration

```
public GameModeType Type { get; }
```

Property Value

| Type | Description |
|---|-------------|
| GameModeType (NetAF.Logic.Modes.GameModeType.html) (NetAF.Commands.Scene.html) | |

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Methods

NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

CanPanToPosition(Region, Point3D)

+ NetAF.Extensions

Determine if a pan position is valid.

[\(NetAF.Extensions.html\)](#)

Declaration

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

```
public static bool CanPanToPosition(Region region, Point3D position)
```

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

- Type

NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Region (NetAF.Assets.Locations.Region.html)

Name

Description

region

The region.

AboutMode

Point3D (NetAF.Assets.Point3D.html)

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

position

The position.

CompletionMode

Returns

[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

Type

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the pan position is valid, else false.

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

RenderMode (NetAF.Logic.Modes.RenderMode.html)

IGameMode

Declaration

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

ReactionMode

```
public RenderState Render(Game game)
```

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

Parameters

RenderState

Type [\(NetAF.Logic.Modes.RenderState.html\)](#)

SceneMode

[\(NetAF.Logic.Game.html\)](#)

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

TitleMode

| Type | Name | Description |
|--|------|-------------|
| GameModeType ((NetAF.Logic.Game.html)) | game | The game. |

Returns

| Type | Description |
|--|-------------------|
| RenderState (NetAF.Logic.Modes.RenderState.html) | The render state. |

Implements

IGameMode (NetAF.Logic.Modes.IGameMode.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.Logic.Modes
(NetAF.Logic.Modes.html)

AboutMode
(NetAF.Logic.Modes.AboutMode.ht
CompletionMode
(NetAF.Logic.Modes.CompletionMo
ConversationMode
(NetAF.Logic.Modes.ConversationM
GameModeType
(NetAF.Logic.Modes.GameModeTy
GameOverMode
(NetAF.Logic.Modes.GameOverMo
HelpMode
(NetAF.Logic.Modes.HelpMode.htm
IGameMode
(NetAF.Logic.Modes.IGameMode.h
ReactionMode
(NetAF.Logic.Modes.ReactionMode
RegionMapMode
(NetAF.Logic.Modes.RegionMapMo
RenderState
(NetAF.Logic.Modes.RenderState.h
SceneMode
(NetAF.Logic.Modes.SceneMode.h
TitleMode

Enum RenderState

An enumeration of render states.

Filter by title

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

Assembly: NetAF.dll

+ **NetAF.Conversations.**

Syntax

Instructions

([NetAF.Conversations.Instruct](#)
public enum RenderState

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Fields
([NetAF.Interpretation.html](#))

| Name | Description |
|--|---------------------|
| + NetAF.Logic (NetAF.Logic.html) | |
| - Aborted (NetAF.Logic.html) | Render was aborted. |

- **NetAF.Logic.Modes**
([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

RenderState

([NetAF.Logic.Modes.RenderState.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

Class SceneMode

Provides a display mode for a scene.

Filter by title

Inheritance

([NetAF.Commands.Scene.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**

([NetAF.Conversations.html](#))

IGameMode ([NetAF.Logics.Modes.IGameMode.html](#))

+ **NetAF.Conversations**

Inherited Members

Instructions

([NetAF.Conversations.Instruct.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Extensions**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Extensions.html](#))

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.Logic** (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.html](#))

NameSpace: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

- **NetAF.Logic.Modes**

Syntax

([NetAF.Logic.Modes.html](#))

```
AboutMode  
public sealed class SceneMode : IGameMode  
(NetAF.Logic.Modes.AboutMode.html)
```

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

Get the Interpreter.

([NetAF.Logic.Modes.HelpMode.html](#))

Declaration

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

```
public TInterpreter Interpreter { get; }
```

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

Type

RenderState

Description

([NetAF.Logic.Modes.RenderState.html](#))

IInterpreter ([NetAF.InterpreterInterpreter.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

Class TitleMode

Provides a display mode for title.

Filter by title

Inheritance

([NetAF.Commands.Scene.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**

([NetAF.Conversations.html](#))

IGameMode ([NetAF.Logics.Modes.IGameMode.html](#))

+ **NetAF.Conversations**

Inherited Members

Instructions

([NetAF.Conversations.Instruct](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Extensions**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.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.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.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

- **NetAF.Logic.Modes**

Syntax

([NetAF.Logic.Modes.html](#))

AboutMode
public sealed class TitleMode : IGameMode
([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

Get the Interpreter.

([NetAF.Logic.Modes.HelpMode.html](#))

Declaration

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

public TInterpreter Interpreter { get; }

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

Type

RenderState

Description

([NetAF.Logic.Modes.RenderState.html](#))

IInterpreter ([NetAF.InterpreterInterpreter.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

Type

Get the type of mode this provides.

Declaration

```
public GameModeType Type { get; }
```

(NetAF.Commands.Scene.html)

Property value

| + NetAF.Conversations | Description |
|--|-------------|
| (NetAF.Conversations.html) GameModeType (NetAF.Logic.Modes.GameModeType.html) | |

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Methods

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Render(Game)

+ NetAF.Interpretation

Render interpretation.html

Declaration

NetAF.Logic

[\(NetAF.Logic.html\)](#)

```
public RenderState Render(Game game)
```

- NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Parameters

AboutMode

| Type | Name | Description |
|--|------|-------------|
| (NetAF.Logic.Modes.AboutMode.html) | game | The game. |

CompletionMode

| Type | Name | Description |
|---|------|-------------|
| (NetAF.Logic.Modes.CompletionMode.html) | game | The game. |

ConversationMode

| Returns | Description |
|---|-------------|
| (NetAF.Logic.Modes.ConversationMode.html) | |

Type gameModeType

| Type | Description |
|---|-------------------|
| (NetAF.Logic.Modes.GameModeType.html) | The render state. |

RenderState [\(NetAF.Logic.Modes.RenderState.html\)](#)

GameOverMode

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

ReactionMode

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

RenderState

[\(NetAF.Logic.Modes.RenderState.html\)](#)

SceneMode

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

TitleMode

Implements

| Implementation | Description |
|---|-------------|
| (NetAF.Logic.Modes.AboutMode.html) | |
| (NetAF.Logic.Modes.CompletionMode.html) | |
| (NetAF.Logic.Modes.ConversationMode.html) | |
| (NetAF.Logic.Modes.GameModeType.html) | |
| (NetAF.Logic.Modes.HelpMode.html) | |
| (NetAF.Logic.Modes.IGameMode.html) | |
| (NetAF.Logic.Modes.IGameMode.html) | |
| (NetAF.Logic.Modes.ReactionMode.html) | |
| (NetAF.Logic.Modes.RegionMapMode.html) | |
| (NetAF.Logic.Modes.RenderState.html) | |
| (NetAF.Logic.Modes.SceneMode.html) | |
| (NetAF.Logic.Modes.TitleMode.html) | |

Namespace NetAF.Persistence

Classes

Filter by title

Persistence RestorePoint (NetAF.Persistence.RestorePoint.html)

(NetAF.Commands.Persistence)
Represents a restore point for a Game.

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

- NetAF.Persistence

(NetAF.Persistence.html)

RestorePoint

(NetAF.Persistence.RestorePoint.h)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Renderina.Frame

Class RestorePoint

Represents a restore point for a Game.

Filter by title

Inheritance

+ [NetAF.Commands.Global.html](#)

+ [\(NetAF.Commands.Global.html\)](#)

↳ [Object \(https://learn.microsoft.com/dotnet/api/system.object\)](#)

↳ [RestorePoint](#)

+ [NetAF.Commands.](#)

Inherited Members

+ [\(NetAF.Commands.Persistence.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ [NetAF.Commands.Region.html](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ [NetAF.Commands.RegionMap.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.Scene.html](#)

object.MemberwiseClone() ([https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone](#))

+ [\(NetAF.Commands.Scene.html\)](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ [NetAF.Conversations.html](#)

+ [\(NetAF.Conversations.html\)](#)

Assembly: NetAF.dll

+ [NetAF.Conversations.html](#)

Syntax

Instructions

+ [\(NetAF.Conversations.Instruct.html\)](#)

public class RestorePoint

+ [NetAF.Extensions.html](#)

+ [\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation.html](#)

Properties

+ [\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic.html](#)

+ [\(NetAF.Logic.html\)](#)

Get [NetAF.Logic.Modes.html](#) of this save.

+ [\(NetAF.Logic.Modes.html\)](#)

Declaration

- [NetAF.Persistence.html](#)

public DateTime CreationTime { get; set; }

RestorePoint

Property Value

[NetAF.Persistence.RestorePoint.h](#)

+ [TypeNetAF.Persistence.Json.html](#)

+ [\(NetAF.Persistence.Json.html\)](#)

Date Time ([https://learn.microsoft.com/dotnet/api/system.datetime](#))

+ [NetAF.Rendering.html](#)

+ [\(NetAF.Rendering.html\)](#)

Game

+ [NetAF.Rendering.Frame.html](#)

Description



Get or set the serialized game.

Declaration

```
public GameSerialization Game { get; set; }
```



Property Value

+ **NetAF.Commands.Global**

Type
[\(NetAF.Commands.Global.html\)](#)

Description

GameSerialization (NetAF.Serialization.GameSerialization.html)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Name

+ **NetAF.Commands.Region**

Get or set the name of this save.

Map

[\(NetAF.Commands.RegionMap.html\)](#)

+ **NetAF.Commands.Scene**

public string Name { get; set; }
[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

Property Value
[\(NetAF.Conversations.html\)](#)

Type

+ **NetAF.Conversations**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ **NetAF.Extensions**

Methods

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[C\(Game, Game\).html](#)

+ **NetAF.Logic**

Create a new restore point.

[\(NetAF.Logic.html\)](#)

Declaration

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

- **NetAF.Persistence**

Parameters

[\(NetAF.Persistence.html\)](#)

Type

RestorePoint

[\(NetAF.Persistence.RestorePoint.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

name

The name of the restore point.

+ **NetAF.Persistence.Json**

Game ([\(NetAF.Logic.Game.html\)](#))

[\(NetAF.Persistence.Json.html\)](#)

game

The game to create the restore point for.

Returns

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Renderina.Frame**

| Type | Description |
|--|--------------------|
| RestorePoint (NetAF.Persistence.RestorePoint.html) | The restore point. |

▼

- + **NetAF.Commands.Global**
(NetAF.Commands.Global.html)
- + **NetAF.Commands.Persistence**
(NetAF.Commands.Persistence.html)
- + **NetAF.Commands.RegionMap**
(NetAF.Commands.RegionMap.html)
- + **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)
- + **NetAF.Conversations**
(NetAF.Conversations.html)
- + **NetAF.Conversations.Instructions**
(NetAF.Conversations.Instructions.html)
- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- + **NetAF.Logic**
(NetAF.Logic.html)
- + **NetAF.Logic.Modes**
(NetAF.Logic.Modes.html)
- **NetAF.Persistence**
(NetAF.Persistence.html)
 - RestorePoint
(NetAF.Persistence.RestorePoint.html)
- + **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)
- + **NetAF.Rendering**
(NetAF.Rendering.html)
- + **NetAF.Renderina.Frame**

Namespace NetAF.Persistence.Json

Classes

Filter by title

[Persistence.JsonSave \(NetAF.Persistence.Json.JsonSave.html\)](#)

(NetAF.Commands.Persistence)

Provides persistence for a save in the Json format.

+ [NetAF.Commands.Region](#)

Map

(NetAF.Commands.RegionMap)

+ [NetAF.Commands.Scene](#)

(NetAF.Commands.Scene.html)

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

+ [NetAF.Conversations.](#)

Instructions

(NetAF.Conversations.Instruct

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Logic.Modes](#)

(NetAF.Logic.Modes.html)

+ [NetAF.Persistence](#)

(NetAF.Persistence.html)

- [NetAF.Persistence.Json](#)

(NetAF.Persistence.Json.html)

JsonSave

(NetAF.Persistence.Json.JsonSave)

+ [NetAF.Rendering](#)

(NetAF.Rendering.html)

+ [NetAF.Renderina.Frame](#)

Class JsonSave

Provides persistence for a save in the Json format.

Filter by title

Inheritance

+ [NetAF.Commands.Global.html](#)

+ [\(NetAF.Commands.Global.html\)](#)

↳ [Object \(https://learn.microsoft.com/dotnet/api/system.object\)](#)

↳ [JsonSave](#)

+ **NetAF.Commands.**

Inherited Members

+ [\(NetAF.Commands.Persistence.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ [\(NetAF.Commands.RegionMap.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ [\(NetAF.Commands.Scene.html\)](#)

object.MemberwiseClone() ([https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ [\(NetAF.Conversations.html\)](#)

Name: NetAF.JsonSave Inheritance: (NetAF.Persistence.html).Json (NetAF.Persistence.Json.html)

Assembly: NetAF.dll

+ [\(NetAF.Conversations.html\)](#)

Syntax

Instructions

+ [\(NetAF.Conversations.Instruct.html\)](#)

public static class JsonSave

+ [\(NetAF.Extensions.html\)](#)

(NetAF.Extensions.html)

+ [\(NetAF.Interpretation.html\)](#)

(NetAF.Interpretation.html)

+ [\(NetAF.Logic.html\)](#)

FromFile(string, out RestorePoint, out string)

RestorePoint restorePoint from a file.

+ [\(NetAF.Logic.Modes.html\)](#)

Declaration

+ [\(NetAF.Persistence.html\)](#)

public static bool FromFile(string path, out RestorePoint restorePoint, out string message)

- [\(NetAF.Persistence.Json.html\)](#)

+ [\(NetAF.Persistence.Json.html\)](#)

Parameters

| Type | Name | Description |
|--|------|----------------|
| JsonSave (NetAF.Persistence.Json.JsonSave) | | |
| string + (NetAF.Rendering.html) (https://learn.microsoft.com/dotnet/api/system.string) | path | The file path. |

+ [\(NetAF.Rendering.Frame.html\)](#)

| Type | Name | Description |
|--|---------------------|--|
| RestorePoint (NetAF.Persistence.RestorePoint.html) | <i>restorePoint</i> | The restore point. |
| string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Global.htm) | <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. |

Returns

+ NetAF.Commands.

| Type | Description |
|--|---|
| (NetAF.Commands.Persistence.html) | True if the load was successful else false. |

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

Create a restore point from JSON.

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) FromJson(string json)

+ NetAF.Conversations.

Parameters

Instructions

| Type | Name | Description |
|--------------------------------|-------------|-------------|
| (NetAF.Extensions.html) | <i>json</i> | The json. |

(NetAF.Extensions.html)

Returns

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

ToFile(string, RestorePoint, out string)

(NetAF.Logic.Modes.html)

Persist a restore point to a file.

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

- NetAF.Persistence.Json

public static bool ToFile(string path, RestorePoint restorePoint, out string message)
(NetAF.Persistence.Json.html)

JsonSave

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Renderina.Frame

| Type | Name | Description |
|--|---------------------|--|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>path</i> | The file path. |
| RestorePoint (NetAF.Persistence.RestorePoint.html) (NetAF.Commands.Global.htm) | <i>restorePoint</i> | The restore point to persist. |
| string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Persistence.htm) | <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. |

Returns

+ NetAF.Commands.Region

| Type | Description |
|--|---|
| Map (NetAF.Commands.RegionMap.htm) | True if the save was successful else false. |

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

ToJson(RestorePoint)

+ NetAF.Conversations

Converts a restore point to json

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public static string ToJson(RestorePoint restorePoint)

(NetAF.Conversations.Instruct.htm)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

RestorePoint ([NetAF.Persistence.RestorePoint.html](#))

(NetAF.Interpretation.html)

+ NetAF.Logic

Returns

(NetAF.Logic.html)

Type

+ NetAF.Logic.Modes

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Logic.Modes.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.Renderina.Frame

Namespace NetAF.Rendering

Enums

Filter by title

KeyType ([NetAF.Commands.Persistence.KeyType.html](#))

+ **NetAF.Commands.Region**

Map

RegionMapMode ([NetAF.Rendering.RegionMapMode.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.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](#))

Enum KeyType

Enumeration of key types.

 Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands.**

Syntax

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap.html](#))

Fields

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

Dynamic Dynamic key, only show relevant key items.

([NetAF.Conversations.html](#))

Full Full key.

+ **NetAF.Conversations.**

None No key.

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.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](#))

Enum RegionMapMode

Enumeration of region map modes.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands.**

Syntax

Persistence

([NetAF.Commands.Persistence](#))

public enum RegionMapMode

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap](#))

Fields

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene](#))

Name Description

+ **NetAF.Conversations**

Detailed Shows rooms at a detailed level.

([NetAF.Conversations](#))

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

+ **NetAF.Conversations**

Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

Instructions

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

([NetAF.Extensions](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation](#))

+ **NetAF.Logic**

([NetAF.Logic](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes](#))

+ **NetAF.Persistence**

([NetAF.Persistence](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json](#))

- **NetAF.Rendering**

([NetAF.Rendering](#))

KeyType

([NetAF.Rendering.KeyType](#))

RegionMapMode

([NetAF.Rendering.RegionMapMode](#))

Namespace NetAF.Rendering.FrameBuilders

▼ Filter by title

Classes

(NetAF.Commands.Scene.html)

+ NetAF.Conversations.

FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

+ Provides a collection of all of the frame builders required to run a game.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

+ NetAF.Extensions

Provides a container from frame builder collections.

(NetAF.Extensions.html)

+ NetAF.Interpretation

GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

(NetAF.Interpretation.html)

Provides a class for building strings as part of a grid.

+ NetAF.Logic

(NetAF.Logic.html)

SceneHelper (NetAF.Rendering.FrameBuilders.SceneHelper.html)

+ NetAF.Logic.Modes

Provides helper functionality for scenes.

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(NetAF.Persistence.Json.html)

Represents any object that can build about frames.

+ NetAF.Rendering

(NetAF.Rendering.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(NetAF.Rendering.Frame)

Buidlers

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

Represents any object that can build completion frames.

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

FrameBuilderCollections

Represents any object that can build conversation frames.

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

Represents any object that can build game over frames.

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

..

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Represents any object that can build help frames.

IReactionFrameBuilder

(NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html)

Represents any object that can build reaction frames.

(NetAF.Commands.Scene.html)

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

+ NetAF.Conversations

Represents any object that can build region maps.

(NetAF.Conversations.html)

+ NetAF.Conversations.

IRegionMapFrameBuilder

Instructions

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

(NetAF.Conversations.Instruct)

Represents any object that can build region map frames.

+ NetAF.Extensions

(NetAF.Extensions.html)

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

+ NetAF.Interpretation

Represents any object that can build room maps.

(NetAF.Interpretation.html)

+ NetAF.Logic

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

(NetAF.Logic.html)

Represents any object that can build scene frames.

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

+ NetAF.Persistence

Represents any object that can build title frames.

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(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)

... - .. - - .. .

| 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) (NetAF.Conversations.html) | <i>sceneFrameBuilder</i> | The builder to use for building scene frames. |
| IRegionMapFrameBuilder + NetAF Conversations Instructions (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html) (NetAF.Conversations.Instructions.html) | <i>regionMapFrameBuilder</i> | The builder to use for building region map frames. |
| IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html) + NetAF.Extensions (NetAF.Extensions.html) | <i>helpFrameBuilder</i> | The builder to use for building help frames. |
| ICompletionFrameBuilder + NetAF.Interpretation (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html) (NetAF.Interpretation.html) | <i>completionFrameBuilder</i> | The builder to use for building completion frames. |
| IGameOverFrameBuilder + NetAF.Logic (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html) + NetAF.Logic.Modes (NetAF.Logic.Modes.html) | <i>gameOverFrameBuilder</i> | The builder to use for building game over frames. |
| IAboutFrameBuilder + NetAF.Persistence (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html) (NetAF.Persistence.html) | <i>aboutFrameBuilder</i> | The builder to use for building about frames. |
| IReactionFrameBuilder + NetAF.Persistence.Json (NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html) (NetAF.Persistence.Json.html) | <i>reactionFrameBuilder</i> | The builder to use for building reaction frames. |
| IConversationFrameBuilder + NetAF.Rendering (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html) | <i>conversationFrameBuilder</i> | The builder to use for building conversation frames. |

- NetAF.Rendering.Frame Builders

(NetAF.Rendering.FrameBuilders)

Properties

FrameBuilderCollection
(NetAF.Rendering.FrameBuilders.FrameBuilderCollections)

AboutFrameBuilder
(NetAF.Rendering.FrameBuilders.GridStringBuilder)

Get the builder to use for about frames.
(NetAF.Rendering.FrameBuilders.GridStringBuilder)

ActionFrameBuilder
(NetAF.Rendering.FrameBuilders.IActionFrameBuilder)

CompletionFrameBuilder
public IAboutFrameBuilder AboutFrameBuilder { get; }
(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

ConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

PropertyValue
(NetAF.Rendering.FrameBuilders.IPropertyValue)

GameOverFrameBuilder

| Type | Description |
|--|-------------|
| IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html) | |

CompletionFrameBuilder

Get the builder to use for completion frames.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions CompletionFrameBuilder CompletionFrameBuilder { get; }

(NetAF.Conversations.Instruct

Property Value

+ NetAF.Extensions

Type (NetAF.Extensions.html)

Description

+ NetAF.Interpretation (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

ConversationFrameBuilder

(NetAF.Logic.html)

Get the builder to use for conversation frames.

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

public IConversationFrameBuilder ConversationFrameBuilder { get; }

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Property Value

(NetAF.Persistence.Json.html)

Description

+ NetAF.Rendering

IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

GameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

Get the builder to use for game over frames.

FrameBuilderCollection

Declaration

NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

public IGameOverFrameBuilder F GameOverFrameBuilder { get; }

GridStringBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

Property Value

AboutFrameBuilder

Description

Type (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

IGameOverFrameBuilder

HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

+ **NetAF.Conversations**

Property Value

([NetAF.Conversations.html](#))

Type

+ **NetAF.Conversations.**
IHelpFrameBuilder
([NetAF.Conversations.html](#))

Description

Instructions

Get the builder to use for help frames.
([NetAF.Conversations.Instructions.html](#))

([NetAF.Conversations.Instruction.html](#))

+ **NetAF.Extensions**

ReactionModeFrameBuilder

([NetAF.Extensions.html](#))

Get the builder to use for reaction frames.

([NetAF.Interpretation.html](#))

Declaration

+ **NetAF.Logic**

public IReactionFrameBuilder ReactionModeFrameBuilder { get; }

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

Property Value

([NetAF.Logic.Modes.html](#))

Type

+ **NetAF.Persistence**

IReactionFrameBuilder ([NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html](#))

([NetAF.Persistence.html](#))

Description

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

RegionMapFrameBuilder

+ **NetAF.Rendering**

Get the builder to use for region map frames.

([NetAF.Rendering.html](#))

Declaration

- **NetAF.Rendering.Frame**

Builders

public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }

([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

Property Value

([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

Type

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

Description

GridStringBuilder

([NetAF.Rendering.FrameBuilders.IGridStringBuilder.html](#))

IAboutFrameBuilder

SceneFrameBuilder

([NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

ICompletionFrameBuilder

Get the builder to use for scene frames.

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

Declaration

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

IGameOverFrameBuilder

```
public ISceneFrameBuilder SceneFrameBuilder { get; }
```

Property Value

| Type | Description |
|--|-------------|
| ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html) (NetAF.Conversations.html) | |
| + NetAF.Conversations. TitleFrameBuilder Instructions Get the builder to use for title frames (NetAF.Conversations.Instruction.html) | |
| + NetAF.Extensions (NetAF.Extensions.html) public ITitleFrameBuilder TitleFrameBuilder { get; } | |
| + NetAF.Interpretation (NetAF.Interpretation.html) | |
| Property Value | |
| + NetAF.Logic Type (NetAF.Logic.html) ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html) | |
| + NetAF.Logic.Modes (NetAF.Logic.Modes.html) | |
| + NetAF.Persistence (NetAF.Persistence.html) | |
| + NetAF.Persistence.Json (NetAF.Persistence.Json.html) | |
| + NetAF.Rendering (NetAF.Rendering.html) | |
| - NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilders.html) | |
| FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html) | |
| FrameBuilderCollections (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html) | |
| GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html) | |
| IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html) | |
| ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html) | |
| IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html) | |
| IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html) | |

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

[\(NetAF.Conversations.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF Conversations](#)

[Instructions](#)

Inherited Members

[\(NetAF.Conversations.Instruct\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

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.Interpretation](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ [NetAF.Logic](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[\(NetAF.Logic.html\)](#)

+ [NetAF.Logic.Models](#)

[\(NetAF.Logic.Models.html\)](#)

Syntax

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

public static class FrameBuilderCollections

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[Properties](#)

[\(NetAF.Rendering.html\)](#)

- [NetAF.Rendering.Frame](#)

[Defaulters](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Get the default frame builder collection.

FrameBuilderCollection

Declaration

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections

public static FrameBuilderCollection Default { get; }

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

Property Value

IAboutFrameBuilder

Type [NetAF.Rendering.FrameBuilders.IAboutFrameBuilder](#)

Description

ICompletionFrameBuilder

FrameBuilderCollection ([\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#))

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

INetAFRenderingFrameBuilder

▼

(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.Logic.Modes
(NetAF.Logic.Modes.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

NetAF.Rendering.FrameBuilders.I

| Type | Name | Description |
|--|-----------------------------------|---|
| char (https://learn.microsoft.com/dotnet/api/system.char) | <i>rightBoundaryCharacter</i> | The character to use for right boundaries. |
| char (https://learn.microsoft.com/dotnet/api/system.char) (NetAF.Conversations.html) | <i>horizontalDividerCharacter</i> | The character to use for horizontal dividers. |

+ NetAF.Conversations.

Instructions

Properties

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#) DisplaySize

+ NetAF.Interpretation

Get the display size.

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

```
public Size DisplaySize { get; }
```

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Size ([NetAF.Assets.Size.html](#))

Description

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

HorizontalDividerCharacter

+ NetAF.Rendering

Get or set the character used for horizontal dividers.

[\(NetAF.Rendering.html\)](#)

Declaration

NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection

Properties

Type

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.F](#)

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Rendering.FrameBuilders.C](#)

IApplicationBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IConversationFrameBuilder

Declaration

[\(NetAF.Rendering.FrameBuilders.I](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

| Type | Description |
|---|-------------|
| char (https://learn.microsoft.com/dotnet/api/system.char) <small>(NetFxComensationPlatform)</small> | |

- + NetAF.Conversations.
LineTerminator
Instructions

+ NetAE Extensions

(NetAF.Extensions.html)

+ public string LineTerminator { get; set; }

(NetAF.Interpretation.html)

| Property Value | |
|--------------------|--|
| + NetAF.Logic | |
| Type | Description |
| (NetAF.Logic.html) | string (https://learn.microsoft.com/dotnet/api/system.string) |

† NetAF.Persistence RightBoundaryCharacter (NetAF.Persistence.html)

Get or set the character used for right boundary.

+ NetAF.Persistence.Json

Declaration
[INTEGRIPersistence.Json.html](#)

+ NetAE Rendering

```
    public char RightBoundaryCharacter { get; set; }  
(NetAF.Rendering.html)
```

ProjectA.FV.Rendering.Frame

| Builders | Type | Description |
|--------------------------------|--|-------------|
| (NetAF.Rendering.FrameBuilder) | char (https://learn.microsoft.com/dotnet/api/system.char) | |

FrameBuilderCollection
(NetAF.Rendering)
FrameBuilderCollection
(NetAF.Rendering)
Methods
FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder
DrewBoundary(A

DrawBoundaryAtSize

ICompletionFrame

Draw the boundary.
(NetAE.Rendering.FrameBuilders.I)

Declaration overationFrameBuilder

DeciduousTreeBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

NAME _____

```
public void DrawBoundary(AnsiColor color)
```

Parameters

| Type | | Name | Description |
|--|--|-------|---------------------------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.html) | | color | The color to draw the boundary. |

+ NetAE Conversations.

DrawCentralisedWrapped(string, int, int, ConsoleColor, out int, out int)

(NetAF.Conversations.Instruct) Draw a wrapped string.

+ NetAF Extensions

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html**)**

+ NetAE Logic

Parameters (Not Σ)

Type

| Type | Name | Description |
|---|----------|------------------------------|
| + NetAF.Logic.Modes string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.Modes.html) | value | The string. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | startY | The start y position. |
| + NetAF.Persistence int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Persistence.html) | maxWidth | The max width of the string. |
| + NetAF.Persistence.Json AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) | color | The color to draw the text. |
| int (NetAF.Persistence.Json.html) https://learn.microsoft.com/dotnet/api/system.int32) | endX | The end x position. |
| + NetAF.Rendering int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.html) | endY | The end y position. |

NetAE Rendering Frame

- `NetAP.Rendering.Frame`
`DrawHorizontalDivider(int, AnsiColor)`

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NetAL Rendering - FrameBuilder

```
(NetAF.Rendering.FrameBuilders.F  
  FrameBuilderCollections  
  public void DrawHorizontalDivider(int v, AnsiColor color)
```

(NetAF.Rendering)

GridStringBuilder

| Type | Name | Description |
|---|-------|---------------------------------|
| IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html) | | |
| int (CompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)) | y | The y position of the divider. |
| AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) | color | The color to draw the boundary. |

(NetAE Rendering FrameBuilders I)

|GameOverFrameBuilder

ICameOverFrameBuilder
(NetAE.Rendering.FrameBuilders.I)

DrawUnderline(int, int, int, ConsoleColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, ConsoleColor color)
```

([NetAF.Conversations.html](#))

Parameters

| + NetAF.Conversations. | Type | Name | Description |
|---|--------|------|--------------------------------------|
| Instructions int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Conversations.Instruct | x | | The position of the underline, in x. |
| + NetAF.Extensions int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Extensions.html) int (https://learn.microsoft.com/dotnet/api/system.int32) | y | | The position of the underline, in y. |
| + NetAF.Interpretation AnsiColor (NetAF.Interpretation.html) (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) | length | | The length of the underline. |
| + NetAF.Logic (NetAF.Logic.html) | color | | The color of the underline. |

([NetAF.Logic.Modes.html](#))

Draw a wrapped string.

+ [NetAF.Persistence](#)

Declaration

([NetAF.Persistence.html](#))

```
+ NetAF.Persistence.Json  
public void DrawWrapped(string value, int startX, int startY, int maxWidth, ConsoleColor  
color, out int endX, out int endY)  
(NetAF.Persistence.Json.html)
```

+ [NetAF.Rendering](#)

Parameters

([NetAF.Rendering.html](#))

Type

| - NetAF.Rendering.FrameBuilders | Name | Description |
|---|----------|------------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | value | The string. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | startX | The start x position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | startY | The start y position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | maxWidth | The max width of the string. |
| AnsiColor StringBuilder | color | The color to draw the text. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | endX | The end x position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | endY | The end y position. |

Flush()

[ConversationFrameBuilder](#)

([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder](#))

Flush the buffer.

[IGameOverFrameBuilder](#)

([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder](#))

Declaration

```
public void Flush()
```

GetCellColor(int, int)

(NetAF Conversations.html)

→ NetAE Conversations

Instructions

(NetAE_Conversation_Schreiber (int x, int y))

• NetAE Extensions

FACTORY Parameters

(NetAF.Extensions.html)

| Type | Name | Description |
|---|------|-----------------------------|
| + NetAF.Interpretation (NetAF/Interpretation.html) | x | The x position of the cell. |
| + NetAF.Logic | y | The y position of the cell. |

(NetAF.Logic.html)

Returns

+ NetAF.Logic.Modes

Type (NetAEI logic Modes.html)

| | |
|---|-----------------|
| (NetAF.Logic.Modes.html) AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) + NetAF Persistence | The cell color. |
|---|-----------------|

(NetAE Persistence)

(NetAF.Persistence.html)

GetCharacter(*int*,*int*)

[\(NetAF.Persistence.Json.html\)](#)

Get a character from the buffer.

+ NetAF.Rendering Declaration

Declaration **(NetAE)**

(NetAF.Rendering.html)

- ~~NativeRenderingFrame~~(int x, int y)

Builders

(NetAF) Rendering.FrameBuilder

| Type | FrameBuilderCollection (NetAF.Rendering.FrameBuilders.F int (https://learn.microsoft.com/dotnet/api/system.int32) | Name | Description |
|------|---|------|----------------------------------|
| | | x | The x position of the character. |
| | int (https://learn.microsoft.com/dotnet/api/system.int32) GridStringBuilder | y | The y position of the character. |

(NetAF.Rendering.FrameBuilders.C
Returns `outFrameBuilder`

| Type | Description |
|--|----------------|
| ICompletionFrameBuilder char (https://learn.microsoft.com/dotnet/api/system.char) (NetAF.Rendering.FrameBuilders.I) | The character. |

GetNameOnFrameBuilder(string, int, int)

Get the number of lines a string will take up.

Declaration

```
public static int GetNumberOfLines(string value, int startY, int maxWidth)
```



Parameters

| Type | Name | Description |
|--|----------|------------------------------|
| + NetAF.Conversations.html | | |
| + System.String.html | value | The string. |
| Instructions int (https://learn.microsoft.com/dotnet/api/system.int32) | startY | The start y position. |
| + NetAF.Conversations.Instruct.html | | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | maxWidth | The max width of the string. |
| + NetAF.Extensions.html | | |

Returns

| Type | Description |
|---|--|
| + NetAF.Interpretation.html | |
| (NetAF.Interpretation.html) | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The number of lines the string will take up. |

+ [NetAF.Logic.html](#)

Resize(Size)

+ [NetAF.Logic.Modes.html](#)

(NetAF.Logic.Modes.html)

Resize this builder.

+ [NetAF.Persistence.html](#)

Declaration

(NetAF.Persistence.html)

```
public void Resize(Size displaySize)
```

+ [NetAF.Persistence.Json.html](#)

Parameters

+ [NetAF.Rendering.html](#)

Type [\(NetAF.Rendering.html\)](#)

Size [\(NetAF.Assets.Size.html\)](#)

- [NetAF.Rendering.Frame.html](#)

Builders

(NetAF.Rendering.FrameBuilder.html)

SetCell(int, int, char, AnsiColor)

FrameBuilderCollection

Set a cell in the frame builder.

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

Declaration

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

GridStringBuilder

```
public void SetCell(int x, int y, char character, AnsiColor color)
```

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

Parameters

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

Type [\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

| Type | Name | Description |
|---|------|-----------------------------|
| IConversationFrameBuilder | x | The x position of the cell. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | y | The y position of the cell. |

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

| Type | Name | Description |
|--|------------------|-----------------------------|
| char (https://learn.microsoft.com/dotnet/api/system.char) | <i>character</i> | The character. |
| AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) | <i>color</i> | The color of the character. |

三

(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.Logic.Modes**
(NetAF.Logic.Modes.html)
- + **NetAF.Persistence**
(NetAF.Persistence.html)
- + **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)
- + **NetAF.Rendering**
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- **NetAF.Rendering.FrameBuilders**
(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection
(NetAF.Rendering.FrameBuilders.F)
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(NetAF.Rendering.FrameBuilders.F)
GridStringBuilder
(NetAF.Rendering.FrameBuilders.G)
IAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.I)
ICompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.I)
IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I)
IGameOverFrameBuilder

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)
(NetAF.Conversations.html)

Assembly: NetAF.dll

↳ **NetAF.Conversations.**

Instructions

[View interface IAboutFrameBuilder](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Methods

[\(NetAF.Interpretation.html\)](#)

↳ **NetAF.Logic**

Build(String, Game, Size)

[\(NetAF.Logic.html\)](#)

Build a frame.

+ **NetAF.Logic.Modes**

Declaration

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

[IPrime.BUILD\(string title, Game game, Size size\)](#)

[\(NetAF.Persistence.html\)](#)

Parameters

Type

Name

Description

+ **NetAF.Rendering**

[String \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

title

The title.

[\(NetAF.Rendering.html\)](#)

Game ([NetAF.Logic.Game.html](#))

game

The game.

- **NetAF.Rendering.FrameBuilders**

[Size \(\[NetAF.Assets.Size.html\]\(#\)\)](#)

size

The size of the frame.

↳ **NetAF.Rendering.FrameBuilders**

Returns

Type

Description

[IFrameBuilderCollection<IFrame>](#)

[\(NetAF.Rendering.FrameBuilders.IFrameBuilderCollection<IFrame>.html\)](#)

[IFrameBuilderCollection<IFrame>](#)

[\(NetAF.Rendering.FrameBuilders.IFrameBuilderCollection<IFrame>.html\)](#)

[IFrameBuilderCollection<IFrame>](#)

[\(NetAF.Rendering.FrameBuilders.IFrameBuilderCollection<IFrame>.html\)](#)

[IAboutFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

[ICompletionFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

[IConversationFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

[IGameOverFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

[INetAFRenderingFrameBuilders](#)

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)
(NetAF.Conversations.html)

Assembly: NetAF.dll

↳ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruction\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Methods

[\(NetAF.Interpretation.html\)](#)

↳ **NetAF.Logic**

Build(String, string, Size)

[\(NetAF.Logic.html\)](#)

Build a frame.

+ NetAF.Logic.Modes

Declaration:

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[IPermissionBuilder<string message, string reason, Size size>](#)

[\(NetAF.Persistence.html\)](#)

Parameters

NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Type

Description

+ NetAF.Rendering

[String \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

message

Description

[\(NetAF.Rendering.html\)](#)

[string \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

reason

Description

- NetAF.Rendering.Frame

[Size \(NetAF.Assets.Size.html\)](#)

Builders

Description

↳ **NetAF.Rendering.FrameBuilder**

Returns

Type

[FrameBuilderCollection](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

Description

IFrameBuilder<IFrame>

[IFrameBuilder<IFrame> \(https://learn.microsoft.com/dotnet/api/system.frames.iframe.html\)](#)

[\(NetAF.Rendering.FrameBuilders.IFrameBuilder.html\)](#)

[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](#)

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

[INetAFRenderingFrameBuilder \(https://learn.microsoft.com/dotnet/api/system.netaf.renderingframebuilder\)](#)

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)
(NetAF.Conversations.html)

Assembly: NetAF.dll

Sy NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruction)

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

(NetAF.Interpretation.html)

+ NetAF.Logic

Build(String, IConverser, CommandHelp[], Size)

(NetAF.Logic.html)

Build a frame.

+ NetAF.Logic.Modes

Declaration

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Iframe Build(string title, IConverser converser, CommandHelp[] contextualCommands, Size size)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Parameters

(NetAF.Persistence.Json.html)

Type

+ NetAF.Rendering

string (NetAF.Rendering.html)

(https://learn.microsoft.com/dotnet/api/system.string)

- NetAF.Rendering.Frame

Builders

IConverser

(NetAF.Rendering.FrameBuilders.html)

(NetAF.Assets.Characters.IConverser.html)

FrameBuilderCollection

CommandHelp

(NetAF.Rendering.FrameBuilders.F

(NetAF.Commands.CommandHelp.html)

FrameBuilderCollections

IFrameBuilderCollection (NetAF.Rendering.FrameBuilders.F

GridStringBuilder

Size (NetAF.Assets.Size.html)

(NetAF.Rendering.FrameBuilders.C

Name

Description

The title to display to the user.

converser

The converser.

contextualCommands

The contextual commands to display.

size

The size of the frame.

Type

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

▼

(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.Logic.Modes
(NetAF.Logic.Modes.html)
 - + NetAF.Persistence
(NetAF.Persistence.html)
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FrameBuilderCollections
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GridStringBuilder
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IAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.I
ICompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I

NetAF.Rendering.FrameBuilders.I

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

↳ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruction)

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

(NetAF.Interpretation.html)

↳ **NetAF.Logic**

Build(String, string, Size)

(NetAF.Logic.html)

Build a frame.

+ NetAF.Logic.Modes

Declaration:

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

IFrameBuilder<string message, string reason, Size size>

(NetAF.Persistence.html)

Parameters

NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

| Type | Name | Description |
|--|---------|-------------------------------------|
| String (https://learn.microsoft.com/dotnet/api/system.string) | message | The message to display to the user. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | reason | The reason the game ended. |
| - NetAF.Rendering.Frame Size (NetAF.Assets.Size.html) Builders | size | The size of the frame. |

↳ **NetAF.Rendering.FrameBuilder**

Returns

Type

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

Description

IFrameBuilder<string message, Size size>

(NetAF.Rendering.FrameBuilders.IFrameBuilder.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.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)

IFrameBuilder<string message, Size size>

(NetAF.Rendering.FrameBuilders.IFrameBuilder.html)

IFrameBuilder<string message, Size size>

(NetAF.Rendering.FrameBuilders.IFrameBuilder.html)

IFrameBuilder<string message, Size size>

(NetAF.Rendering.FrameBuilders.IFrameBuilder.html)

Interface IReactionFrameBuilder

Represents any object that can build reaction frames.

 Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

SyntaxAF Conversations.

Instructions

(NebAE) Interface Transition FrameBuilder

+ NetAE Extensions

(NetAE.Extensions.html)

Methods

NetCDF Interpretation

(NetAF.Interpretation.html)

Build(string, string, Size)
(NetAELogic.h)

(NetAF.Logic.html)

Build a frame.

+ NetAF.Logic.Modes

Declaration

+ NetAE Persistence

IFrame Build(string title, string URL)

DoNotAtE Persistence Loop

| Type | Name | Description |
|--|----------------|-------------------------------------|
| + NetAF.Persistence.Json.html string (https://learn.microsoft.com/dotnet/api/system.string) | <i>title</i> | The title to display to the user. |
| - NetAF.Rendering.html string (https://learn.microsoft.com/dotnet/api/system.string) | <i>message</i> | The message to display to the user. |
| - NetAF.Rendering.Frame Size (NetAF.Assets.Size.html) Builders | <i>size</i> | The size of the frame. |

- (NetAE.Rendering.FrameBuilder)

Returns

| Type | Description |
|---|-------------|
| FrameBuilderCollection (NetAF.Rendering.FrameBuilders.F | |
| IFrameBuilderCollection IFrameBuilderCollectionFrames(IFrame.html) | |
| GridStringBuilder (NetAF.Rendering.FrameBuilders.F | |
| IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.I | |
| ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.I | |
| IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I | |
| IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I | |

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

Sy **NetAF.Conversations.**

Instructions

[View interface IRegionMapBuilder](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Methods

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

BuildRegionMap(Region, Point2D, Point3D, Size)

[\(NetAF.Logic.html\)](#)

Build a map of a region.

+ **NetAF.Logic.Modes**

Declaration

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

`void BuildRegionMap(Region region, Point2D startPosition, Point3D focusPosition, Size maxSize)`

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

Parameters

[\(NetAF.Persistence.Json.html\)](#)

| Type | Name | Description |
|--|----------------------|---|
| + NetAF.Rendering | | |
| (NetAF.Rendering.html) | <i>region</i> | The region. |
| (NetAF.Assets.Locations.Region.html) | | |
| - NetAF.Rendering.FrameBuilders | | |
| Point2D (NetAF.Assets.Point2D.html) | <i>startPosition</i> | The position to start building at. |
| (NetAF.Rendering.FrameBuilders.html) | <i>focusPosition</i> | The position to focus on. |
| Size (NetAF.Assets.Size.html) | <i>maxSize</i> | The maximum size available in which to build the map. |
| (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html) | | |

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

[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](#)

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html\)](#)

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)
(NetAF.Conversations.html)

Assembly: NetAF.dll

SyntaxAF Conversations.

Instructions

(Net)EFC Conventions Instruct

+ NetAE Extensions

(NetAE.Extensions.html)

Net-AF Interpretation Methods

[NetAE Interpretation.html](#)

BuildRegion(Point3D, CommandHelp[], Size)

(NetAF.Logic.html)

Build a frame.

+ NetAF.Logic.Modes

Declaration

+ NetAE Persistence

IVRFrameBuilder(Region region, Point3D focusPosition, CommandHelp[] contextualCommands, **NetAFSPersistence.html**)

+ NetAF.Persistence.Json

Parameters

(NetAF.Persistence.Json.html)

| Type | Name | Description |
|--|---------------------------|-------------------------------------|
| + NetAF.Rendering | | |
| Region (NetAF.Rendering.html) | <i>region</i> | The region. |
| - NetAF.Rendering.Frame | | |
| Builders | | |
| CommandHelp (NetAF.Commands.CommandHelp.html) | <i>contextualCommands</i> | The contextual commands to display. |
| FrameBuilderCollection | | |
| Size (NetAF.Assets.Size.html) | <i>size</i> | The size of the frame. |
| FrameBuilderCollections | | |

(NetAF.Rendering.FrameBuilders.F
Returns
GridStringBuilder

| Type | Description |
|---|-------------|
| GridStringBuilder | |
| NetAF.Rendering.FrameBuilders.C | |
| IAboutFrameBuilder | |
| IFrame (NetAF.Rendering.Frames.IFrame.html) | |
| (NetAF.Rendering.FrameBuilders.U | |

CompletionFrameBuilder

Completion Tasks

ConversationFrameBuilder

(NetAE Rendering FrameBuilders I)

IGameOverFrameBuilder

▼

(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.Logic.Modes
(NetAF.Logic.Modes.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

NetAF.Rendering.FrameBuilders.I

Interface IRoomMapBuilder

Represents any object that can build room maps.

 Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)
↳ [\(NetAF Conversations.html\)](#)

Assembly: NetAF.dll

SyntaxAF Conversations.

Instructions

(NetBeans) Interface Tracer and Builder

+ NetAE Extensions

(NetAE.Extensions.html)

Net-AF Interpretation

[NetAE Interpretation.html](#)

→ NetAFI Logic

BuildRoomMap(Room, ViewPoint, Key type, Point2D, out int, out int)
(NetAEI Logic.html)

(NetAF.Logic.html)

Build a map in NoteAid

NetAF.Logic.Modes

NetAFPersistence
void BuildRoomMap(Room room, ViewPoint viewPoint, KeyType key, Point2D startPosition
([NetAFPersistence.html](#))
Point endY)

+ NetAE Persistence 1son

Parameters

(NetAF.Persistence.Json.html)

| Type | Name | Description |
|---|---------------|------------------------------------|
| + NetAF.Rendering | | |
| R (NetAF.Rendering.html) | room | The room. |
| - NetAF.Rendering.Frame | viewPoint | The viewpoint from the room. |
| Builders | | |
| Key.Type (NetAF.Rendering.KeyType.html) | key | The key type. |
| (NetAF.Rendering.FrameBuilder) | | |
| Point2D (NetAF.Assets.Point2D.html) | startPosition | The position to start building at. |
| FrameBuilderCollection | | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | endX | The end position, x. |
| FrameBuilderCollections | | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | endY | The end position, x. |
| (NetAF.Rendering.FrameBuilders.F | | |

GridStringBuilder

(NetAE.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

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)
(NetAF.Conversations.html)

Assembly: NetAF.dll

SyNetAF Conversations.

Instructions

(Net)API Conversations Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Net A-F Interpretation Methods

[NetAEInterpretation.html](#)

Build(Room, ViewPoint, PlayableCharacter, CommandHelp[], KeyType, Size)
(NetAEI logic.html)

(Re)WIRE

Build a flame. + NetAEI logic Modes

STATEMENT

(NetAF.Logic.Modes.html)

+ NetAE Persistence

[NetAEPersistence.html] Type keyType, size, size]

(*newExternalStorage*, *key*) type keyType, size size)

+ NetAF.Persistence.Json

Parameters

(Nettovermögenszuwachs)

| Type | Name | Description |
|---|--------------------|-------------------------------------|
| + NetAF.Rendering (NetAF.Rendering.html) | | |
| R (NetAF.Rendering.Room.html) | room | Specify the Room. |
| - NetAF.Rendering.Frame Builders | | |
| PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) | player | Specify the player. |
| CommandHelp FrameBuilderCollections (NetAF.Commands.CommandHelp.html) | contextualCommands | The contextual commands to display. |
| (NetAF.Rendering.FrameBuilders.F GridStringBuilder | | |
| KeyType (NetAF.Rendering.KeyType.html) | keyType | The type of key to use. |
| IAboutFrameBuilder Size (NetAF.Assets.Size.html) (NetAF.Rendering.FrameBuilders.I | size | The size of the frame. |

ICompletionFrameBuilder
Returns

| Type | Description |
|---|-------------|
| (NetAF.Rendering.FrameBuilders.IFrameBuilder) | |
| (NetAF.Rendering.Frames.IFrame.html) | |
| IGameOverFrameBuilder | |

▼

(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.Logic.Modes
(NetAF.Logic.Modes.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

NetAF.Rendering.FrameBuilders.I

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

↳ **NetAF.Conversations.**

Instructions

[View interface ITitleFrameBuilder](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Methods

[\(NetAF.Interpretation.html\)](#)

↳ **NetAF.Logic**

Build(String, string, Size)

[\(NetAF.Logic.html\)](#)

Build a frame.

+ **NetAF.Logic.Modes**

Declaration:

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

[IPrime.BUILD\(string title, string description, Size size\)](#)

[\(NetAF.Persistence.html\)](#)

Parameters

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**

[Size \(NetAF.Assets.Size.html\)](#)

size

The size of the frame.

Builders

Return Value

Type

[FrameBuilderCollection](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

Description

[IFrameBuilderCollection](#)

[\(NetAF.Rendering.FrameBuilders.IFrameBuilderCollection.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

[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](#)

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

[INetAF.Rendering.FrameBuilders.IFrameBuilderCollection.html](#)

Class SceneHelper

Provides helper functionality for scenes.

Filter by title

Inheritance

[\(NetAF.Conversations.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF Conversations](#).

[Instructions](#)

Inherited Members

[\(NetAF.Conversations.Instruct\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Extensions](#).

[\(NetAF.Extensions.html\)](#)

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 Interpretation](#).

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ [NetAF Logic](#).

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[\(NetAF.Logic.html\)](#)

+ [NetAF Logic Modes](#).

[\(NetAF.Logic.Modes.html\)](#)

Syntax

+ [NetAF Persistence](#).

[\(NetAF.Persistence.html\)](#)

public static class SceneHelper

+ [NetAF Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF Rendering](#)

[Methods](#)

[\(NetAF.Rendering.html\)](#)

- [NetAF Rendering Frame](#)

[CreateNPCString\(Room\)](#)

[\(NetAF.Rendering.FrameBuilder\)](#)

Create a description of the NPC's as a string.

FrameBuilderCollection

Declaration

[\(NetAF.Rendering.FrameBuilders.F](#)

FrameBuilderCollections

public static string CreateNPCString(Room room)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

Parameters

IAboutFrameBuilder

Type

[NetAF.Rendering.FrameBuilders.I](#)

ICompletionFrameBuilder

Room ([NetAF.Assets.Locations.Room.html](#))

[\(NetAF.Rendering.FrameBuilders.I](#)

Name

Description

room

The room.

IConversationFrameBuilder

Returns

[\(NetAF.Rendering.FrameBuilders.I](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

INetAF Rendering FrameBuilder

Namespace NetAF.Rendering.FrameBuilders.Console

▼ Filter by title

Classes

(NetAF.Conversations.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleAboutFrameBuilder.html)

Provides a builder for console about frames.

+ NetAF.Extensions

ConsoleCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleCompletionFrameBuilder.html)

+ NetAF.Interpretation

Provides a builder of completion frames.

(NetAF.Interpretation.html)

+ NetAF.Logic

ConsoleConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleConversationFrameBuilder.html)

↳ NetAF.Logic.Modes

Provides a builder for conversation frames.

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleGameOverFrameBuilder.html)

+ NetAF.Persistence.Json

Provides a builder of game over frames.

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

ConsoleHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleHelpFrameBuilder.html)

+ NetAF.Rendering.Frame

Provides a builder for help frames.

Builders

(NetAF.Rendering.FrameBuilders.ConsoleBuilders.html)

ConsoleReactionFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleReactionFrameBuilder.html)

Builders Console

Provides a builder of reaction frames.

(NetAF.Rendering.FrameBuilders.ConsoleBuilders.ConsoleBuilders.html)

AnsiColor

ConsoleRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleRegionMapBuilder.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleAboutFrameBuilder.html)

Provides a builder for region maps.

(NetAF.Rendering.FrameBuilders.Console.ConsoleRegionMapBuilder.html)

ConsoleCompletionFrame

Builder

ConsoleRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleRegionMapFrameBuilder.html)

ConsoleConversationFrame

Builder

Provides a builder of region map frames.

Builder

ConsoleRoomMapBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleRoomMapBuilder.html)

Provides a room map builder.

ConsoleSceneFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleSceneFrameBuilder.html)

Provides a builder for scene frames.
(NetAF.Conversations.html)

+ NetAF.Conversations

ConsoleTitleFrameBuilder

Instructions

(NetAF.Rendering.FrameBuilders.Console.ConsoleTitleFrameBuilder.html)

(NetAF.Conversations.Instruct

Provides a builder of title frames.

+ NetAF.Extensions

E

+ NetAF.Interpretation

(NetAF.Interpretation.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic

of ANSI colors.

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.AboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.Console.CompletionFrameBuilder.html)

ConsoleConversationFrame

Builder

Enum AnsiColor

Enumeration of ANSI colors.

 Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**.

Syntax

Instructions

(**NetAF.Conversations.Instruct**
public enum AnsiColor

+ **NetAF.Extensions**

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**

Fields

(**NetAF.Interpretation.html**)

| + NetAF.Logic (NetAF.Logic.html) | Description |
|---|----------------------|
| Black | Black (30). |
| + NetAF.Logic.Modes Blue (NetAF.Logic.Modes.html) | Blue (34). |
| BrightBlack | Bright black (90). |
| + NetAF.Persistence BrightBlue (NetAF.Persistence.html) | Bright blue (94). |
| BrightCyan | Bright cyan (96). |
| + NetAF.Persistence.Json BrightGreen (NetAF.Persistence.Json.html) | Bright green (92). |
| BrightMagenta | Bright magenta (95). |
| + NetAF.Rendering BrightRed (NetAF.Rendering.html) | Bright red (91). |
| + NetAF.Rendering.Frame Builders | Bright white (97). |
| BrightYellow (NetAF.Rendering.FrameBuilders.html) | Bright yellow (93). |
| Cyan | Cyan (36). |
| - NetAF.Rendering.FrameBuilders.Console | |
| Magenta | Green (32). |
| Magenta | Green (32). |
| RedAnsiColor (NetAF.Rendering.FrameBuilders.ConsoleBuilder.html) | Magenta (35). |
| Reset | Red (31). |
| ConsoleAboutFrameBuilder | Reset (0). |
| White | White (37). |
| ConsoleCompletionFrame | White (37). |
| YellowBuilder (NetAF.Rendering.FrameBuilders.ConsoleConversationBuilder.html) | Yellow (33). |
| ConsoleConversationFrame | |
| Builder | |

▼

(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.Logic.Modes
(NetAF.Logic.Modes.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuild
- NetAF.Rendering.Frame
Builders.Console
(NetAF.Rendering.FrameBuild

AnsiColor
(NetAF.Rendering.FrameBuilders.C
ConsoleAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.C
ConsoleCompletionFrame
Builder
(NetAF.Rendering.FrameBuilders.C
ConsoleConversationFrame
Builder
NetAF.Rendering.FrameBuilders.C

Class ConsoleAboutFrameBuilder

Provides a builder of console about frames.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**

Instructions

Implements

([NetAF Conversations Instruct](#))

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

+ **NetAF Extensions**

([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)))

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 Modes.html](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console ([NetAF.Rendering.FrameBuilders.Console.html](#))

+ **NetAF Persistence**

Assembly: NetAF.dll

([NetAF Persistence.html](#))

Syntax

+ **NetAF.Persistence.Json**

([NetAF Persistence.Json.html](#))

IAboutFrameBuilder : IAboutFrameBuilder

+ **NetAF Rendering**

([NetAF Rendering.html](#))

Constructors

+ **NetAF.Rendering.Frame**

Builders

ConsoleAboutFrameBuilder(GridStringBuilder)

Provides a builder of console about frames.

NetAF Rendering Frame

Builders.Console

([NetAF.Rendering.FrameBuilder](#))

```
public ConsoleAboutFrameBuilder(GridStringBuilder gridStringBuilder)
```

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder](#))

Parameters

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder](#))

gridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders](#))

ConsoleCompletionFrame

Type

ConsoleCompletionFrame

Name

Description

gridStringBuilder

A builder to use for the string layout.

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

| Type | Description |
|--------------------------------------|---------------------------------|
| AnsiColor (NetAF.Conversations.html) | Builders.Console.AnsiColor.html |

+ NetAF.Conversations.

Instructions

NameColor (NetAF.Conversations.Instruct

Get or set the name color.

+ NetAF.Extensions

Declaration (NetAF.Extensions.html)

+ NetAF.Interpretation

```
public AnsiColor NameColor { get; set; }
```

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Logic.Modes

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Get or set the title color.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Property Value

(NetAF.Rendering.FrameBuilders

Type

- NetAF.Rendering.Frame

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

Builders.Console

(NetAF.Rendering.FrameBuilders

AnsiColor

Methods

(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Build(string Game, Size)

ConsoleCompletionFrame

Builder

Build a frame.

(NetAF.Rendering.FrameBuilders.C

Declaration

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.C

```
public IFrame Build(string title, Game game, Size size)
```

Parameters

| Type | Name | Description |
|---|-------|------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | title | The title. |
| (NetAF.Conversations.html) Game (NetAF.Logic.Game.html) | game | The game. |
| + NetAF.Conversations . Size (NetAF.Assets.Size.html) Instructions (NetAF.Conversations.Instruct) | size | The size of the frame. |

Returns

| Type | Description |
|--|-------------|
| (NetAF.Extensions.html) IFrame (NetAF.Rendering.Frames.IFrame.html) | |

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Implements

+ NetAF.Logic

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

+ NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilders.html](#))

- NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilders.Console.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.Builder.html](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleConversationFrame.Builder.html](#))

ConsoleFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleFrameBuilder.html](#))

Class ConsoleCompletionFrameBuilder

Provides a builder of completion frames.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**

ConsoleCompletionFrameBuilder

Instructions

Implements

([NetAF Conversations.Instruct](#))

ICompletionFrameBuilder ([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

+ **NetAF Extensions**

([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)))

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 Modes.html](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console ([NetAF.Rendering.FrameBuilders.Console.html](#))

+ **NetAF Persistence**

Assembly: NetAF.dll

([NetAF.Persistence.html](#))

Syntax

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

CompletionFrameBuilder : ICompletionFrameBuilder

+ **NetAF Rendering**

([NetAF.Rendering.html](#))

Constructors

+ **NetAF.Rendering.Frame**

Builders

ConsoleCompletionFrameBuilder([GridStringBuilder](#))

Provides a builder of completion frames.

NetAF Rendering Frame

Builders.Console

([NetAF.Rendering.FrameBuilder](#))

public [ConsoleCompletionFrameBuilder](#)([GridStringBuilder](#) gridStringBuilder)

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder](#))

ConsoleAboutFrameBuilder

Parameters

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder](#))

| Type | Name | Description |
|-------------------------------|-------------------|---|
| ConsoleCompletionFrameBuilder | gridStringBuilder | A builder to use for the string layout. |

Builder

([NetAF.Rendering.FrameBuilders.GridStringBuilder](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ConsoleConversationFrame

Builders

([NetAF.Rendering.FrameBuilders](#))

Properties

BackgroundColor

Get or set the background color.

Declaration

[\(NetAF.Conversations.html\)](#)

```
public AnsiColor BackgroundColor { get; set; }
```

+ [NetAF.Conversations.](#)

Instructions

Property Value

[\(NetAF.Conversations.Instruct](#)

Type

+ [NetAF.Extensions](#)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

BorderColor

+ [NetAF.Logic](#)

Get or set the border color.

[\(NetAF.Logic.html\)](#)

Declaration

+ [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

```
public AnsiColor Bordercolor { get; set; }
```

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

DescriptionColor

+ [NetAF.Rendering.Frame](#)

Builders

Get or Set the description color.

[\(NetAF.Rendering.FrameBuilder](#)

Declaration

- [NetAF.Rendering.Frame](#)

[Builders.Console](#) DescriptionColor { get; set; }

[\(NetAF.Rendering.FrameBuild](#)

Property Value

Type [\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleAboutFrameBuilder

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleConversationFrame

Builder

Get or Set the title color.

[\(NetAF.Rendering.FrameBuilders.C](#)

Description

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

| Type | Description |
|---|---------------------------------|
| AnsiColor (NetAF.Conversations.html) | Builders.Console.AnsiColor.html |

+ NetAF.Conversations.

Instructions

Methods

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#) Build(string, string, Size)

+ NetAF.Interpretation

Build a frame
(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

```
public IFrame Build(string message, string reason, Size size)
```

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Parameters

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#) string (https://learn.microsoft.com/dotnet/api/system.string)

+ NetAF.Persistence.Json

string (https://learn.microsoft.com/dotnet/api/system.string)
(NetAF.Persistence.Json.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Returns

+ NetAF.Rendering.Frame

[Builders](#)

IFrame (NetAF.Rendering.Frames.IFrame.html)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

- NetAF.Rendering.Frame

implements

[Builders.Console](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

AnsiColor

(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html)

ConsoleMessageFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleMessageFrameBuilder.html)

Declaration

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

Property Value

| Type | Description |
|--------------------------------------|---------------------------------|
| AnsiColor (NetAF.Conversations.html) | Builders.Console.AnsiColor.html |

+ NetAF.Conversations.

Instructions

PlayerMessageColor

(NetAF.Conversations.Instruct

Get or set the player message color.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public AnsiColor PlayerMessageColor { get; set; }
```

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

NetAF.Logic.Modes

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

ResponseColor

+ NetAF.Persistence.Json

Get or set the response color.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public AnsiColor ResponseColor { get; set; }
```

+ NetAF.Rendering.Frame

Property Value

(NetAF.Rendering.FrameBuilders.html)

Type

- NetAF.Rendering.Frame

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

Builders.Console

(NetAF.Rendering.FrameBuilders.html)

TitleColor

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

Get or set the title color.

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)

Declaration

ConsoleCompletionFrame

Builder

```
public AnsiColor TitleColor { get; set; }
```

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html)

ConsoleConversationFrame

Property Value

(NetAF.Rendering.FrameBuilders.html)

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) | |

Methods

(NetAF.Conversations.html)

Build(string, IConverser, CommandHelp[], Size)

Instructions

Build a frame.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public IFrame Build(string title, IConverser converser, CommandHelp[] contextualCom  
ands, Size size)
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

Type (NetAF.Logic.html)

string

+ NetAF.Logic.Modes

(https://learn.microsoft.com/dotnet/api/system.string
) (NetAF.Logic.Modes.html)

+ NetAF.Persistence

IConverser

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Size (NetAF.Assets.Size.html)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Returns

Builders

Type

(NetAF.Rendering.FrameBuilders

IFrame (NetAF.Rendering.Frames.IFrame.html)

- NetAF.Rendering.Frame

Builders.Console

Implements

AnsiColor

IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)
(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.C

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.C

Class ConsoleGameOverFrameBuilder

Provides a builder of game over frames.

Filter by title

Inheritance

[\(NetAF.Conversations.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**

Instructions

Implements

[\(NetAFConversations.Instruct.html\)](#)

IGameOverFrameBuilder ([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

+ **NetAF Extensions**

[\(NetAFExtensions.html\)](#)

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)))

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>)

[\(NetAFLogicModes.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console ([NetAF.Rendering.FrameBuilders.Console.html](#))

+ **NetAF Persistence**

Assembly: NetAF.dll

[\(NetAfpersistence.html\)](#)

Syntax

+ **NetAF.Persistence.Json**

[\(NetAfpersistenceJson.html\)](#) public class ConsoleGameOverFrameBuilder : IGameOverFrameBuilder

+ **NetAF Rendering**

[\(NetAF.Rendering.html\)](#)

Constructors

+ **NetAF.Rendering.Frame**

Builders

[ConsoleGameOverFrameBuilder\(GridStringBuilder\)](#)

Provides a builder of game over frames.

[\(NetAF.Rendering.Frame.html\)](#)

Builders.Console

[\(NetAF.Rendering.FrameBuilder.html\)](#)

public ConsoleGameOverFrameBuilder(GridStringBuilder gridStringBuilder)

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder)

ConsoleAboutFrameBuilder

Parameters

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder)

| Type | Name | Description |
|---|-------------------|---|
| ConsoleCompletionFrame Builder GridStringBuilder (NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder) (NetAF.Rendering.FrameBuilders.GridStringBuilder.html) ConsoleConversationFrame | gridStringBuilder | A builder to use for the string layout. |

Builder

(NetAF.Rendering.FrameBuilders)

Properties

BackgroundColor

Get or set the background color.

Declaration

[\(NetAF.Conversations.html\)](#)

```
public AnsiColor BackgroundColor { get; set; }
```

+ NetAF.Conversations.

Instructions

Property Value

[\(NetAF.Conversations.Instruct](#)

| Type | Description |
|--------------------|-------------|
| + NetAF.Extensions | |

```
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)
```

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

BorderColor

+ NetAF.Logic

Get or set the border color.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

```
public AnsiColor Bordercolor { get; set; }
```

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

```
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)
```

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

DescriptionColor

+ NetAF.Rendering.Frame

Builders

Get or Set the description color.

[\(NetAF.Rendering.FrameBuilder](#)

Declaration

- NetAF.Rendering.Frame

Builders.Console DescriptionColor { get; set; }

[\(NetAF.Rendering.FrameBuild](#)

Property Value

| Type | Description |
|-----------------------------------|-------------|
| + NetAF.Rendering.FrameBuilders.C | |

```
ConsoleAboutFrameBuilder
```

```
AnsiColor (NetAF.Rendering.FrameBuild
```

```
Builders.Console.AnsiColor.html)
```

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuild](#)

ConsoleConversationFrame

Builder

Get or Set the title color.

[\(NetAF.Rendering.FrameBuild](#)

Declaration

```
public ConsoleColor TitleColor { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| (NetAF.Conversations.html) Builders.Console.AnsiColor.html | |

+ NetAF.Conversations.

Instructions

Methods

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)Build(string, string, Size)

+ NetAF.Interpretation

Build a frame

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

```
public IFrame Build(string message, string reason, Size size)
```

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Parameters

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

message

The message to display to the user.

+ NetAF.Persistence.Json

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Persistence.Json.html\)](#)

Size ([NetAF.Assets.Size.html](#))

reason

The reason the game ended.

size

The size of the frame.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Returns

+ NetAF.Rendering.Frame

Builders

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

[\(NetAF.Rendering.FrameBuilder.html\)](#)

- NetAF.Rendering.Frame

implements

[Builders.Console](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

[ConsoleAboutFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html\)](#)

[ConsoleCompletionFrame](#)

[Builder](#)

[\(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html\)](#)

[ConsoleConversationFrame](#)

[Builder](#)

[\(NetAF.Rendering.FrameBuilders.ConsoleOverFrameBuilder.html\)](#)

[ConsoleOverFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.GameOverFrameBuilder.html\)](#)

[GameOverFrameBuilder](#)

Properties

BackgroundColor

Get or set the background color.

Declaration

[\(NetAF.Conversations.html\)](#)

```
public AnsiColor BackgroundColor { get; set; }
```

+ [NetAF.Conversations.](#)

Instructions

Property Value

[\(NetAF.Conversations.Instruct](#)

Type

+ [NetAF.Extensions](#)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

BorderColor

+ [NetAF.Logic](#)

Get or set the border color.

[\(NetAF.Logic.html\)](#)

Declaration

+ [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

```
public AnsiColor Bordercolor { get; set; }
```

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

CommandColor

+ [NetAF.Rendering.Frame](#)

Builders

Get or set the command color.

[\(NetAF.Rendering.FrameBuilder](#)

Declaration

- [NetAF.Rendering.Frame](#)

Builders.Console CommandColor { get; set; }

[\(NetAF.Rendering.FrameBuilder](#)

Property Value

Type [\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleAboutFrameBuilder

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleConversationFrame

Builder

Get or set the description color.

[\(NetAF.Rendering.FrameBuilders.C](#)

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

| Type | Description |
|--------------------------------------|---------------------------------|
| AnsiColor (NetAF.Conversations.html) | Builders.Console.AnsiColor.html |

+ NetAF.Conversations.

Instructions

DescriptionColor

(NetAF.Conversations.Instruct

Get or set the description color.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public AnsiColor DescriptionColor { get; set; }
```

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Logic.Modes

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Get or set the title color.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public AnsiColor TitleColor { get; set; }
```

+ NetAF.Rendering.Frame

Property Value

(NetAF.Rendering.FrameBuilders

Type

- NetAF.Rendering.Frame

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

Builders.Console

(NetAF.Rendering.FrameBuilders

AnsiColor

Methods

(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Build(string, string, CommandHelp[], Size)

ConsoleCompletionFrame

Builder

Build a frame.

(NetAF.Rendering.FrameBuilders.C

Declaration

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.C

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, Size size)
```

Parameters

| Type | Name | Description |
|--|-------------|------------------------|
| string (NetAF.Conversations.html) (dotnet/api/system.string) | title | The title. |
| string (NetAF.Conversations.html) (dotnet/api/system.string) | description | The description. |
| CommandHelp[] (NetAF.Commands.CommandHelp.html) | commandHelp | The command help. |
| Size (NetAF.Assets.Size.html) | size | The size of the frame. |

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

| Type | Description |
|--------------------------------------|-------------|
| NetAF.Interpretation | |

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Implements

+ NetAF.Logic.Modes

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- NetAF.Rendering.Frame

Builders.Console

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.Builder.html\)](#)

ConsoleConversationFrame

Builder

[\(NetAF.Rendering.FrameBuilders.ConsoleConversationFrame.Builder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.ConsoleConversationFrame.Builder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.ConsoleConversationFrame.Builder.html\)](#)

Class ConsoleReactionFrameBuilder

Provides a builder of reaction frames.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**

Instructions

Implements

([NetAFConversations.Instruct.html](#))

IReactionFrameBuilder ([NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html](#))

+ **NetAF Extensions**

([NetAFExtensions.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)))

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 Modes.html](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console ([NetAF.Rendering.FrameBuilders.Console.html](#))

+ **NetAF Persistence**

Assembly: NetAF.dll

([NetAFPersistence.html](#))

Syntax

+ **NetAF.Persistence.Json**

([NetAJPersistenceJson.html](#))

+

NetAF.Rendering

([NetAF.Rendering.html](#))

Constructors

+ **NetAF.Rendering.Frame**

Builders

ConsoleReactionFrameBuilder(GridStringBuilder)

Provides a builder of reaction frames.

([NetAF Rendering Frame](#))

Builders.Console

([NetAF.Rendering.FrameBuilder](#))

```
public ConsoleReactionFrameBuilder(GridStringBuilder gridStringBuilder)
```

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

Parameters

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html](#))

ConsoleCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.Builder.html](#))

ConsoleConversationFrame

| Type | Name | Description |
|-------------------------------|-------------------|---|
| ConsoleCompletionFrameBuilder | gridStringBuilder | A builder to use for the string layout. |

Properties

BackgroundColor

Get or set the background color.

Declaration

[\(NetAF.Conversations.html\)](#)

```
public AnsiColor BackgroundColor { get; set; }
```

+ [NetAF.Conversations.](#)

Instructions

Property Value

[\(NetAF.Conversations.Instruct](#)

Type

+ [NetAF.Extensions](#)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

BorderColor

+ [NetAF.Logic](#)

Get or set the border color.

[\(NetAF.Logic.html\)](#)

Declaration

+ [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

```
public AnsiColor Bordercolor { get; set; }
```

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

MessageColor

+ [NetAF.Rendering.Frame](#)

Builders

Get or set the message color.

[\(NetAF.Rendering.FrameBuilder](#)

Declaration

- [NetAF.Rendering.Frame](#)

[Builders.Console](#) MessageColor { get; set; }

[\(NetAF.Rendering.FrameBuilder](#)

Property Value

Type [\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleAboutFrameBuilder

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleConversationFrame

Builder

Get or set the title color.

[\(NetAF.Rendering.FrameBuilders.C](#)

Description

Description

Description

Description

Declaration

```
public AnsiColor TitleColor { get; set; }
```

| Property Value | |
|--|-------------|
| Type | Description |
| A(NetAdo.Conversations.html)Builders.Console.AnsiColor.html) | |

- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct
Methods)

+ **NetAF.Extensions**
(NetAF.Extensions.htm)
Build(string, string, Si

+ NetAF.Interpretation Build a frame **(NetAF.Interpretation.html)**

Declaration + NetAF.Logic

```
(NetAFLogic.html) public IFrame Build(string title, string message, Size size)
```

+ NetAF.Logic.Modes

(NetAF Logic.Modes.html)

| + NetAF.Persistence (NetAF.Persistence.html) | | Name | Description |
|--|--|----------------|-------------------------------------|
| string (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) | | <i>message</i> | The message to display to the user. |
| Size (NetAF.Assets.Size.html) | | <i>size</i> | The size of the frame. |
| + NetAF.Rendering | | | |

+ NetAF.Rendering

Return Value

([NetAF.Rendering.html](#))

| +Type | NetAF.Rendering.Frame | Description |
|-----------------|---|-------------|
| Builders | IFrame (NetAF.Rendering.Frames.IFrame.html) (NetAF.Rendering.FrameBuilder) | |

- NetAF.Rendering.Frame Implements Binders Console

IP (NetAE) Rendering FrameBuilder

AnsiColor

ANSIColor
(NetAE Rendering FrameBuilders 6)

(New) Rendering FrameBuilder
Console About FrameBuilder

Console About FrameBuilder (NetAE Rendering FrameBuilders C)

(New) Rendering::Frame

Builder

(NetAE Rendering FrameBuilders C

ConsoleConversationFrame

Builder

Properties

CurrentFloorIndicator

Get or set the character to use for the current floor.

Declaration

[\(NetAF.Conversations.html\)](#)

```
public char CurrentFloorIndicator { get; set; }
```

+ NetAF.Conversations.

Instructions

Property Value

[\(NetAF.Conversations.Instruct](#)

Type

+ NetAF.Extensions

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

EmptySpace

+ NetAF.Logic

Get or set the character used for representing an empty space.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

```
public char EmptySpace { get; set; }
```

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

FocusedBoundaryColor

+ NetAF.Rendering.Frame

Builders

Get or Set the focused room boundary color.

[\(NetAF.Rendering.FrameBuilder](#)

Declaration

- NetAF.Rendering.Frame

Builders.Console FocusedBoundaryColor { get; set; }

[\(NetAF.Rendering.FrameBuild](#)

Property Value

Type [\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleAboutFrameBuilder

Description

AnsiColor ([\(NetAF.Rendering.FrameBuilders](#)

Builders.Console.AnsiColor.html)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleConversationFrame

Builder

Get or Set the character to use for horizontal boundaries.

[\(NetAF.Rendering.FrameBuilders.C](#)

Declaration

```
public char HorizontalBoundary { get; set; }
```

Property Value

| Type | Description |
|---|--|
| char (NetAF.Conversations.html) | (NetAF.Conversations.html) |

+ NetAF.Conversations.

Instructions

LockedExit ([NetAF.Conversations.Instruct.html](#))

Get or set the character used for representing a locked exit.

+ NetAF.Extensions

Declaration

+ NetAF.Interpretation

```
public char LockedExit { get; set; }
```

([NetAF.Interpretation.html](#))

+ NetAF.Logic

Property Value

([NetAF.Logic.html](#))

Type

+ NetAF.Logic.Modes

```
char (https://learn.microsoft.com/dotnet/api/system.char)
```

([NetAF.Logic.Modes.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

Get or set the locked exit color.

([NetAF.Persistence.Json.html](#))

Declaration

+ NetAF.Rendering

([NetAF.Rendering.html](#))

```
public ConsoleColor LockedExitColor { get; set; }
```

+ NetAF.Rendering.Frame

Builders

Type ([NetAF.Rendering.FrameBuilders.html](#))

- NetAF.Rendering.Frame

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

Builders.Console

([NetAF.Rendering.FrameBuilders.html](#))

LowerLevel

([NetAF.Rendering.FrameBuilders.ConsoleLowerLevel.html](#))

Get or set the character to use for lower levels.

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

Declaration

ConsoleCompletionFrame

Builder

```
public char LowerLevel { get; set; }
```

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleConversationFrame

Property Builder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ShowLowerFloors

Get or set if lower floors should be shown.

Declaration

```
public bool ShowLowerFloors { get; set; }
```

([NetAF.Conversations.html](#))

Property Value

+ **NetAF.Conversations.**

Description

Instructions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

UNLOCKEDEXIT

+ **NetAF.Interpretation**

Get or set the character used for representing an unlocked exit.

([NetAF.Interpretation.html](#))

Declaration

+ **NetAF.Logic**

([NetAF.Logic.html](#))

```
public char UnlockedExit { get; set; }
```

+ **NetAF.Logic.Modes**

Property Value

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

Description

([NetAF.Persistence.html](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

UnvisitedBoundaryColor

+ **NetAF.Rendering**

Get or set the unvisited room boundary color.

([NetAF.Rendering.html](#))

Declaration

+ **NetAF.Rendering.Frame**

Builders

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

([NetAF.Rendering.FrameBuilder](#))

- **NetAF.Rendering.Frame**

Property Value

Builders.Console

Description

([NetAF.Rendering.FrameBuilder](#))

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

VerticalBoundary

Builder

Get or set the character to use for vertical boundaries.

([NetAF.Rendering.FrameBuilders.C](#))

Declaration

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.C

```
public char VerticalBoundary { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| char (https://learn.microsoft.com/dotnet/api/system.char) (NetAF.Conversations.html) | |

+ NetAF.Conversations.

VisitedBoundaryColor

[\(NetAF.Conversations.Instruction.html\)](#)
Get or set the visited room boundary color.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Property Value

+ NetAF.Logic

Type
[\(NetAF.Logic.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))
[+ NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

Methods

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)
BuildRegionMap(Region, Point2D, Point3D, Size)

+ NetAF.Rendering

Build a map of a region.

[\(NetAF.Rendering.html\)](#)

Declaration

+ NetAF.Rendering.Frame

[Builders](#) void BuildRegionMap(Region region, Point2D startPosition, Point3D focusPosition)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- NetAF.Rendering.Frame

Parameters

[Builders.Console](#)

| Type | Name | Description |
|--|---------------|---|
| NetAF.Rendering.FrameBuilders | | |
| Region (NetAF.Rendering.FrameBuilders.Region.html) | region | The region. |
| ConsoleAboutFrameBuilder (NetAF.Renderings.FrameBuilders.ConsoleAboutFrameBuilder.html) | | |
| Point2D (NetAF.Assets.Point2D.html) (NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html) | startPosition | The position to start building at. |
| ConsoleCompletionFrame (NetAF.Renderings.FrameBuilders.ConsoleCompletionFrame.html) | | |
| Point3D (NetAF.Assets.Point3D.html) (NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.html) | focusPosition | The position to focus on. |
| Size (NetAF.Assets.Size.html) (NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.html) | maxSize | The maximum size available in which to build the map. |
| Builder (NetAF.Rendering.FrameBuilders.Builder.html) | | |

Builder

[\(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

Implements

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)



(NetAF.Conversations.html)

+ NetAF.Conversations. Instructions (NetAF.Conversations.Instruct)

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Logic.Modes (NetAF.Logic.Modes.html)

+ NetAF.Persistence
(NetAF Persistence.html)

+ NetAF.Persistence.Json (NetAF Persistence Json.html)

+ NetAF.Rendering (NetAF.Rendering.html)

- + **NetAF.Rendering.FrameBuilders**
(NetAF Rendering FrameBuilders)

- **NetAF.Rendering.FrameBuilders.Console**
(NetAF.Rendering.FrameBuilder)

AnsiColor
(NetAF.Rendering.FrameBuilders.C
ConsoleAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.C
ConsoleCompletionFrame
Builder
(NetAF.Rendering.FrameBuilders.C
ConsoleConversationFrame
Builder
(NetAF.Rendering.FrameBuilders.C

Class ConsoleRegionMapFrameBuilder

Provides a builder of region map frames.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**

Instructions

Implements

([NetAF Conversations Instruct](#))

IRegionMapFrameBuilder ([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

+ **NetAF Extensions**

([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)))

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 Logic Modes**

([NetAF Logic Modes.html](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console ([NetAF.Rendering.FrameBuilders.Console.html](#))

+ **NetAF Persistence**

Assembly: NetAF.dll

([NetAF Persistence.html](#))

Syntax

+ **NetAF.Persistence.Json**

([NetAF Persistence.Json.html](#))

+ **NetAF Rendering**

([NetAF Rendering.html](#))

Constructors

+ **NetAF.Rendering.Frame**

Builders

ConsoleRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

Provides a builder of region map frames.

NetAF Rendering Frame

Builders.Console

([NetAF.Rendering.FrameBuilders](#))

```
public ColoredConsoleRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder builder)
```

([NetAF.Rendering.FrameBuilders.ColoredConsoleRegionMapFrameBuilder](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder](#))

ConsoleCompletionFrame

TypeBuilder

([NetAF.Rendering.FrameBuilders.TypeBuilder](#))

GridStringBuilder

ConsoleConversationFrame

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Builder

| Type | Name | Description |
|---------|-------------------|---|
| Builder | gridStringBuilder | A builder to use for the string layout. |

| Type | Name | Description |
|---|------------------|----------------------------|
| IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html) | regionMapBuilder | A builder for region maps. |

▼

Properties

(NetAF.Conversations.html)

+ NetAF.Conversations.
BackgroundColor
Instruction

(NetAF.Conversations.Instruction)

Get or set the background color.

+ NetAF.Extensions
Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation
(NetAF.Interpretation.html)

Property Value
+ NetAF.Logic

Type
(NetAF.Logic.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence
BorderColor
(NetAF.Persistence.html)

Get or set the border color.

+ NetAF.Persistence.Json

Declaration
(NetAF.Persistence.Json.html)

+ NetAF.Rendering
public AnsiColor BorderColor { get; set; }
(NetAF.Rendering.html)

Properties

NetAF.Rendering.Frame

Builders

Type
(NetAF.Rendering.FrameBuilders)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders)

CommandsColor

AnsiColor

Get or set the commands color.

(NetAF.Rendering.FrameBuilders.CommandsColor)

ConsoleAboutFrameBuilder

Declaration
(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder)

ConsoleCompletionFrame

public AnsiColor CommandsColor { get; set; }

Builder

(NetAF.Rendering.FrameBuilders.CommandsColor)

Properties

ConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.ConversationFrame)

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) | |

InputColor

Get or set the input color.
[\(NetAF.Conversations.html\)](#)

Declaration
+ NetAF.Conversations.

Instructions

```
public AnsiColor InputColor { get; set; }
```

[\(NetAF.Conversations.Instruct\)](#)

+ NetAF.Extensions

Property value

[\(NetAF.Extensions.html\)](#)

Type

+ NetAF.Interpretation

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Modes

Get or set the logic mode.

[\(NetAF.Logic.Modes.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Color { get; set; }

+ NetAF.Persistence.Json

Property value

[\(NetAF.Persistence.Json.html\)](#)

+ Type

+ NetAF.Rendering

AnciColor (NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Methods

- NetAF.Rendering.Frame

Builders.Console

Build(Region, Point3D, CommandHelp[], Size)
[\(NetAF.Rendering.FrameBuilders.html\)](#)

Build a frame.

AnsiColor

Declaration
ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

```
public IFrame Build(Region region, Point3D focusPosition, CommandHelp[] contextualCommands, ConsoleCompletionFrameSize size)
```

Builder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Parameters

ConsoleConversationFrame

Builder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Properties

BoundaryColor

Get or set the room boundary color.

Declaration

(NetAF.Conversations.html)

```
public AnsiColor BoundaryColor { get; set; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) | |

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Corner

+ NetAF.Logic

Get or set the character to use for corners.

(NetAF.Logic.html)

Declaration

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

```
public char Corner { get; set; }
```

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

```
char (https://learn.microsoft.com/dotnet/api/system.char)
```

+ NetAF.Rendering

(NetAF.Rendering.html)

HorizontalBoundary

+ NetAF.Rendering.Frame

Builders

Get or Set the character to use for horizontal boundaries.

(NetAF.Rendering.FrameBuilder

Declaration

- NetAF.Rendering.Frame

Builders Console

```
horizontalBoundary { get; set; }
```

(NetAF.Rendering.FrameBuilder

Property Value

| Type | Description |
|--------------------------|-------------|
| ConsoleAboutFrameBuilder | |

```
char (https://learn.microsoft.com/dotnet/api/system.char)
```

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.C

HorizontalExitBorder

ConsoleConversationFrame

Builder

Get or Set the character to use for horizontal exit borders.

(NetAF.Rendering.FrameBuilder

Declaration

```
public char HorizontalExitBorder { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| char (https://learn.microsoft.com/dotnet/api/system.char) | |

+ NetAF.Conversations.

Instructions

ItemOrCharacterColor (NetAF.Conversations.Instruct)

Get or set the item or character color.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Logic.Modes

AnsiColor (<https://learn.microsoft.com/dotnet/api/system.console.ansicolor.html>)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

ItemOrCharacterInRoom

+ NetAF.Persistence.Json

Get or set the character used for representing there is an item or a character in the room.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public char CharacterInRoom { get; set; }
```

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

- NetAF.Rendering.Frame

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Builders.Console

(NetAF.Rendering.FrameBuilders.Console)

KeyPadding

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder)

Get or set the padding between the key and the map.

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame)

Declaration

```
ConsoleCompletionFrame
```

Builder

```
public int KeyPadding { get; set; }
```

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrame)

```
ConsoleConversationFrame
```

Property Value

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrame)

VerticalBoundary

Get or set the character to use for vertical boundaries.

Declaration

```
public char VerticalBoundary { get; set; }
```

([NetAF.Conversations.html](#))

Property Value

| Type | Description |
|---|-------------|
| Instructions char (https://learn.microsoft.com/dotnet/api/system.char) (NetAF.Conversations.Instruct) | |

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

Get or set the character to use for vertical exit borders.

([NetAF.Interpretation.html](#))

Declaration

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Logic.Modes

Property Value
([NetAF.Logic.Modes.html](#))

| Type | Description |
|---|-------------|
| VerticalExitBorder char (https://learn.microsoft.com/dotnet/api/system.char) | |

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

VisitedExitColor

+ NetAF.Rendering

Get or set the visited exit color.

([NetAF.Rendering.html](#))

Declaration

+ NetAF.Rendering.Frame

Builders

public AnsiColor VisitedExitColor { get; set; }

([NetAF.Rendering.FrameBuilder](#))

- NetAF.Rendering.Frame

Property Value

Builders.Console

| Type | Description |
|--|-------------|
| Console AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) | |

([NetAF.Rendering.FrameBuilders.Console](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame](#))

BuildRoomMap(Room, ViewPoint, KeyType, Point2D, out int, out int)

Builder

([NetAF.Rendering.FrameBuilders.BuildRoomMap](#))

Methods

Build a map for a room.

Declaration

```
public void BuildRoomMap(Room room, ViewPoint viewPoint, KeyType key, Point2D startPosition, out int endX, out int endY)
```



Parameters

Parameters ([NetAF.Conversations.html](#))

| Type | Name | Description |
|---|----------------------|------------------------------|
| + NetAF.Conversations. | | |
| Room (NetAF.Assets.Locations.Room.html) | <i>room</i> | The room. |
| + NetAF Conversations Instructions | | |
| ViewPoint (NetAF.Assets.Locations.ViewPoint.html) | <i>viewPoint</i> | The viewpoint from the room. |
| + NetAF.Extensions. | | |
| KeyType (NetAF.Rendering.KeyType.html) | <i>key</i> | The key type. |
| + NetAF.Extensions.html | | |
| Point2D (NetAF.Assets.Point2D.html) | <i>startPosition</i> | The start position. |
| + NetAF.Interpretation | | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>endX</i> | The end position, x. |
| + NetAF.Interpretation.html | | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>endY</i> | The end position, x. |
| + NetAF.Logic | | |

(NetAE.Logic.html)

Implements

(NetAE logic Modes.html)

www.oxfordjournals.org

(NetAE Persistence.htm)

+ NetAE Persistence .jsou

(NetAF.Persistence.Json)

+ NetAE Rendering

(NetAF.Rendering)

+ NetAE Rendering Frame

Builders

(NetAF.R)

NetAE Rendering Frame

Builders.Console

(NetAF.Rendering

AnsiColor

(NetAF.Re

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBu

ConsoleCompletionFrame

Builder

(NetAF)

ConsoleConversationFrame

Builder

110+11

Class ConsoleSceneFrameBuilder

Provides a builder for scene frames.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**

Instructions

Implements

([NetAF Conversations.Instruct.html](#))

ISceneFrameBuilder ([NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

+ **NetAF Extensions**

([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)))

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 Modes.html](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console ([NetAF.Rendering.FrameBuilders.Console.html](#))

+ **NetAF.Persistence**

Assembly: NetAF.dll

([NetAF.Persistence.html](#))

Syntax

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

ConsoleSceneFrameBuilder : ISceneFrameBuilder

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

Constructors

+ **NetAF.Rendering.Frame**

Builders

ConsoleSceneFrameBuilder([GridStringBuilder](#), [IRoomMapBuilder](#))

Provides builders for scene frames.

NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

```
public ConsoleSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder)
```

```
    : base(gridStringBuilder, roomMapBuilder)
```

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleCompletionFrame

Parameters

gridStringBuilder

roomMapBuilder

gridStringBuilder

| Type | Name | Description |
|---|----------------|---------------------------------|
| IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html) | roomMapBuilder | A builder to use for room maps. |

▼

Properties

(NetAF.Conversations.html)

+ NetAF.Conversations.
BackgroundColor
Instruction

(NetAF.Conversations.Instruction)

Get or set the background color.

+ NetAF.Extensions
Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation
(NetAF.Interpretation.html)

Property Value
+ NetAF.Logic

Type
(NetAF.Logic.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence
BorderColor
(NetAF.Persistence.html)

Get or set the border color.

+ NetAF.Persistence.Json

Declaration
(NetAF.Persistence.Json.html)

+ NetAF.Rendering
public AnsiColor BorderColor { get; set; }
(NetAF.Rendering.html)

Properties

NetAF.Rendering.Frame

Builders

Type
(NetAF.Rendering.FrameBuilders)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders)

CommandsColor

AnsiColor

Get or set the commands color.

(NetAF.Rendering.FrameBuilders.CommandsColor)

ConsoleAboutFrameBuilder

Declaration
(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder)

ConsoleCompletionFrame

public AnsiColor CommandsColor { get; set; }

Builder

(NetAF.Rendering.FrameBuilders.CommandsColor)

ConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.ConversationFrame)

ConversationFrame

ConversationFrame

ConversationFrame

Description

| Type | Description |
|---------------------------------|-------------|
| (NetAF.Rendering.FrameBuilders) | |

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) | |

DisplayMessagesInIsolation

Get or set if messages should be displayed in isolation.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public bool DisplayMessagesInIsolation { get; set; }
```

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

Get or set the input color.

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Property Value

(NetAF.Persistence.Json.html)

Type

+ NetAF.Rendering

A (NetAF.Rendering.html)

FrameBuilders.Console.AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Rendering.Frame

Builders

TextColor

(NetAF.Rendering.FrameBuilders.TextColor.html)

Get or set the text color.

- NetAF.Rendering.Frame

Builders.Console

Declaration

(NetAF.Rendering.FrameBuilders.Console.html)

public AnsiColor TextColor { get; set; }

(NetAF.Rendering.FrameBuilders.Console.TextColor.html)

Property Value

(NetAF.Rendering.FrameBuilders.Console.TextColor.html)

Type

ConsoleCompletionFrame

Builder

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.html)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrame.html)

ConsoleMessageFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleMessageFrame.html)

ConsoleTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTextFrame.html)

ConsoleTitleFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTitleFrame.html)

ConsoleWindowFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleWindowFrame.html)

ConsoleAboutFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrame.html)

ConsoleHelpFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleHelpFrame.html)

ConsoleErrorFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleErrorFrame.html)

ConsoleWarningFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleWarningFrame.html)

ConsoleInformationFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInformationFrame.html)

ConsoleInputFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInputFrame.html)

ConsoleOutputFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleOutputFrame.html)

ConsoleProgressFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleProgressFrame.html)

ConsoleStatusFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleStatusFrame.html)

ConsoleTitleTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTitleTextFrame.html)

ConsoleTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTextTextFrame.html)

ConsoleMessageTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleMessageTextFrame.html)

ConsoleErrorTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleErrorTextFrame.html)

ConsoleWarningTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleWarningTextFrame.html)

ConsoleInformationTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInformationTextFrame.html)

ConsoleInputTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInputTextFrame.html)

ConsoleOutputTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleOutputTextFrame.html)

ConsoleProgressTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleProgressTextFrame.html)

ConsoleStatusTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleStatusTextFrame.html)

ConsoleTitleTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTitleTextTextFrame.html)

ConsoleTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTextTextTextFrame.html)

ConsoleMessageTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleMessageTextTextFrame.html)

ConsoleErrorTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleErrorTextTextFrame.html)

ConsoleWarningTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleWarningTextTextFrame.html)

ConsoleInformationTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInformationTextTextFrame.html)

ConsoleInputTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInputTextTextFrame.html)

ConsoleOutputTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleOutputTextTextFrame.html)

ConsoleProgressTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleProgressTextTextFrame.html)

ConsoleStatusTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleStatusTextTextFrame.html)

ConsoleTitleTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTitleTextTextTextFrame.html)

ConsoleTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTextTextTextTextFrame.html)

ConsoleMessageTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleMessageTextTextTextFrame.html)

ConsoleErrorTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleErrorTextTextTextFrame.html)

ConsoleWarningTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleWarningTextTextTextFrame.html)

ConsoleInformationTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInformationTextTextTextFrame.html)

ConsoleInputTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInputTextTextTextFrame.html)

ConsoleOutputTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleOutputTextTextTextFrame.html)

ConsoleProgressTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleProgressTextTextTextFrame.html)

ConsoleStatusTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleStatusTextTextTextFrame.html)

ConsoleTitleTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTitleTextTextTextTextFrame.html)

ConsoleTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTextTextTextTextTextFrame.html)

ConsoleMessageTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleMessageTextTextTextTextFrame.html)

ConsoleErrorTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleErrorTextTextTextTextFrame.html)

ConsoleWarningTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleWarningTextTextTextTextFrame.html)

ConsoleInformationTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInformationTextTextTextTextFrame.html)

ConsoleInputTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInputTextTextTextTextFrame.html)

ConsoleOutputTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleOutputTextTextTextTextFrame.html)

ConsoleProgressTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleProgressTextTextTextTextFrame.html)

ConsoleStatusTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleStatusTextTextTextTextFrame.html)

ConsoleTitleTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTitleTextTextTextTextTextFrame.html)

ConsoleTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTextTextTextTextTextTextFrame.html)

ConsoleMessageTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleMessageTextTextTextTextTextFrame.html)

ConsoleErrorTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleErrorTextTextTextTextTextFrame.html)

ConsoleWarningTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleWarningTextTextTextTextTextFrame.html)

ConsoleInformationTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInformationTextTextTextTextTextFrame.html)

ConsoleInputTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInputTextTextTextTextTextFrame.html)

ConsoleOutputTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleOutputTextTextTextTextTextFrame.html)

ConsoleProgressTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleProgressTextTextTextTextTextFrame.html)

ConsoleStatusTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleStatusTextTextTextTextTextFrame.html)

ConsoleTitleTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTitleTextTextTextTextTextTextFrame.html)

ConsoleTextTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTextTextTextTextTextTextTextFrame.html)

ConsoleMessageTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleMessageTextTextTextTextTextTextFrame.html)

ConsoleErrorTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleErrorTextTextTextTextTextTextFrame.html)

ConsoleWarningTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleWarningTextTextTextTextTextTextFrame.html)

ConsoleInformationTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInformationTextTextTextTextTextTextFrame.html)

ConsoleInputTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleInputTextTextTextTextTextTextFrame.html)

ConsoleOutputTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleOutputTextTextTextTextTextTextFrame.html)

ConsoleProgressTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleProgressTextTextTextTextTextTextFrame.html)

ConsoleStatusTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleStatusTextTextTextTextTextTextFrame.html)

ConsoleTitleTextTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTitleTextTextTextTextTextTextTextFrame.html)

ConsoleTextTextTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleTextTextTextTextTextTextTextTextFrame.html)

ConsoleMessageTextTextTextTextTextTextTextFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleMessageTextTextTextTextTextTextText

Methods

Build(Room, ViewPoint, PlayableCharacter, CommandHelp[], KeyType, Size)

Build a frame.



Declaration

(NetAF.Conversations.html)

```
public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, CommandHelp[] contextualCommands, KeyType keyType, Size size)
```

Instructions

(NetAF.Conversations.Instruct)

Parameters

| + NetAF.Extensions | Name | Description |
|--|--------------------|--------------------------------------|
| Type (NetAF.Extensions.html) | | |
| Room (NetAF.Assets.Locations.Room.html) | room | Specify the Room. |
| + NetAF.Interpretation | | |
| ViewPoint (NetAF.Assets.Locations.ViewPoint.html) (NetAF.Interpretation.html) | viewPoint | Specify the viewpoint from the room. |
| + NetAF.Logic | | |
| PlayableCharacter (NetAF.Logic.html) | player | Specify the player. |
| + NetAF.Logic.Modes | | |
| CommandHelp (NetAF.Logic.Modes.html) | contextualCommands | The contextual commands to display. |
| + NetAF.Persistence | | |
| KeyType (NetAF.Persistence.KeyType.html) | keyType | The type of key to use. |
| Size (NetAF.Assets.Size.html) | size | The size of the frame. |
| + NetAF.Persistence.Json | | |

(NetAF.Persistence.Json.html)

Returns

| + NetAF.Rendering | Description |
|--|-------------|
| Type (NetAF.Rendering.html) | |

IFrame (NetAF.Rendering.Frames.IFrame.html)

+ NetAF.Rendering.Frame

Builders

Implements

NetAF.Rendering.Frame

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Builders.Console

(NetAF.Rendering.FrameBuilder)

AnsiColor

(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.Builder.html)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html)

ConsoleHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleHelpFrameBuilder.html)

Properties

BackgroundColor

Get or set the background color.

Declaration

[\(NetAF.Conversations.html\)](#)

```
public AnsiColor BackgroundColor { get; set; }
```

+ [NetAF.Conversations.](#)

Instructions

Property Value

[\(NetAF.Conversations.Instruct](#)

Type

+ [NetAF.Extensions](#)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

BorderColor

+ [NetAF.Logic](#)

Get or set the border color.

[\(NetAF.Logic.html\)](#)

Declaration

+ [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

```
public AnsiColor Bordercolor { get; set; }
```

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

DescriptionColor

+ [NetAF.Rendering.Frame](#)

Builders

Get or Set the description color.

[\(NetAF.Rendering.FrameBuilder](#)

Declaration

- [NetAF.Rendering.Frame](#)

[Builders.Console](#) DescriptionColor { get; set; }

[\(NetAF.Rendering.FrameBuild](#)

Property Value

Type [\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleAboutFrameBuilder

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleConversationFrame

Builder

Get or Set the title color.

[\(NetAF.Rendering.FrameBuilders.C](#)

Description

Declaration

```
public ConsoleColor TitleColor { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| (NetAF.Conversations.html) Builders.Console.AnsiColor.html | |

+ NetAF.Conversations.

Instructions

Methods

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)**Build(string, string, Size)**

+ NetAF.Interpretation

Build a frame

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

```
public IFrame Build(string title, string description, Size size)
```

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Parameters

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

title

The title.

+ NetAF.Persistence.Json

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Persistence.Json.html\)](#)

Size ([NetAF.Assets.Size.html](#))

description

The description.

size

The size of the frame.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Returns

+ NetAF.Rendering.Frame

Description

Builders

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

[\(NetAF.Rendering.FrameBuilder.html\)](#)

- NetAF.Rendering.Frame

implements

Builders.Console

[\(NetAF.Rendering.FrameBuilder.html\)](#)

AnsiColor

([NetAF.Rendering.FrameBuilders.ConsoleBuilder.html](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.Builder.html](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html](#))

ConsoleMessageFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleMessageFrameBuilder.html](#))

Namespace NetAF.Rendering.Frames

Classes

Filter by title

[GridTextFrame \(NetAF.Rendering.Frames.GridTextFrame.html\)](#)

+ [NetAF.Commands.Region](#)
Provides a grid based frame for displaying a command based interface.

Map

[InterfacesCommands.RegionMap](#)

+ [NetAF.Commands.Scene](#)

[IFrame \(NetAF.Rendering.Frames.IFrame.html\)](#)

+ [NetAF.Conversations](#)
Represents any object that is a frame that can display a command based interface.

([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.Logic.Modes](#)

([NetAF.Logic.Modes.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](#))

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

([NetAF.Commands.Global.htm](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**.

↳ GridTextFrame

Persistence

Implements

([NetAF.Commands.Persistence.htm](#))

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

+ **NetAF.Commands.Region**

Inherited Members

Map

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.Scene**

([NetAF.Commands.Scene.htm](#))

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**.

Assembly: NetAF.dll

Syntax

([NetAF.Conversations.Instruct.htm](#))

+ **NetAF.Extensions**

public sealed class GridTextFrame : IFrame
([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.htm](#))

+ **NetAF.Logic**

([NetAF.Logic.htm](#))

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

+ **NetAF.Logic.Modes**

Provides a grid based frame for displaying a command based interface.

([NetAF.Logic.Modes.html](#))

Declaration

+ **NetAF.Persistence**

([NetAF.Persistence.htm](#))

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color backgroundColor)

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Parameters

+ **NetAF.Rendering**

Type

([NetAF.Rendering.html](#))

GridStringBuilder

+ **NetAF.Rendering.FrameBuilders**

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Builders

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Rendering.FrameBuilders.html](#))

| | Name | Description |
|------------|------|-------------------------------------|
| builder | | The builder that creates the frame. |
| cursorLeft | | The cursor left position. |

| Type | Name | Description |
|---|------------------------|--------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>cursorTop</i> | The cursor top position. |
| AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) | <i>backgroundColor</i> | The background color. |

▼

[\(NetAF.Commands.Global.html\)](#)

Properties

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

BackgroundColor

+ [NetAF.Commands.Region](#)

Get the background color.

Map

Defining [\(NetAF.Commands.RegionMap.html\)](#)

+ [NetAF.Commands.Scene](#)

```
public AnsiColor BackgroundColor { get; }
```

(NetAF.Commands.Scene.html)

+ [NetAF.Conversations](#)

Property value

(NetAF.Conversations.html)

Type

+ [NetAF.Conversations](#)

AnsiColor (<https://learn.microsoft.com/dotnet/api/system.int32>)

Instructions

(NetAF.Conversations.Instruct

CursorLeft

[\(NetAF.Extensions.html\)](#)

Get the cursor left position.

+ [NetAF.Interpretation](#)

Declaration

(NetAF.Interpretation.html)

+ [NetAF.Logic](#) CursorLeft { get; }

(NetAF.Logic.html)

Property value

+ [NetAF.Logic.Modes](#)

(NetAF.Logic.Modes.html)

Description

+ [NetAF.Persistence](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Persistence.html)

Description

+ [NetAF.Persistence.Json](#)

CursorTop

(NetAF.Persistence.Json.html)

Get the cursor top position.

+ [NetAF.Rendering](#)

(NetAF.Rendering.html)

+ [NetAF.Rendering.Frame](#)

```
public int CursorTop { get; }
```

Builders

(NetAF.Rendering.FrameBuilders.html)

Property Value

| Type | Description |
|---|-------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | |

ShowCursor

([NetAF.Commands.Global.html](#))

Get or set if the cursor should be shown.
+ [NetAF.Commands.](#)

Declaration

Persistence

([NetAF.Commands.Persistence.html](#))

public bool ShowCursor { get; set; }

+ [NetAF.Commands.Region](#)

Map

Property Value

([NetAF.Commands.RegionMap.html](#))

Type

+ [NetAF.Commands.Scene](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAF.Commands.Scene.html](#))

Description

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

Methods

+ [NetAF.Conversations.](#)

Instructions

([NetAF.Conversations.Instructions.html](#))

+ [NetAF.Extensions](#)

Render this frame on a presenter.

([NetAF.Extensions.html](#))

Declaration

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

Parameters

([NetAF.Logic.html](#))

Type

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

IFramePresenter ([NetAF.Logic.Modes.html](#)).Presenters.IFramePresenter.presenter)

Name

Description

presenter

The presenter.

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

ToString()

+ [NetAF.Persistence.Json](#)

Returns a string that represents the current object.

([NetAF.Persistence.Json.html](#))

Declaration

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

public override string ToString()

+ [NetAF.Rendering.Frame](#)

Builders

Returns

([NetAF.Rendering.FrameBuilder.html](#))

| Type | Description |
|--|--|
| string (https://learn.microsoft.com/dotnet/api/system.string) | A string that represents the current object. |

Overrides

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Implements

+ **NetAF.Commands.Global**
 ↪ **Frame** ([NetAF.Rendering.Frames.Frame.html](#))

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.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](#))

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

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap.html](#))

Properties

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

CursorLeft

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Get the cursor left position.

+ **NetAF.Conversations.**

Declaration

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

Property Value

([NetAF.Extensions.html](#))

Type

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Description

+ **NetAF.Logic**

([NetAF.Logic.html](#))

CursorTop

+ **NetAF.Logic.Modes**

Get the cursor top position.

([NetAF.Logic.Modes.html](#))

Declaration

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

int CursorTop { get; }

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Property Value

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

ShowCursor

Get or set if the cursor should be shown.

Declaration

```
bool ShowCursor { get; set; }
```



Property Value

| Type | Description |
|--|-------------|
| (NetAF.Commands.Global.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) | |

+ NetAF.Commands.Persistence

([NetAF.Commands.Persistence.html](#))

+ NetAF.Commands.Region Map

([NetAF.Commands.RegionMap.html](#))

Render(IFramePresenter)

([NetAF.Commands.Scene.html](#))

Render this frame on a presenter.

+ NetAF.Conversations

Declaration

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

Parameters

+ TypeNetAF.Extensions

([NetAF.Extensions.html](#))

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

Name

Description

presenter

The presenter.

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Logic.Modes

([NetAF.Logic.Modes.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](#))

Namespace NetAF.Rendering.Presenters

Classes

Filter by title

+ [NetAF.Commands.Presenter](#) (NetAF.Commands.Presenter.html)

+ [NetAF.Commands.Region](#) (NetAF.Commands.Region.html)

Map

[Interfaces](#) (NetAF.Commands.RegionMap.html)

+ [NetAF.Commands.Scene](#) (NetAF.Commands.Scene.html)

+ [IFramePresenter](#) (NetAF.Rendering.Presenters.IFramePresenter.html)

+ [NetAF.Conversations](#) (NetAF.Conversations.html)

+ [NetAF.Conversations.](#) (NetAF.Conversations.Instruct.html)

Instructions

(NetAF.Conversations.Instruct.html)

+ [NetAF.Extensions](#) (NetAF.Extensions.html)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#) (NetAF.Interpretation.html)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#) (NetAF.Logic.html)

(NetAF.Logic.html)

+ [NetAF.Logic.Modes](#) (NetAF.Logic.Modes.html)

(NetAF.Logic.Modes.html)

+ [NetAF.Persistence](#) (NetAF.Persistence.html)

(NetAF.Persistence.html)

+ [NetAF.Persistence.Json](#) (NetAF.Persistence.Json.html)

(NetAF.Persistence.Json.html)

+ [NetAF.Rendering](#) (NetAF.Rendering.html)

(NetAF.Rendering.html)

+ [NetAF.Rendering.Frame](#) (NetAF.Rendering.FrameBuilder.html)

Builders

(NetAF.Rendering.FrameBuilder.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

Persistence

([NetAF.Commands.Persistence](#))

public interface IFramePresenter

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap](#))

Methods

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

Write(char)

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Write a character.

+ **NetAF.Conversations.**

Declaration

Instructions

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

Parameters

([NetAF.Extensions.html](#))

Type

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

char ([dotnet/api/system.char](#))

Name

Description

value

The character to write.

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Write(string)

+ **NetAF.Logic.Modes**

Write a string.

([NetAF.Logic.Modes.html](#))

Declaration

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

void Write(string value)

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Parameters

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder](#))

▼

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.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)

Class TextWriterPresenter

Represents a presenter for `TextWriter`.

Filter by title

Inheritance

([NetAF.Commands.Global.html](#))

↳ `object` (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.**

↳ `TextWriterPresenter`

Persistence

Implements

([NetAF.Commands.Persistence.html](#))

`IFramePresenter` ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

+ **NetAF.Commands.Region**

Inherited Members

Map

`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.Scene**

([NetAF.Commands.Scene.html](#))

`object.Equals(object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Commands.Segment**

([NetAF.Commands.Segment.html](#))

`object.GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

`object.GetType()` (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

`object.ReferenceEquals(object, object)` (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Conversations.**

Assembly: `NetAF.dll`

Syntax

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

public sealed class `TextWriterPresenter` : `IFramePresenter`

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

TextWriterPresenter(`TextWriter`)

+ **NetAF.Logic.Modes**

Represents a presenter for `TextWriter`.

([NetAF.Logic.Modes.html](#))

Declaration

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

Parameters

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

| Type | Name | Description |
|---|---------------------|-------------|
| <code>TextWriter</code> (https://learn.microsoft.com/dotnet/api/system.io.textwriter) | <code>writer</code> | The writer. |

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Methods

ToString()

Returns a string that represents the current object.

Declaration
(NetAF.Commands.Global.htm)

+ **NetAF.Commands.**

Persistence

Return value
(NetAF.Commands.Persistence.html)

+ **Type**

Description

Map

String (<https://learn.microsoft.com/dotnet/api/system.string>)
(NetAF.Commands.RegionMap)

Overrides

+ **NetAF.Commands.Scene**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

Write(char)
(NetAF.Conversations.html)

Write a character.

+ **NetAF.Conversations.**

Instructions

Declaration

(NetAF.Conversations.Instruct

public void Write(char value)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Parameters

+ **NetAF.Interpretation**

Type

(NetAF.Interpretation.html)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

Write(string)
(NetAF.Logic.Modes.html)

Write a string.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

public void Write(string value)

(NetAF.Persistence.Json.html)

Parameters

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Builders

(NetAF.Rendering.FrameBuilder)

| Type | Name | Description |
|---------------------------------------|--------------|----------------------|
| (NetAF.Rendering.FrameBuilder) | value | The string to write. |

Implements

IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)

- ▼
 - + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
 - + NetAF.Commands.Region
Map
(NetAF.Commands.RegionMap.html)
 - + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
 - + NetAF.Conversations
(NetAF.Conversations.html)
 - + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct.html)
 - + NetAF.Extensions
(NetAF.Extensions.html)
 - + NetAF.Interpretation
(NetAF.Interpretation.html)
 - + NetAF.Logic
(NetAF.Logic.html)
 - + NetAF.Logic.Modes
(NetAF.Logic.Modes.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)

Namespace NetAF.Serialization

Classes

Filter by title

PERSISTENCE

CustomCommandSerialization

(NetAF.Commands.Persistence)

(NetAF.Serialization.CustomCommandSerialization.html)

+ NetAF.Commands.Region

Represents a serialization of a CustomCommand.

Map

(NetAF.Commands.RegionMap)

GameSerialization (NetAF.Serialization.GameSerialization.html)

+ NetAF.Commands.Scene

Represents a serialization of a Game.

(NetAF.Commands.Scene.html)

INTERFACES

(NetAF.Conversations.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

Instructions

Represents any object that is a serialization of another object.

(NetAF.Conversations.Instruct

NetAF.Extensions

IRestoreFromObjectSerialization<T>

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder)

Class CustomCommandSerialization

Represents a serialization of a CustomCommand.

Filter by title

Inheritance

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.Region](#)

Implements

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<CustomCommand

([NetAF.Commands.CustomCommand.html](#))>

+ [NetAF.Commands.Scene](#)

Inherited Members

([NetAF.Commands.Scene.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](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>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Conversations.Instruction](#))

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](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Extensions.html](#))

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#))

+ [NetAF.Interpretation](#)

Assembly: NetAF.dll

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

public class CustomCommandSerialization : IObjectSerialization<CustomCommand>

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

Constructors

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

CustomCommandSerialization(CustomCommand)

+ [NetAF.Persistence.Json](#)

Represents a serialization of a CustomCommand.

([NetAF.Persistence.Json.html](#))

Declaration

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

public CustomCommandSerialization(CustomCommand command)

+ [NetAF.Rendering.Frame](#)

Builders

Parameters

([NetAF.Rendering.FrameBuilder](#))

Type

+ [NetAF.Rendering.Frame](#)

CustomCommand ([NetAF.Commands.CustomCommand.html](#))

Builders.Console

([NetAF.Rendering.FrameBuilder](#))

| Name | Description |
|---------|--------------|
| command | The command. |

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

▼

- PERSISTENCE
(NetAF.Commands.Persistence.html)
- + NetAF.Commands.Region
Map
(NetAF.Commands.RegionMap.html)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct...)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Logic.Modes
(NetAF.Logic.Modes.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilder...)
- + NetAF.Rendering.Frame
Builders.Console
(NetAF.Rendering.FrameBuilder...)

Properties

ActivePlayerIdentifier

Get or set the active player identifier.

Declaration

תלמוד בבבלי

(NetAF.Commands.Persistence)

```
public string ActivePlayerIdentifier { get; set; }
```

+ NetAF.Commands.Region

Map Property Value

| (NetAF.Commands.RegionMap Type | Description |
|--|-------------|
| + NetAF.Commands.Scene string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands Scene.html | |

+ NetAE Conversations

(Native Conversations.html)

+ NetAE Conversations

~~GET/SET THE OVERWORLD SERIALIZATION.~~

Instructions Declaration

Declaration (NetΔE)

(NetAF.Conversations.Instruct

+ NetAEExtensions

(NetAF.Exe)

| (NetAF.Extensions.html) | |
|--|--------------------|
| + NetAF.Interpretation Property Value (NetAF.Interpretation.html) | |
| Type | Description |
| + NetAF.Logic PlayableCharacterLocationSerialization (NetAF.Logic.html) (NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html) | |
| + NetAF.Logic.Modes | |

Digitized by srujanika@gmail.com

+ NetAF.Persistence
Overworld

NetAF.Persistence.JSON

Declaration

```
public OverworldSerialization Overworld { get; set; }
```

MATERIALS AND METHODS

+ NetAF.Rent
Property Value

Property value **Builders**

| Builders | Type | Description |
|----------|---|---|
| | <code>(NetAF.Rendering.FrameBuilder)</code> | <code>.OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html)</code> |

+ NetAF.Rendering.Frame

Builders.Console

Players

Get or set the player serializations.

Declaration

```
public CharacterSerialization[] Players { get; set; }
```

PERSISTENCE

Properties

+ **NetAF.Commands.Persistence**

+ **Type**

+ **NetAF.Commands.Region**

+ **Map**

CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)

(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Methods

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Restore(Game)

+ **NetAF.Conversations.**

Restore an instance from this serialization.

Instructions

(NetAF.Conversations.Instruct)

+ **NetAF.Extensions**

public void Restore(Game game)

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Parameters

(NetAF.Interpretation.html)

Type

+ **NetAF.Logic**

Game (NetAF.Logic.Game.html)

(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

Implements

(NetAF.Logic.Modes.html)

IOBJECTSERIALIZATION (NetAF.Serialization.IObjectSerialization-1.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Console

(NetAF.Rendering.FrameBuilder)

Interface IObjectSerialization<T>

Represents any object that is a serialization of another object.

Filter by title

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

Assemblies: NetAF.Commands.Persistence

Syntax

+ **NetAF.Commands.Region**

Map

public interface IObjectSerialization<in T>
(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene**

Type Parameters

(NetAF.Commands.Scene.html)

Name Description

+ **NetAF.Conversations**

T The type of object that this serialization represents.

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

Methods

(NetAF.Conversations.Instruct)

+ **NetAF.Extensions**

Restore(T)

Replaces the object with this serialization.

(NetAF.Interpretation.html)

Declaration

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

Parameters

(NetAF.Logic.Modes.html)

Type Name

+ **NetAF.Persistence**

T(NetAF.Persistence.html)

Description

The obj to restore.

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Console

(NetAF.Rendering.FrameBuilder)

Interface IRestoreFromObject Serialization<T>

▼ Filter by title

Represents any object that can restore from an IObjectSerialization.

(NetAF.Commands.Persistence)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

+ **NetAF.Commands.Region**

Assembly: NetAF.dll

Map

Syntax

(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Type Parameters

+ **NetAF.Conversations**

Name Description

(NetAF.Conversations.html)

+ ^T**NetAF.Conversations.** The type of serialization that this object restores from.

Instructions

(NetAF.Conversations.Instruct

NetAF.Extensions

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

RestoreFrom(T)

(NetAF.Interpretation.html)

Restore this object from a serialization.

+ **NetAF.Logic**

Declaration

(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

RestoreFrom(T serialization)

(NetAF.Logic.Modes.html)

NetAF.Persistence

(NetAF.Persistence.html)

+ ^T**NetAF.Persistence.Json**

Serialization

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frame**

Builders.Console

(NetAF.Rendering.FrameBuilder

Namespace NetAF.Serialization.Assets

Classes

Filter by title

+ NetAF.Conversations

AttributeManagerSerialization

(NetAF.Conversations.html)

+ Represents a serialization of an AttributeManager.

Instructions

AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html)

+ Represents a serialization of an Attribute.

NetAF.Extensions

(NetAF.Extensions.html)

CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)

(NetAF.Interpretation.html)

Represents a serialization of a character.

+ NetAF.Logic

ConversationSerialization

(NetAF.Serialization.Assets.ConversationSerialization.html)

+ NetAF.Logic.Modes

Represents a serialization of a Conversation.

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

(NetAF.Persistence.html)

Represents a serialization of an Examinable.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)

+ NetAF.Rendering

Represents a serialization of an Exit.

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)

Builders

Represents a serialization of an Item.

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

NonPlayableCharacterSerialization

(NetAF.Rendering.FrameBuilder)

Represents a serialization of a NonPlayableCharacter.

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html)

+ NetAF.Rendering.Presenters

Represents a serialization of an Overworld.

(NetAF.Rendering.Presenters.html)

PlayableCharacterLocationSerialization

(NetAF.Serialization.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)

+ NetAF.Conversations

Represents a serialization of a Room.
[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuild](#)

+ NetAF.Rendering.Frame

Builders.Console

[\(NetAF.Rendering.FrameBuild](#)

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.htm](#)

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.h](#)

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

Class AttributeManagerSerialization

Represents a serialization of an AttributeManager.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ AttributeManagerSerialization

+ NetAF.Conversations.

Implements

Instructions

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<AttributeManager

([NetAF Conversations Instruct](#))

([NetAF Assets.Attributes.AttributeManager.html](#))>

+ NetAF.Extensions

([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)))

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.Logic.Modes

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Modes.html](#))

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

+ NetAF.Persistence

Syntax ([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

public sealed class AttributeManagerSerialization : IObjectSerialization<AttributeManager> ([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Constructors

+ NetAF.Rendering.Frame

Builders

AttributeManagerSerialization(AttributeName)

+ NetAF.Rendering.Frame

Represents a serialization of an AttributeManager.

Builders.Console

Declaration

([NetAF.Rendering.FrameBuilder](#))

+ NetAF.Rendering.Frames

Serialization(AttributeManager attributeManager) ([NetAF.Rendering.Frames.html](#))

Parameters

+ NetAF.Rendering.Presenters

Type ([NetAF.Rendering.Presenters.html](#))

Name

Description

+ NetAF.Serialization

([NetAF.Serialization.html](#))

attributeManager

The attribute manager to serialize.

Properties

Values

Get or set the values.

Declaration

+ NetAF.Conversations

([NetAF.Conversations.html](#)) `eSerialization, int> Values { get; set; }`

+ NetAF.Conversations.

Property Value

Instructions

| Type | Description |
|--|-------------|
| NetAF.Conversations.Instruct | |

+ NetAF.Extensions

([NetAF.Extensions.html](#)) `AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html),`

`int (https://learn.microsoft.com/dotnet/api/system.int32)>`

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

Methods

([NetAF.Logic.html](#))

+ NetAF.Logic.Modes

Restore(AttributeManager)

Restore an instance from this serialization.

+ NetAF.Persistence

([NetAF.Persistence.html](#)) Declaration

+ NetAF.Persistence.Json

`public void Restore(AttributeManager attributeManager)`

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

Parameters

([NetAF.Rendering.html](#))

Type

+ NetAF.Rendering.Frame

AttributeManager

Builders

([NetAF.Assets.Attributes.AttributeManager.html](#))

([NetAF.Rendering.FrameBuilder.html](#))

Implementation

+ NetAF.Rendering.FrameBuilder

`IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)`

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

+ NetAF.Rendering.Presenters

([NetAF.Rendering.Presenters.html](#))

+ NetAF.Serialization

([NetAF.Serialization.html](#))

| Name | Description |
|-------------------------------|-----------------------------------|
| <code>attributeManager</code> | The attribute manager to restore. |

Class Attribute Serialization

Represents a serialization of an Attribute.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ AttributeSerialization

+ NetAF.Conversations.

Implements

Instructions

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Attribute

([NetAF Conversations Instruct](#))

(NetAF.Assets.Attributes.Attribute.html) >

+ NetAF.Extensions

([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.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ NetAF.Logic.Modes

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF Logic Modes.html](#))

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

+ NetAF.Persistence

Syntax ([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

public sealed class AttributeSerialization : IObjectSerialization<Attribute>

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

AttributeSerialization(Attribute)

([NetAF.Rendering.FrameBuilder](#))

Represents a serialization of an Attribute.

+ NetAF.Rendering.Frame

Declaration

Builders.Console

([NetAF.Rendering.FrameBuilder](#))

public AttributeSerialization(Attribute attribute)

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

Parameters

+ NetAF.Rendering.Presenters

([NetAF.Rendering.Presenters.html](#))

Attribute ([NetAF.Assets.Attributes.Attribute.html](#))

Name

Description

attribute

The asset to serialize.

+ NetAF.Serialization

([NetAF.Serialization.html](#))

Properties

Description

Get or set the description.



Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) { get; set; }

+ NetAF.Conversations.

Property Value

Instructions

| Type | Description |
|------------------------------|-------------|
| NetAF.Conversations.Instruct | |

+ NetAF.Extensions [microsoft.com/dotnet/api/system.string](https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Maximum

(NetAF.Interpretation.html)

Get or set the maximum.

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

public int Maximum { get; set; }

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Property Value

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Minimum

+ NetAF.Rendering.Frame

Get or set the minimum.

Builders

Declaration

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

public int Minimum { get; set; }

Builders.Console

Property Value

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Name

(NetAF.Serialization.html)

Get or set the name.

Declaration

```
public string Name { get; set; }
```

Property Value

| Type | Description | |
|---|-------------|---------------------------|
| String (https://learn.microsoft.com/dotnet/api/system.string) | | |
| + NetAF.Conversations. (NetAF.Conversations.html) | | |
| + NetAF.Conversations. Instructions Methods (NetAF.Conversations.Instruct | | |
| + NetAF.Extensions. Restore(Attribute) (NetAF.Extensions.html) | | |
| Restore an instance from this serialization. | | |
| + NetAF.Interpretation. (NetAF.Interpretation.html) | | |
| Declaration | | |
| + NetAF.Logic. public void Restore(Attribute attribute) (NetAF.Logic.html) | | |
| + NetAF.Logic.Modes. Parameters (NetAF.Logic.Modes.html) | | |
| Type | Name | |
| + NetAF.Persistence. Attribute (NetAF.Assets.Attributes.Attribute.html) (NetAF.Persistence.html) | attribute | Description |
| | | The attribute to restore. |
| + NetAF.Persistence.Json. Implements (NetAF.Persistence.Json.html) | | |
| Implementation Type (NetAF.Serialization.IObjectSerialization-1.html) | | |
| + NetAF.Rendering. (NetAF.Rendering.html) | | |
| + NetAF.Rendering.Frame. Builders (NetAF.Rendering.FrameBuilder | | |
| + NetAF.Rendering.Frame. Builders.Console (NetAF.Rendering.FrameBuilder | | |
| + NetAF.Rendering.Frames. (NetAF.Rendering.Frames.html) | | |
| + NetAF.Rendering.Presenters. (NetAF.Rendering.Presenters.html) | | |
| + NetAF.Serialization. (NetAF.Serialization.html) | | |

Class CharacterSerialization

Represents a serialization of a Character.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [Object \(https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

+ NetAF.Conversations

↳ CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)

Instruction

PlayableCharacterSerialization (NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

(NetAF.Conversations.Instruct

Implements

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<IExaminable

(NetAF_Assets.IExaminable.html)>

[\(NetAF.Extensions.html\)](#)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Character

↳ [NetAF.Interpretation.Character.html](#)

(NetAF.Interpretation.html)

Inherited Members

Examine

NetAF.Serialization.Identifier

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

dentifier)

+ NetAF.Logic

ExaminableSerialization.IsPlayerVisible

(NetAF.LogicModes.html)

ExaminableSerialization.IsEnabled (NetAF.Serialization.IsEnabled.html#NetAF_Serialization_Assets_ExaminableSerialization_I

sPlayerVisible)

+ NetAF.Persistence

ExaminableSerialization.AttributeManager

(NetAF.Persistence.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_A

ttibuteManager)

+ NetAF.Persistence.Json

ExaminableSerialization.Commands

(NetAF.Persistence.Json.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_C

ommands)

NetAF.Rendering

ExaminableSerialization.Restore(IExaminable)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_R

estore(IExaminable_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object_\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object_)))

(NetAF.Rendering.FrameBuilder)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object_\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object_)))

(NetAF.Rendering.FrameBuilder)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(NetAF.Rendering.FrameBuilder)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

(NetAF.Rendering.Frames)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(NetAF.Rendering.Frames)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

(NetAF.Rendering.Presenters.html)

Syntax

+ NetAF.Serialization

(NetAF.Serialization.html)

```
public class CharacterSerialization : ExaminableSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Character>
```

Constructors

+ NetAF.Conversations

CharacterSerialization(Character)

Creates a new instance of a Character.

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Character (NetAF.Assets.Characters.Character.html)

Name

Description

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

IsAlive

+ NetAF.Persistence.Json

Get or set if the character is alive.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

public bool IsAlive { get; set; }

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

Description

+ NetAF.Rendering.Frame

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Builders.Console

(NetAF.Rendering.FrameBuilder)

Items

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Get or set the item serializations.

+ NetAF.Rendering.Presenters

Declaration

(NetAF.Rendering.Presenters.html)

public ItemSerialization[] Items { get; set; }

+ NetAF.Serialization

(NetAF.Serialization.html)

Property Value

| Type | Description |
|---|-------------|
| ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[] | |

▼

Methods

(NetAF.Conversations.html)

Restore(**Character**s).

Instructions

Restore an instance from this serialization.
[\(NetAF.Conversations.Instruct\)](#)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

public void Restore(Character character)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

+ Type

NetAF.Logic

(NetAF.Logic.html)

Character (NetAF.Assets.Characters.Character.html)

Name

Description

character The character to restore.

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.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.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

Class ConversationSerialization

Represents a serialization of a Conversation.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ConversationSerialization

+ NetAF.Conversations.

Implements

Instructions

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Conversation

([NetAF Conversations Instruct](#))

([NetAF Conversations Conversation.html](#))>

+ NetAF.Extensions

([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.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ NetAF.Logic.Modes

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Modes.html](#))

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

+ NetAF.Persistence

Syntax ([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

public sealed class ConversationSerialization : IObjectSerialization<Conversation>
([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

↳ ([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

↳ Builders ConversationSerialization(Conversation)

([NetAF.Rendering.FrameBuilder](#))

Represents a serialization of a Conversation.

+ NetAF.Rendering.Frame

Declaration

Builders.Console

([NetAF.Rendering.FrameBuilder](#))

public ConversationSerialization(Conversation conversation)

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

Parameters

+ NetAF.Rendering.Presenters

Type ([NetAF.Rendering.Presenters.html](#))

Conversation ([NetAF.Conversations.Conversation.html](#))

Name

Description

conversation

The conversation to serialize.

+ NetAF.Serialization

([NetAF.Serialization.html](#))

Fields

NoCurrentParagraph

Get the value for no current paragraph.

Declaration

+ NetAF.Conversations

([NetAF.Conversations.html](#)) Paragraph = -1

+ NetAF.Conversations.

Field Value

Instructions

Type: [NetAF.Conversations.Instruct](#)

Description

+ [NetAF.Extensions](#) (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Properties

+ NetAF.Logic

([NetAF.Logic.html](#))

CurrentParagraph

+ NetAF.Logic.Modes

Get or set if the index of the current paragraph.

([NetAF.Logic.Modes.html](#))

Declaration

+ NetAF.Persistence

([NetAF.Persistence.html](#))

public int CurrentParagraph { get; set; }

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Methods

+ NetAF.Rendering.Frame

Builders.Console

Restore(Conversation)

([NetAF.Rendering.FrameBuilder.html](#))

Restore instance for this serialization.

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

+ NetAF.Rendering.Presenters

public void Restore(Conversation conversation)

([NetAF.Rendering.Presenters.html](#))

+ NetAF.Serialization

Parameters

([NetAF.Serialization.html](#))

| Type | Name | Description |
|--|---------------------|------------------------------|
| Conversation (NetAF.Conversations.Conversation.html) | <i>conversation</i> | The conversation to restore. |

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.htm

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.h

+ NetAF.Serialization

(NetAF.Serialization.html)

Class ExaminableSerialization

Represents a serialization of an Examinable.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) ([NetAF.Conversations.html](#))

↳ ExaminableSerialization

+ NetAF.Conversations

↳ CharacterSerialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))

↳ ExitSerialization ([NetAF.Serialization.Assets.ExitSerialization.html](#))

(NetAF.Conversations.html)

↳ ItemSerialization ([NetAF.Serialization.Assets.ItemSerialization.html](#))

↳ OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))

+ NetAF.Extensions

↳ RegionSerialization ([NetAF.Serialization.Assets.RegionSerialization.html](#))

(NetAF.Extensions.html)

Implements

+ NetAF.Interpretation

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

([NetAF.Assets.IExaminable.html](#))>

+ NetAF.Logic

Inherited Members

(NetAF.Logic.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.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.Persistence

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(NetAF.Persistence.html)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ NetAF.Persistence.Json

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

NameSpace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

(NetAF.Rendering.html)

Syntax

+ NetAF.Rendering.Frame

Builders

public class ExaminableSerialization : IObjectSerialization<IExaminable>

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders, Console

Constructors

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frames

ExaminableSerialization(IExaminable)

(NetAF.Rendering.Frames.html)

Represents a serialization of an Examinable.

+ NetAF.Rendering.Presenters

Delegates

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

```
public ExaminableSerialization(IExaminable examinable)
```

Parameters

| Type | Name | Description |
|---|-------------------|-----------------|
| IExaminable (NetAF.Assets.IExaminable.html) | <i>examinable</i> | The examinable. |

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Properties

Instructions

(NetAF.Conversations.Instruct

AttributeManager

+ NetAF.Extensions

(NetAF.Extensions.html)

Get or set the attribute manager serializations.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

```
+ public AttributeManagerSerialization AttributeManager { get; set; }
```

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

+ NetAF.Logic.Modes

Type

(NetAF.Logic.Modes.html)

Description

AttributeManagerSerialization (NetAF.Serialization.Assets.AttributeManagerSerialization.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Commands

(NetAF.Persistence.Json.html)

Get or set the command serializations.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

```
+ public CustomCommandSerialization[] Commands { get; set; }
```

Builders

(NetAF.Rendering.FrameBuilder)

Property Value

+ NetAF.Rendering.Frame

Type

Builders.Console

Description

CustomCommandSerialization (NetAF.Serialization.CustomCommandSerialization.html)[]

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Identifier

+ NetAF.Rendering.Presenters

Get or set the identifier.

(NetAF.Rendering.Presenters.Identifier)

Declaration

+ NetAF.Serialization

(NetAF.Serialization.html)

```
public string Identifier { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | |

+ NetAF.Conversations

(NetAF.Conversations.html)

IsPlayerVisible.

Instructions

Get or set if it is player visible.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public bool IsPlayerVisible { get; set; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ Type

NetAF.Logic

(NetAF.Logic.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Restore(IExaminable)

(NetAF.Persistence.Json.html)

Restore an instance from this serialization.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

```
public virtual void Restore(IExaminable examinable)
```

Builders

(NetAF.Rendering.FrameBuilder

Parameters

+ NetAF.Rendering.Frame

Type

Builders.Console

IExaminable ([NetAF.Assets.IExaminable.html](#))

(NetAF.Rendering.FrameBuilder

Name

Description

examinable

The examinable to restore.

+ NetAF.Rendering.Frames

Implementation

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

ObjectSerialization.IObjectSerialization-1.html)

(NetAF.Rendering.Presenters.I

+ NetAF.Serialization

(NetAF.Serialization.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.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**
 Builders.Console
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frames**
[\(NetAF.Rendering.Frames.htm](#)
- + **NetAF.Rendering.Presenters**
[\(NetAF.Rendering.Presenters.h](#)
- + **NetAF.Serialization**
[\(NetAF.Serialization.html\)](#)

Class ExitSerialization

Represents a serialization of an Exit.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) ([NetAF.Conversations.html](#))

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ NetAF.Conversations.

Instructions

Implements

(NetAF.Conversations.Instruct)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

([NetAF.Assets.IExaminable.html](#))>

+ NetAF.Extensions

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Exit ([NetAF.Assets.Locations.Exit.html](#))>

(NetAF.Extensions.html)

Inherited Members

+ NetAF.Interpretation

ExaminableSerialization.Identifier

(NetAF.Interpretation.html)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifi

+ NetAF.Logic

ExaminableSerialization.IsPlayerVisible

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_IsPla

+ NetAF.Logic.Modes

ExaminableSerialization.PlayerVisibleManager

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Pl

+ NetAF.Persistence

AttributeManager

(NetAF.Persistence.html)

ExaminableSerialization.Commands

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Co

+ NetAF.Persistence.Json

ExaminableSerialization.Restore(IExaminable)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_R

+ NetAF.Rendering

Restore ([NetAF.Assets.IExaminable.html](#))

object.Equals(object) ([object](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-objec), [object](#)) ([## + NetAF.Rendering.Frame](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))</p></div><div data-bbox=)

object.Equals(object, object) ([## \(NetAF.Rendering.FrameBuilder\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))</p></div><div data-bbox=)

object.GetHashCode() ([object](https://learn.microsoft.com/dotnet/api/system.object.gethashcode))

object.GetType() ([object](https://learn.microsoft.com/dotnet/api/system.object.gettype))

object.ReferenceEquals(object, object) ([object](https://learn.microsoft.com/dotnet/api/system.object.referenceequals), [object](#))

([NetAF.Rendering.FrameBuilder](#))

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

+ NetAF.Rendering.Frames

Assembly: [NetAF.dll](#)

(NetAF.Rendering.Frames.html)

Syntax

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

object.Equals(object, object) : ExaminableSerialization, IObjectSerialization<n<IExaminable>, IObjectSerialization<Exit>

+ NetAF.Serialization

(NetAF.Serialization.html)

Constructors

ExitSerialization(Exit)

Represents a serialization of an Exit.

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Parameters

Instructions

| Type | Name | Description |
|------------------------------|------|------------------------|
| NetAF.Conversations.Instruct | exit | The exit to serialize. |

+ NetAF.Extensions

(NetAF.Extensions.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Properties

+ NetAF.Logic

(NetAF.Logic.html)

IsLocked

+ NetAF.Logic.Modes

Get or set if the exit is locked.

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

public bool IsLocked { get; set; }

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Methods

+ NetAF.Rendering.Frame

Builders.Console

Restore(Exit)

(NetAF.Rendering.FrameBuilder.html)

Restore an instance for this serialization.

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Declaration

+ NetAF.Rendering.Presenters

public void Restore(Exit exit)

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

Parameters

(NetAF.Serialization.html)

| Type | Name | Description |
|---|------|----------------------|
| Exit (NetAF.Assets.Locations.Exit.html) | exit | The exit to restore. |

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)
+ NetAF.Conversations
 IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)
[\(NetAF.Conversations.html\)](#)

- + **NetAF.Conversations.**
 - Instructions**
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 - Builders**
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**
 - Builders.Console**
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frames**
[\(NetAF.Rendering.Frames.htm](#)
- + **NetAF.Rendering.Presenters**
[\(NetAF.Rendering.Presenters.h](#)
- + **NetAF.Serialization**
[\(NetAF.Serialization.html\)](#)

Class ItemSerialization

Represents a serialization of an Item.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [\(NetAF.Conversations.html\)](#)

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

+ NetAF.Conversations.

Implementations

(NetAF.Conversations.Instruct

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<IExaminable

(NetAF.Assets.IExaminable.html)>

+ NetAF.Extensions

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Item (NetAF.Assets.Item.html)>

(NetAF.Extensions.html)

Inherited Members

+ NetAF.Interpretation

ExaminableSerialization.Identifier

(NetAF.Interpretation.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

+ NetAF.Logic

ExaminableSerialization.IsPlayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

+ NetAF.Logic.Modes

ExaminableSerialization.PlayerVisibleManager

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

+ NetAF.Persistence

AttributeManager

(NetAF.Persistence.html)

ExaminableSerialization.Commands

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

+ NetAF.Persistence.Json

ExaminableSerialization.Restore(IExaminable)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

+ NetAF.Rendering

Restore (NetAF.Assets.IExaminable_)

object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object>)

+ NetAF.Rendering.Frame

object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object>)

(NetAF.Rendering.FrameBuilder

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

+ NetAF.Rendering.Frames

Assembly: NetAF.dll

(NetAF.Rendering.Frames.htm)

Syntax

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.htm)

public sealed class ItemSerialization : ExaminableSerialization, IObjectSerializatio

n<IExaminable>, IObjectSerialization<Item>

+ NetAF.Serialization

(NetAF.Serialization.html)

Constructors

ItemSerialization(Item)

Represents a serialization of an Item.

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) *item item*

+ NetAF.Conversations.

Parameters

Instructions

| Type | Name | Description |
|------------------------------|-------------|------------------------|
| NetAF.Conversations.Instruct | <i>item</i> | The item to serialize. |

(NetAF.Extensions.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

+ NetAF.Logic

(NetAF.Logic.html)

Restore(item)

+ NetAF.Logic.Modes

Restore an instance from this serialization.

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

public void Restore(*item item*)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

Item (NetAF.Assets.Item.html)

Name

Description

item

The item to restore.

+ NetAF.Rendering.Frame

Builders

Implements

(NetAF.Rendering.FrameBuilder)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Rendering.Frame

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

Builders.Console

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

Class NonPlayableCharacterSerialization

Represents a serialization of a NonPlayableCharacter.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) ([\(NetAF.Conversations.html\)](#))

↳ ExaminableSerialization ([\(NetAF.Serialization.Assets.ExaminableSerialization.html\)](#))

+ NetAF.Conversations

↳ CharacterSerialization ([\(NetAF.Serialization.Assets.CharacterSerialization.html\)](#))

Instruction: NonPlayableCharacterSerialization

(NetAF.Conversations.Instruct

Implements

IObjectSerialization ([\(NetAF.Serialization.IObjectSerialization-1.html\)](#))<IExaminable

([\(NetAF.Assets.IExaminable.html\)](#))>

IObjectSerialization ([\(NetAF.Serialization.IObjectSerialization-1.html\)](#))<Character

↳ [\(NetAF.Interpretation.Character.html\)](#)

IObjectSerialization ([\(NetAF.Serialization.IObjectSerialization-1.html\)](#))<NonPlayableCharacter

([\(NetAF.Assets.Characters.NonPlayableCharacter.html\)](#))>

+ NetAF.Logic

Inherited Members

[\(NetAF.Logic.html\)](#)

CharacterSerialization.Items

+ NetAF.Logic.Modes

([\(NetAF.Serialization.Assets.CharacterSerialization.html\)](#)#NetAF_Serialization_Assets_CharacterSerialization_Items) ([\(NetAF.Logic.Modes.html\)](#))

CharacterSerialization.IsAlive

+ NetAF.Persistence

([\(NetAF.Serialization.Assets.CharacterSerialization.html\)](#)#NetAF_Serialization_Assets_CharacterSerialization_IsAlive) ([\(NetAF.Persistence.html\)](#))

CharacterSerialization.Restore(Character)

+ NetAF.Persistence.Json

([\(NetAF.Serialization.Assets.CharacterSerialization.html\)](#)#NetAF_Serialization_Assets_CharacterSerialization_Restore_NetAF_Assets_Characters_Character_) ([\(NetAF.Persistence.Json.html\)](#))

ExaminableSerialization.Identifier

([\(NetAF.Serialization.Assets.ExaminableSerialization.html\)](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier) ([\(NetAF.Rendering.html\)](#))

ExaminableRendering.Frame

([\(NetAF.Serialization.Assets.ExaminableSerialization.html\)](#)#NetAF_Serialization_Assets_ExaminableSerialization_ISPFrame(IFrame)) ([\(NetAF.Rendering.FrameBuilder.html\)](#))

ExaminableSerialization.AttributeManager

([\(NetAF.Serialization.Assets.ExaminableSerialization.html\)](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager) ([\(NetAF.Rendering.FrameBuilder.html\)](#))

ExaminableSerialization.Commands

([\(NetAF.Serialization.Assets.ExaminableSerialization.html\)](#)#NetAF_Serialization_Assets_ExaminableSerialization_Commands) ([\(NetAF.Rendering.FrameBuilder.html\)](#))

ExaminableSerialization.Examinable(IExaminable)

([\(NetAF.Serialization.Assets.ExaminableSerialization.html\)](#)#NetAF_Serialization_Assets_ExaminableSerialization_Resolve_NetAF_Assets_IExaminable_) ([\(NetAF.Rendering.Frames.html\)](#))

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.Rendering.Presenters

([\(NetAF.Rendering.Presenters.html\)](#))

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.Serialization

([\(NetAF.Serialization.html\)](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

```
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.Logic.Modes

([NetAF.Logic.Modes.html](#))

```
public NonPlayableCharacterSerialization(NonPlayableCharacter character)
```

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Parameters

+ **NetAF.Persistence.Json**

Type ([NetAF.Persistence.Json.html](#))

NonPlayableCharacter

+ **NetAF.Rendering**

([NetAF.Assets.Characters.NonPlayableCharacter.html](#))

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

Properties

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Conversation

Builders: Console

([NetAF.Rendering.FrameBuilder.html](#))

Get or set the conversation serialization.

+ **NetAF.Rendering.Frames**

Declaration

([NetAF.Rendering.Frames.html](#))

+ **NetAF.Rendering.Presenters**

([NetAF.Rendering.Presenters.html](#))

Property Value

+ **NetAF.Serialization**

([NetAF.Serialization.html](#))

| Type | Description |
|---|-------------|
| ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html) | |

Methods

+ NetAF.Conversations

(NetAF.Conversations.html)
Restore(NonPlayableCharacter)

+ NetAF.Conversations.

Restore an instance from this serialization.
Instructions

Declarative

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

public void Restore(NonPlayableCharacter character)
(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

Name

Description

+ NetAF.Logic

NonPlayableCharacter

character

The character to
restore.

(NetAF.Logic.html)

(NetAF.Assets.Characters.NonPlayableCharacter.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.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.Console

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

Class OverworldSerialization

Represents a serialization of an Overworld.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)
↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

+ NetAF.Conversations

OverworldSerialization

Instructions

Implements

(NetAF.Conversations.Instruct

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<IExaminable

(NetAF.Assets.IExaminable.html)>

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Overworld

(NetAF.Assets.Locations.Overworld.html)>

+ NetAF.Interpretation

Inherited Members

(NetAF.Interpretation.html)

ExaminableSerialization.Identifier

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

(NetAF.Logic.html)

ExaminableSerialization.IsPlayerVisible

+ NetAF.Logic.Modes

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

(NetAF.Logic.Modes.html)

ExaminableSerialization.AttributeManager

+ NetAF.Persistence

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

ExaminableSerialization.Commands

+ NetAF.Persistence.Json

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

ExaminableSerialization.Restore(IExaminable)

(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.Frame

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.Rendering.Frames

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

(NetAF.Rendering.Frames.htm)

Assembly: NetAF.dll

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.htm)

```
public sealed class OverworldSerialization : ExaminableSerialization, IObjectSeriali  
zation<IExaminable>, IObjectSerialization<Overworld>
```

(NetAF.Serialization.html)

Constructors

OverworldSerialization(Overworld)

Represents a serialization of an Overworld.

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) `new OverworldSerialization(Overworld overworld)`

+ NetAF.Conversations.

Parameters

Instructions

| Type | Name | Description |
|------------------------------|-----------|-----------------------------|
| NetAF.Conversations.Instruct | overworld | The overworld to serialize. |

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Properties

+ NetAF.Logic

(NetAF.Logic.html)

CurrentRegion

+ NetAF.Logic.Modes

Get or set the current region.

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

public string CurrentRegion { get; set; }

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Property value

+ NetAF.Rendering

(NetAF.Rendering.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ NetAF.Rendering.Frame

Builders

RegionsRendering.FrameBuilder

+ NetAF.Rendering.Frame

Get or set the regions.

Builders.Console

Declaration

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Property Value

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

| Type | Description |
|---|-------------|
| RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)[] | |

Methods

Restore(Overworld)

Restore an instance from this serialization.

Declaration
↓

+ NetAF.Conversations

(NetAF.Conversations.html) `overworld`

+ NetAF.Conversations.

Parameters

Instructions

| Type | Name | Description |
|------------------------------|------------------------|---------------------------|
| NetAF.Conversations.Instruct | <code>overworld</code> | The overworld to restore. |

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Logic

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

Class PlayableCharacterLocation Serialization

▼ Filter by title

Represents a serialization of a PlayableCharacterLocation.

+ NetAF.Conversations

(NetAF.Conversations.html)

Inheritance

+ NetAF.Conversations

Object (https://learn.microsoft.com/dotnet/api/system.object)

Implementation

PlayableCharacterLocationSerialization

(NetAF.Conversations.Instruct

Implements

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLocation.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))

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) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

+ NetAF.Persistence

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

(NetAF.Persistence.html)

Assembly: NetAF.dll

+ NetAF.Persistence.Json

Syntax

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

PlayableCharacterLocation>

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Constructors

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frame

PlayableCharacterLocationSerialization(PlayableCharacterLocation)

Builders.Console

Represents a serialization of a PlayableCharacterLocation.

(NetAF.Rendering.FrameBuilder

Declaration

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

public PlayableCharacterLocationSerialization(PlayableCharacterLocation location)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Parameters

+ NetAF.Serialization

(NetAF.Serialization.html)

| Type | Name | Description |
|--|-----------------|----------------------------|
| PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html) | <i>location</i> | The location to serialize. |

Properties

+ NetAF.Conversations
 (NetAF.Conversations.html)
PlayerIdentifier
 + NetAF.Conversations.
 Get or set the player identifier.
Instructions
 Declaration
 (NetAF.Conversations.Instruct

+ NetAF.Extensions
 public string PlayerIdentifier { get; set; }
 (NetAF.Extensions.html)

+ NetAF.Interpretation

Property Value
 (NetAF.Interpretation.html)

| Type | Description |
|--|--------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | (NetAF.Logic.html) |

+ NetAF.Logic.Modes

Declaration
 (NetAF.LogicModes.html)

+ NetAF.Persistence

Get or set the region identifier.
 (NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

Property Value
 (NetAF.Persistence.Json.html)

+ NetAF.Rendering

Property Value
 (NetAF.Rendering.html)

+ NetAF.Rendering.Frame

| Type | Description |
|--|--------------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | (NetAF.Rendering.FrameBuilder) |

+ NetAF.Rendering.Frame

RoomIdentifier
 Builders.Console
 (NetAF.Rendering.FrameBuilder)

Get or set the room identifier.

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

public string RoomIdentifier { get; set; }

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Property Value

+ NetAF.Serialization

(NetAF.Serialization.html)

| Type | Description |
|--|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | |

Methods

+ **NetAF.Conversations**

 ([NetAF.Conversations.html](#))

Restore(PlayableCharacterLocation)

+ **NetAF.Conversations.**

 Restore an instance from this serialization.

Instructions

 ([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

 public void Restore(PlayableCharacterLocation location)

 ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

 Parameters

 ([NetAF.Interpretation.html](#))

Type

Name

Description

+ **NetAF.Logic**

 PlayableCharacterLocation ([NetAF.Logic.PlayableCharacterLocation.html](#))

 ([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

 Implements

 ([NetAF.Logic.Modes.html](#))

 IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

+ **NetAF.Persistence**

 ([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

 ([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

 ([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

 Builders

 ([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

 Builders.Console

 ([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frames**

 ([NetAF.Rendering.Frames.html](#))

+ **NetAF.Rendering.Presenters**

 ([NetAF.Rendering.Presenters.html](#))

+ **NetAF.Serialization**

 ([NetAF.Serialization.html](#))

Class RegionSerialization

Represents a serialization of a Region.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

+ NetAF.Conversations.

↳ RegionSerialization

Instructions

Implements

(NetAF.Conversations.Instruct

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<IExaminable

(NetAF.Assets.IExaminable.html)>

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Region

(NetAF.Assets.Locations.Region.html)>

+ NetAF.Interpretation

Inherited Members

(NetAF.Interpretation.html)

ExaminableSerialization.Identifier

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

(NetAF.Logic.html)

ExaminableSerialization.IsPlayerVisible

+ NetAF.Logic.Modes

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_ISerializationModes)

(NetAF.Logic.Modes.html)

ExaminableSerialization.AttributeManager

+ NetAF.Persistence

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

ExaminableSerialization.Commands

+ NetAF.Persistence.Json

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

ExaminableSerialization.Restore(IExaminable)

(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\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

↳ NetAF.Rendering.Frame

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.Rendering.Frames

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

(NetAF.Rendering.Frames.htm)

Assembly: NetAF.dll

* NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.htm)

public sealed class RegionSerialization : ExaminableSerialization, IObjectSerializat

ion<IExaminable>, IObjectSerialization<Region>

(NetAF.Serialization.html)

Constructors

RegionSerialization(Region)

Represents a serialization of a Region.

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) (Region region)

+ NetAF.Conversations.

Parameters

Instructions

| Type | Name | Description |
|------------------------------|--------|--------------------------|
| NetAF.Conversations.Instruct | region | The region to serialize. |

(NetAF.Extensions.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Properties

+ NetAF.Logic

(NetAF.Logic.html)

CurrentRoom

+ NetAF.Logic.Modes

Get or set the current room.

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

public string CurrentRoom { get; set; }

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ NetAF.Rendering.Frame

Builders

Rooms (NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Console

Declaration

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Property Value

+ NetAF.Rendering.Presenters

Type (NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

RoomsSerialization (NetAF.Serialization.Assets.RoomSerialization.html)[]

| Type | Description |
|--|-------------|
| RoomsSerialization (NetAF.Serialization.Assets.RoomSerialization.html)[] | |

Methods

Restore(Region)

Restore an instance from this serialization.

Declaration
Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) region)

+ NetAF.Conversations.

Parameters

Instructions

| Type | Name | Description |
|------------------------------|--------|------------------------|
| NetAF.Conversations.Instruct | region | The region to restore. |

+ NetAF.Extensions

(NetAF.Extensions.html) Locations.Region.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Logic

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder.Console.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

Class RoomSerialization

Represents a serialization of a Room.

 Filter by title

Inheritance

+ NetAF.Conversations

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

+ NetAF.Conversations.

Instructions

Implements

(NetAF.Conversations.Instruct

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<IExaminable

(NetAF.Assets.IExaminable.html)>

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Room

(NetAF.Extensions.html)

(NetAF.Assets.Locations.Room.html)>

+ NetAF.Interpretation

Inherited Members

(NetAF.Interpretation.html)

ExaminableSerialization.Identifier

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Identification)

(NetAF.Logic.html)

ExaminableSerialization.IsPlayerVisible

+ NetAF.Logic.Modes

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

(NetAF.Logic.Modes.html)

ExaminableSerialization.AttributeManager

+ NetAF.Persistence

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

(NetAF.Persistence.html)

ExaminableSerialization.Commands

+ NetAF.Persistence.Json

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

(NetAF.Persistence.Json.html)

ExaminableSerialization.Restore(IExaminable)

(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\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Rendering.FrameBuilder

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Rendering.Frames

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

(NetAF.Rendering.Frames.htm

Assembly: NetAF.dll

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.htm

public sealed class RoomSerialization : ExaminableSerialization, IObjectSerializatio

n<IExaminable>, IObjectSerialization<Room>

(NetAF.Serialization.html)

Constructors

RoomSerialization(Room)

Represents a serialization of a Room.

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) Room room)

+ NetAF.Conversations.

Parameters

Instructions

| Type | Name | Description |
|--------------------|------|------------------------|
| + NetAF.Extensions | room | The room to serialize. |

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Properties

+ NetAF.Logic

(NetAF.Logic.html)

Characters

+ NetAF.Logic.Modes

Get or set the character serializations.

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

```
public NonPlayableCharacterSerialization[] Characters { get; set; }
```

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

NonPlayableCharacterSerialization

(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Console

Get or set the exit serializations.

(NetAF.Rendering.FrameBuilder)

Declaration

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

```
public ExitSerialization[] Exits { get; set; }
```

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Property Value

+ NetAF.Serialization

(NetAF.Serialization.html)

Description

| | Description |
|-------------------|-------------|
| + NetAF.Rendering | |

| | Description |
|-------------------------|-------------|
| + NetAF.Rendering.Frame | |

| | Description |
|---------------------------------|-------------|
| + NetAF.Rendering.FrameBuilders | |

| | Description |
|--------------------------|-------------|
| + NetAF.Rendering.Frames | |

| | Description |
|------------------------------|-------------|
| + NetAF.Rendering.Presenters | |

| | Description |
|-----------------------|-------------|
| + NetAF.Serialization | |

| | Description |
|--|-------------|
| | |

| Type | Description |
|---|-------------|
| ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)[] | |

HasBeenVisited

Get or set if the room has been visited.

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

```
public bool HasBeenVisited { get; set; }
```

Instructions

(NetAF.Conversations.Instruct

Property Value

+ NetAF.Extensions

Type

(NetAF.Extensions.html)

```
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Items

(NetAF.Logic.html)

Get or set the item serializations.

+ NetAF.Logic.Modes

Declaration

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

```
public ItemSerialization[] Items { get; set; }
```

(NetAF.Persistence.html)

NetAF.Persistence.Json

Type

+ NetAF.Rendering

```
ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]
```

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Methods

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Restore(Room)

Builders.Console

(NetAF.Rendering.FrameBuilder)

Restore an instance from its serialization.

NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

```
public void Restore(Room room)
```

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Parameters

+ NetAF.Serialization

(NetAF.Serialization.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)
+ NetAF.Conversations
 IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)
[\(NetAF.Conversations.html\)](#)

- + **NetAF.Conversations.**
 - Instructions**
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 - Builders**
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**
 - Builders.Console**
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frames**
[\(NetAF.Rendering.Frames.htm](#)
- + **NetAF.Rendering.Presenters**
[\(NetAF.Rendering.Presenters.h](#)
- + **NetAF.Serialization**
[\(NetAF.Serialization.html\)](#)

Namespace NetAF.Utilities

Classes

Filter by title ▾

OverworldMaker (NetAF.Utilities.OverworldMaker.html)

(NetAF.Commands.Persistence) Regions.

+ NetAF.Commands.Region

RegionMaker (NetAF.Utilities.RegionMaker.html)

(NetAF.Commands.Persistence) Regions.

+ NetAF.Commands.Scene

StringUtilities (NetAF.Utilities.StringUtilities.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Interfaces

+ NetAF.Conversations.

Instructions

IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)

Represents any object that is a template for an asset.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Console

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: [NetAF](#).[\(NetAE.html\)](#).Utilities ([NetAF.Utilities.html](#))

Assembly: [NetAF](#)

Syntax

+ NetAF.Commands.Region

public interface IAssetTemplate<out T>
Map

([NetAF.Commands.RegionMap](#))

Type Parameters

+ NetAF.Commands.Scene

| Name | Description |
|----------------------|-----------------------------|
| Name | Description |

([NetAF.Commands.Scene.html](#))

T The type of asset being templated.
+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Methods

([NetAF.Conversations.Instruct](#))

Instantiations

([NetAF.Extensions.html](#))

Instantiate a new instance of the templated asset.

+ NetAF.Interpretation

Declaration

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

Returns

+ NetAF.Logic.Modes

| Type | Description |
|--|-------------|
| NetAF.Logic.Modes.html | |

+ T NetAF.Persistence

The asset.

([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilder](#))

+ NetAF.Rendering.Frame

Builders.Console

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.Persistence)
↳ OverworldMaker

+ NetAF.Commands.Region

Map
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.RegionMap)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Commands.Scene.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Conversations

Namespace: NetAF ([NetAF.html](#)).Utilities ([NetAF.Utilities.html](#))

Instructions

Assembly: NetAF.dll
(NetAF.Conversations.Instruct)
Syntax

+ NetAF.Extensions

public sealed class OverworldMaker
(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Constructors

+ NetAF.Logic

(NetAF.Logic.html)

OverworldMaker(Identifier, Description, params RegionMaker[])

+ NetAF.Logic.Modes

Provides a class for helping to make Regions.

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

public OverworldMaker(Identifier identifier, Description description, params RegionM
aker[] regionMakers)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Parameters

+ NetAF.Rendering

T(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Description ([NetAF.Assets.Description.html](#))

(NetAF.Rendering.FrameBuilder)

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

+ NetAF.Rendering.Frame

Builders.Console

| | Name | Description |
|--|--------------|---|
| Identifier (NetAF.Assets.Identifier.html) | identifier | An identifier for the region. |
| Description (NetAF.Assets.Description.html) | description | A description for the region. |
| RegionMaker (NetAF.Utilities.RegionMaker.html) | 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)
```

Persistence

Parameters

(NetAF.Commands.Persistence.html)

| Type | Name | Description |
|--|--------------|---|
| + NetAF.Commands.Region + NetAF.Commands.Region.Map (NetAF.Commands.Region.Map.html) | identifier | An identifier for the region. |
| + NetAF.Commands.Scene (NetAF.Commands.Scene.html) | description | A description for the region. |
| + NetAF.Conversations (NetAF.Conversations.html) | regionMakers | The region makes to use to construct regions. |

+ NetAF.Conversations.

Instructions

Methods

NetAF.Conversations.Instruct

+ NetAF.Extensions

Make()

+ NetAF.Interpretation

Make()

Declaration

+ NetAF.Logic

(NetAF.Logic.html) Make()

+ NetAF.Logic.Modes

Returns

(NetAF.Logic.Modes.html)

Type

+ NetAF.Persistence

Overworld(NetAF.Assets.Locations.Overworld.html)

Description

The created overworld.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.Persistence)
↳ RegionMaker

+ **NetAF.Commands.Region**

Map

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.RegionMap)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations**

NameSpace: NetAF ([NetAF.html](#)).Utilities ([NetAF.Utilities.html](#))

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct)

+ **NetAF.Extensions**

public sealed class RegionMaker
(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Constructors

+ **NetAF.Logic**

(NetAF.Logic.html)

RegionMaker(Identifier, Description)

+ **NetAF.Logic.Modes**

Provides a class for helping to make Regions.

(NetAF.Logic.Modes.html)

Declaration

+ **NetAF.Persistence**

(NetAF.Persistence.html)

public RegionMaker(Identifier identifier, Description description)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Parameters

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Identifier ([NetAF.Assets.Identifier.html](#))

Name

Description

identifier

An identifier for the region.

+ **NetAF.Rendering.Frame**

Description ([NetAF.Assets.Description.html](#))

description

A description for the region.

Builders

(NetAF.Rendering.FrameBuilder)

RegionMaker(string, string)

Builders.Console

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

| Type | Name | Description |
|--|-------------------|-------------------------------|
| Persistence (NetAF.Commands.Persistence.html) | | |
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>identifier</i> | An identifier for the region. |

+ **NetAF.Commands.Region**
[\(NetAF.Commands.Region.html\)](#)

Map

[\(NetAF.Commands.RegionMap.html\)](#)

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

this[int, int, int]
[\(NetAF.Conversations.html\)](#)

Get or set the room at a location.

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

```
public Room this[int x, int y, int z] { get; set; }
```

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Parameters

+ **NetAF.Interpretation**

Type
[\(NetAF.Interpretation.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The x position.

+ **NetAF.Logic**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)
[\(NetAF.Logic.html\)](#)

y

The y position.

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

Property Value

+ **NetAF.Persistence**

Type
[\(NetAF.Persistence.html\)](#)

Room ([\(NetAF.Assets.Locations.Room.html\)](#))

Description

The room.

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

Methods
[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

CanPlaceRoom(int, int, int)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Determine if a room can be placed at a location

+ **NetAF.Rendering.Frame**

Declaration

[Builders.Console](#)

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

| Type | Name | Description |
|---|------|-----------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | x | The X position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | y | The Y position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | z | The Z position. |

+ NetAF.Commands.Region

Returns

| Type | Description |
|---|-------------|
| (NetAF.Commands.RegionMap.html) | |

+ NetAF.Conversations

GetRoomPositions()

(NetAF.Conversations.html)

CanPlaceRoom()

| Declaration | Instructions |
|---|--------------|
| (NetAF.Conversations.Instruct.html) | |

+ NetAF.Extensions

(NetAF.Extensions.html)

Returns

| Type | Description |
|---|-------------|
| (NetAF.Interpretation.html) | |

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

Make()

(NetAF.Logic.Modes.html)

Make a region.

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

public Region Make()

(NetAF.Persistence.Json.html)

NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Region ([NetAF.Assets.Locations.Region.html](#))

Builders

(NetAF.Rendering.FrameBuilder.html)

Make(RoomPosition)

Builders.Console

Description

The created region.

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

| Type | Name | Description |
|--|----------------------|---------------------|
| Persistence (NetAF.Commands.Persistence.html) | <i>startPosition</i> | The start position. |

+ NetAF.Commands.Region

Returns
Map

| Type | Description |
|--|-------------|
| NetAF.Commands.RegionMap | |

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Make(int, int, int)
[\(NetAF.Conversations.html\)](#)

Make a region.

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct\)](#)

```
public Region Make(int x, int y, int z)
```

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Parameters

| Type | Name | Description |
|---|------|-----------------------|
| (NetAF.Interpretation.html) | | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | x | The start x position. |
| (NetAF.Logic.html) | y | The start y position. |

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Returns

| Type | Description |
|--|---------------------|
| (NetAF.Persistence.html) | The created region. |

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Builders.Console

Class StringUtilities

Provides a helper class for string interpretation.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(NetAF.Commands.Persistence)

↳ StringUtilities

+ NetAF.Commands.Region

Map

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.RegionMap)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Commands.Scene.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

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>)

Instructions ([NetAF.html](#)).Utilities ([NetAF.Utilities.html](#))

Assembly: NetAF

+ NetAF.Extensions

(NetAF.Extensions.html)

public static class StringUtilities

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Fields ([NetAF.Logic.html](#))

+ NetAF.Logic.Modes

CR ([NetAF.Logic.Modes.html](#))

+ NetAF.Persistence

Get the character for carriage return.

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Field Value

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

Builders

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

LF

Builders.Console

Description

Get the character for line feed.

Declaration

```
public const char LF = '\n'
```

Field Value

| Type | Description |
|--|-------------|
| Persistence (NetAF.Commands.Persistence.html) | |

+ NetAF.Commands.Region

Map

Newline

NetAF.Commands.RegionMap

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

```
public const string Newline = "\n"
```

(NetAF.Conversations.html)

+ NetAF.Conversations.

Field Value

Instructions

Type

NetAF.Conversations.Instruct

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

NetAF.Interpretation.html

+ NetAF.Logic

(NetAF.Logic.html)

ConstructAttributesAsString(Dictionary<Attribute, int>)

+ NetAF.Logic.Modes

Construct a line describing a series of attributes.

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

```
public static string ConstructAttributesAsString(Dictionary<Attribute, int> attributes)
```

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Parameters

+ NetAF.Rendering

Type

NetAF.Rendering.html

Dictionary

+ NetAF.Rendering.Frame

(<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>)

<Attribute ([NetAF.Assets.Attributes.Attribute.html](#)),

int (<https://learn.microsoft.com/dotnet/api/system.int32>)>

+ NetAF.Rendering.Frame

Returns

Builders.Console

| | Name | Description |
|------------|-----------------|-------------|
| attributes | The attributes. | |

| Type | Description |
|--|---------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | The sentence. |

ConstructExaminablesAsSentence(IExaminable[])

Construct a sentence describing a series of examinables.

Persistence

Declaration

([NetAF.Commands.Persistence](#))

+ NetAF.Commands.Region

Map

([NetAF.Commands.RegionMap](#))

Parameters

+ Type

([NetAF.Commands.Scene.html](#))

IExaminable ([NetAF.Assets.IExaminable.html](#))[]

Name

Description

examinables

The examinables.

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ Type

([NetAF.Conversations.](#)

Description

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

The sentence.

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

CutLineFromParagraph(ref string, int)

([NetAF.interpretation](#).)

([NetAF.Interpretation.html](#))

Declaration

+ NetAF.Logic

public static string CutLineFromParagraph(ref string paragraph, int maxWidth)

+ NetAF.Logic.Modes

Parameters

([NetAF.Logic.Modes.html](#))

Type

+ NetAF.Persistence

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Persistence.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Persistence.Json](#))

([NetAF.Persistence.Json.html](#))

Returns

+ NetAF.Rendering

Type

([NetAF.Rendering.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilder](#))

ExtractNextWordFromString(ref string)

+ NetAF.Rendering.Frame

Extract the next word from a string. This will remove the word from the input string.

([NetAF.Rendering.FrameBuilder.Console](#))

Declaration

```
public static string ExtractNextWordFromString(ref string input)
```

Parameters

| Type | Name | Description |
|--|--------------|-------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>input</i> | The input string. |

(NetAF.Commands.Persistence)

Returns

| + NetAF.Commands.Region | Description |
|---|---------------------|
| Type Map (NetAFCommands.RegionMap) | The extracted work. |

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html) PreenInput(string)

+ NetAF.Conversations

Preen input to remove any ambiguity around special characters.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public static string PreenInput(string input)
```

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Parameters

| Type | Name | Description |
|--|--------------|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>input</i> | The input. |

Returns

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Console