

# Namespace BP.AdventureFramework. Assets

▼ Filter by title

## Classes

- **BP.AdventureFramework.**

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

ConditionalDescription  
Represents a conditional description of an object.

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

Description

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

ExaminableObject  
Represents a description of an object.

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

ExaminationCallback

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

ExaminationResult  
Represents an object that can be examined.

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

IExaminable

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

IPlayerVisible  
Represents the result of an examination.

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

Identifier

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

Item  
Provides a class that can be used as an identifier.

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

Size

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

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

Assets.Characters

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

- + **BP.AdventureFramework.**

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

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

- + **BP.AdventureFramework.**

Interfaces

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

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

Commands

Represents any object that is examinable.

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

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

Conversations

Represents any object that is visible to a player.

## Delegates

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

Represents the callback for examinations.

#### - **BP.AdventureFramework.**

##### **Assets**

###### **(BP.AdventureFramework.Assets)**

ConditionalDescription

(BP.AdventureFramework.Assets.Condition)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.SizeType)

#### + **BP.AdventureFramework.**

##### **Assets.Characters**

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

#### + **BP.AdventureFramework.**

##### **Assets.Interaction**

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

#### + **BP.AdventureFramework.**

##### **Assets.Locations**

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

#### + **BP.AdventureFramework.**

##### **Commands**

###### **(BP.AdventureFramework.Commands)**

#### + **BP.AdventureFramework.**

##### **Conversations**

# Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

## + BP.AdventureFramework.

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

### Assets

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

### (BP.AdventureFramework.Assets)

Inherited Members

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

Description.Empty

Description

([BP.AdventureFramework.Assets.Description.html#BP\\_AdventureFramework\\_Assets\\_Description\\_Empty](#))

↳ [\(BP.AdventureFramework.Assets.Description.html#BP\\_AdventureFramework\\_Assets\\_Description\\_Empty\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

ExaminableObject

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

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

ExaminationCallback

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

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

ExaminationResult

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

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

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

IExaminable

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

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

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

PlayerVisible

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

Syntax

Identifier

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

Item

public sealed class ConditionalDescription : Description

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

Size

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

## Constructors

+ [BP.AdventureFramework.](#)

↳ [Assets.Characters](#)

**C(ConditionalDescription)(String, String, Condition)**

+ [BP.AdventureFramework.](#)

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

↳ [Assets.Interaction](#)

Declaration

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

+ [BP.AdventureFramework.](#)

↳ [Play\(ConditionalDescription, String, String, Condition, Condition\)](#)

↳ [Assets.Locations](#)

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

Parameters

+ [BP.AdventureFramework.](#)

↳ [Commands](#)

↳ [\(BP.AdventureFramework.Com](#)

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

+ [BP.AdventureFramework.](#)

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

↳ [Conversations](#)

| Type   | Name             | Description            |
|--|------------------|------------------------|
| String ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | trueDescription  | The true description.  |
| String ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | falseDescription | The false description. |

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

## Properties

### - BP.AdventureFramework.

#### Condition

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

ConditionalDescription

Declaration  
(BP.AdventureFramework.Assets.Condition)

Description

BP\_AdventureFramework\_Assets.Condition { get; set; }

ExaminableObject

Property Value  
(BP.AdventureFramework.Assets.ExaminationCallback)

Type  
(BP.AdventureFramework.Assets.ExaminationCallback)

Description

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

## Methods

### + BP.AdventureFramework.

#### Assets.Characters

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

Returns  
(BP.AdventureFramework.Assets.Character)

### + BP.AdventureFramework.

#### Assets.Interaction

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

Description

The description.

### + BP.AdventureFramework.

#### Assets.Locations

Description.GetDescription()

### (BP.AdventureFramework.

#### Assets.Location

Description.GetDescription() (BP\_AdventureFramework\_Assets\_Description\_GetDescription)

Overrides  
(BP\_AdventureFramework\_Assets\_Description\_GetDescription)

Description.GetDescription() (BP\_AdventureFramework\_Assets\_Description\_GetDescription)

Overrides  
(BP\_AdventureFramework\_Assets\_Description\_GetDescription)

### + BP.AdventureFramework.

#### Commands

### (BP.AdventureFramework.Com

### + BP.AdventureFramework.

#### Conversations



- **BP.AdventureFramework.**

### **Assets**

#### **(BP.AdventureFramework.Assets)**

ConditionalDescription

(BP.AdventureFramework.Assets.C)

Description

(BP.AdventureFramework.Assets.D)

ExaminableObject

(BP.AdventureFramework.Assets.E)

ExaminationCallback

(BP.AdventureFramework.Assets.E)

ExaminationResult

(BP.AdventureFramework.Assets.E)

IExaminable

(BP.AdventureFramework.Assets.I)

IPlayerVisible

(BP.AdventureFramework.Assets.I)

Identifier

(BP.AdventureFramework.Assets.I)

Item

(BP.AdventureFramework.Assets.I)

Size

(BP.AdventureFramework.Assets.S)

- + **BP.AdventureFramework.**

### **Assets.Characters**

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

- + **BP.AdventureFramework.**

### **Assets.Interaction**

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

- + **BP.AdventureFramework.**

### **Assets.Locations**

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

- + **BP.AdventureFramework.**

### **Commands**

#### **(BP.AdventureFramework.Commands)**

- + **BP.AdventureFramework.**

### **Conversations**

# Class Description

Represents a description of an object.

Filter by title

Inheritance

**BP.AdventureFramework.**

**Assets**

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

**(BP.AdventureFramework.Assets)**

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

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

Description

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

ExaminableObject

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

ExaminationCallback

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

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

ExaminationResult

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

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

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

(BP.AdventureFramework.Assets.IF)

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

PlayerVisible

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

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

public class Description

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.SizeType)

## Constructors

+ **BP.AdventureFramework.**

**Assets.Characters**

**BP.AdventureFramework.Description(string)**

Initializes a new instance of the Description class

**Assets.Interaction**

Declaration

**(BP.AdventureFramework.Assets)**

+ **BP.AdventureFramework.**

**Assets.Locations**

**(BP.AdventureFramework.Assets)**

+ **BP.AdventureFramework.**

**Commands**

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

**(BP.AdventureFramework.Command)**

| Name        | Description     |
|-------------|-----------------|
| description | The description |

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversation)**

# Properties

## DefaultDescription

Get or set the description.

Declaration

- **BP.AdventureFramework.**

### Assets

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

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

Property Value

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

Type Description

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

Description

ConditionalDescription

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

ExaminationCallback

Empty

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

ExaminationResult

Get an empty description.

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

Examinable

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

IPlayerVisible

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

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

Identifier

Property Value

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

Type

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

Description

Size

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

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

## + BP.AdventureFramework.

Assets.Characters

## Methods

(**BP.AdventureFramework.Assets**)

## + BP.AdventureFramework.

GetDescription()

Assets.Interaction

(**BP.AdventureFramework.Assets**)

Get the description.

## + BP.AdventureFramework.

Declaration

Assets.Locations

(**BP.AdventureFramework.Assets**)

## + BP.AdventureFramework.

Returns

Commands

(**BP.AdventureFramework.Commands**)

Description

(**BP.AdventureFramework.Commands**)

The description.

Conversations

(**BP.AdventureFramework.Conversations**)



- **BP.AdventureFramework.**

**Assets**

**(BP.AdventureFramework.Assets)**

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

+ **BP.AdventureFramework.**

**Assets.Characters**

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

+ **BP.AdventureFramework.**

**Assets.Interaction**

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

# Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

## Assets

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

↳ ExaminableObject

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

Implements

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

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

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

↳ IExaminable

Inherited Members

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

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

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

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

↳ [BP.AdventureFramework](#).

[Assets.Characters](#)

Syntax

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

+ [BP.AdventureFramework](#).

public class ExaminableObject : IExaminable, IPlayerVisible

[Assets.Interaction](#)

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

+ [BP.AdventureFramework](#).

[Properties](#)

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

↳ [BP.AdventureFramework](#).

[Commands](#)

Get or set this objects commands.

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

Declaration

+ [BP.AdventureFramework](#).

[Conversations](#)

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

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

#### Property Value

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

#### **Assets** (BP.AdventureFramework.Assets)

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

**Get Description** Get or set a description of this object.  
(BP.AdventureFramework.Assets.Description.html)

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

```
public ExaminationCallback<Description> Description { get; set; }
```

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

**Property Value** Property Value  
(BP.AdventureFramework.Assets.ExaminationResult.html)

| Type       | Description                                    |
|------------|--|
| Examinable | (BP.AdventureFramework.Assets.Examinable.html) |

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

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

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

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

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

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

**Property Value** Property Value  
(BP.AdventureFramework.Assets.Characters.html)

| Type                                    | Description                                    |
|---|--|
| BP.AdventureFramework.Assets.Characters | (BP.AdventureFramework.Assets.Characters.html) |

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

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

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

**Identifier** Identifier  
Get this objects identifier.

+ **BP.AdventureFramework.Commands** Declaration  
Commands

**Identifier** Identifier  
(BP.AdventureFramework.Commands.Identifier.html)

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

**Property Value** Property Value  
(BP.AdventureFramework.Conversations.html)

| Type  | Description |
|---|-------------|
| Identifier (BP.AdventureFramework.Assets.Identifier.html) |             |

## IsPlayerVisible

Gets if this is visible to the player.

### (BP.AdventureFramework.Assets.IPlayerVisible)

Declaration

ConditionalDescription

(BP.AdventureFramework.Assets.IPlayerVisible).get; set; }

Description

(BP.AdventureFramework.Assets.IPlayerVisible).Description

Property Value

ExaminableObject

| Type                | Description |
|---------------------|-------------|
| ExaminationCallback |             |

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

| Type              | Description |
|-------------------|-------------|
| ExaminationResult |             |

ExaminationResult

(BP.AdventureFramework.Assets.IPlayerVisible).ExaminationResult

IExaminable

## Methods

### (BP.AdventureFramework.Assets.IPlayerVisible.Examine())

Declaration

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible).Examine()

### (BP.AdventureFramework.Assets.IPlayerVisible.Examine())

Declaration

Examine this object.

Item

Declaration

Size

(BP.AdventureFramework.Assets.IPlayerVisible).Size

public virtual ExaminationResult Examine()

## + BP.AdventureFramework.

### Assets.Characters

Returns

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

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

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

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

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

## + BP.AdventureFramework.

### Tostring()

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

Returns a string that represents the current object.

## + BP.AdventureFramework.

Declaration

### Commands

### (BP.AdventureFramework.Commands)

public override string ToString()

## + BP.AdventureFramework.

### Conversations

### (BP.AdventureFramework.Conversations)

| Type   | Description                                  |
|--|--|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | A string that represents the current object. |

Overrides

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

## Implements

### (BP.AdventureFramework.Assets.IAssets)

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

    ConditionalDescription

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

    (BP.AdventureFramework.Assets.ConditionedObject)

    Description

    (BP.AdventureFramework.Assets.Description)

    ExaminableObject

    (BP.AdventureFramework.Assets.ExaminableObject)

    ExaminationCallback

    (BP.AdventureFramework.Assets.ExaminationCallback)

    ExaminationResult

    (BP.AdventureFramework.Assets.ExaminationResult)

    IExaminable

    (BP.AdventureFramework.Assets.IExaminable)

    IPlayerVisible

    (BP.AdventureFramework.Assets.IPlayerVisible)

    Identifier

    (BP.AdventureFramework.Assets.Identifier)

    Item

    (BP.AdventureFramework.Assets.Item)

    Size

    (BP.AdventureFramework.Assets.SizeType)

### + BP.AdventureFramework.

#### Assets.Characters

##### (BP.AdventureFramework.Assets.ICharacters)

### + BP.AdventureFramework.

#### Assets.Interaction

##### (BP.AdventureFramework.Assets.IInteraction)

### + BP.AdventureFramework.

#### Assets.Locations

##### (BP.AdventureFramework.Assets.ILocations)

### + BP.AdventureFramework.

#### Commands

##### (BP.AdventureFramework.Commands.ICommand)

### + BP.AdventureFramework.

#### Conversations

##### (BP.AdventureFramework.Conversations.IConversation)

# Delegate ExaminationCallback

Represents the callback for examinations.

▼ Filter by title

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

(**BP.AdventureFramework.Assets**)

Assembly: BP.AdventureFramework.dll

ConditionalDescription

Syntax

(BP.AdventureFramework.Assets.C

Description

public delegate ExaminationResult ExaminationCallback(IExaminable obj)

ExaminableObject

(BP.AdventureFramework.Assets.E

Parameters

ExaminationCallback

Type

(BP.AdventureFramework.Assets.E

Name

Description

ExaminationResult

IExaminable

(BP.AdventureFramework.Assets.IExaminable.html)

obj

The object to examine.

Returns

IExaminable

(BP.AdventureFramework.Assets.II

Type

PlayerVisible

Description

ExaminationResult

Identifier

(BP.AdventureFramework.Assets.ExaminationResult.html)

(BP.AdventureFramework.Assets.I

A string representing the result of the

examination.

Item

(BP.AdventureFramework.Assets.It

Size

(BP.AdventureFramework.Assets.S

## + BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.C

## + BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.I

## + BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.L

## + BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

## + BP.AdventureFramework.

# Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Inherited Members

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

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

Assembly: BPAdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

**Assets.Characters**

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

+ **BP.AdventureFramework.**

**Assets.Interaction**

**Constructors**

(BP.AdventureFramework.Assets.Interaction.ExaminationResult)

+ **BP.AdventureFramework.**

**ExaminationResult(string)**

Assets.Locations

Initializes a new instance of the ExaminationResult class.

+ **BP.AdventureFramework.**

**Commands**

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

+ **BP.AdventureFramework.**

Parameters

**Conversations**

| Type   | Name        | Description                  |
|--|-------------|------------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | description | A description of the result. |

+ **BP.AdventureFramework.**

**Conversations.Instructions**

▼

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

- + **BP.AdventureFramework.**  
**Assets.Characters**  
(BP.AdventureFramework.Assets.C
- + **BP.AdventureFramework.**  
**Assets.Interaction**  
(BP.AdventureFramework.Assets.I
- + **BP.AdventureFramework.**  
**Assets.Locations**  
(BP.AdventureFramework.Assets.L
- + **BP.AdventureFramework.**  
**Commands**  
(BP.AdventureFramework.Commands)
- + **BP.AdventureFramework.**  
**Conversations**  
(BP.AdventureFramework.Conversations)
- + **BP.AdventureFramework.**  
**Conversations.Instructions**

# Interface IExaminable

Represents any object that is examinable.

▼ Filter by title

Inherited Members

(BP.AdventureFramework.Assets.C

IPlayerVisible, IsPlayerVisible

Description

(BP.AdventureFramework\_Assets\_IPlayerVisible.html#BP\_AdventureFramework\_Assets\_IPlayerVisible\_IsPlayerVi

sible)

ExaminableObject

Name (BP\_AdventureFramework\_Assets.Exam

Assembly (BP\_AdventureFramework.dll)

Syntax (BP\_AdventureFramework\_Assets.Exam

ExaminationResult

(BP\_AdventureFramework\_Assets.Exam

public interface IExaminable : IPlayerVisible

IExaminable

(BP\_AdventureFramework\_Assets.IPlayerVisible

IPlayerVisible

(BP\_AdventureFramework\_Assets.IExaminable

Identifier

(BP\_AdventureFramework\_Assets.Identifier

Item

(BP\_AdventureFramework\_Assets.Item

Size

Get objects commands

(BP\_AdventureFramework\_Assets.S

BPAdventureFramework.

Assets.Characters

CustomCommand[] Commands { get; set; }

+ BPAdventureFramework.

Assets.Interaction

Type (BP\_AdventureFramework\_Assets.

Description

+ CustomCommand[] Commands { get; set; }

Assets.Locations

(BP\_AdventureFramework\_Assets.

Description

+ BPAdventureFramework.

Get description of this object.

(BP\_AdventureFramework.Com

Declaration

+ BPAdventureFramework.

Description Description { get; set; }

Conversations

(BP\_AdventureFramework.Con

Property Value

+ BPAdventureFramework.

Conversations.Instructions

(BP\_AdventureFramework.Con

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

## Identifier

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

Declaration  
 (BP.AdventureFramework.Assets.D

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

ExaminationCallback  
 Property Value  
 (BP.AdventureFramework.Assets.E

| Type   | Description |
|--|-------------|
| ExaminationResult<br>(BP.AdventureFramework.Assets.E<br>Identifier (BP.AdventureFramework.Assets.Identifier.html)<br>IExaminable<br>(BP.AdventureFramework.Assets.II |             |

## Methods

(BP.AdventureFramework.Assets.I  
 Item

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

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

Declaration

+ BP.AdventureFramework.

**Assets.Characters**

ExaminationResult Examine()

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Returns

**Assets.Interaction**

| Type                           | Description   |
|--------------------------------|---|
| (BP.AdventureFramework.Assets. | A ExaminationResult detailing the examination of this object. |

+ BP.AdventureFramework.

**Assets.Locations**

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

**Commands**

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

**Conversations**

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

**Conversations.Instructions**

(BP.AdventureFramework.Con

# Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

**Description:**  
**Assembly:** BP.AdventureFramework.dll  
(BP.AdventureFramework.Assets.D

**Syntax**  
ExaminableObject

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

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

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

```
    IExaminable
    (BP.AdventureFramework.Assets.I
```

```
    IPlayerVisible
    (BP.AdventureFramework.Assets.I
```

```
    Identifier
    Get (BP.AdventureFramework.Assets.I
```

```
    Item
    Declaration
```

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

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

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

## Properties

### IsPlayerVisible

Identifier

Get (BP.AdventureFramework.Assets.I

Item

Declaration

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

```
Size
```

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

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

## + BP.AdventureFramework.

### Assets.Characters

Type (BP.AdventureFramework.Assets.Characters)

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

Description

## + BP.AdventureFramework.

### Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

## + BP.AdventureFramework.

### Assets.Locations

(BP.AdventureFramework.Assets.Locations)

## + BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

### Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

# Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance:

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

Implementation:

Events:

IExaminationCallback  
(BP.AdventureFramework.Assets.F  
IEquatable<string>  
(<https://learn.microsoft.com/dotnet/api/system.string>)>  
IExitable  
(BP.AdventureFramework.Assets.F  
IEquatable<Identifier>  
(BP.AdventureFramework.Assets.Identifier.html)>

Inherited Members:  
IPlayerVisible

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

+ **BP.AdventureFramework.**

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

**Assets.Characters**

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

Syntax

+ **BP.AdventureFramework.**

**AssetsInteraction**

public class Identifier : IEquatable<string>, IEquatable<Identifier>  
(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

**Construction**

Constructors:

(BP.AdventureFramework.Assets)

Identifier(string) framework.

**Commands**

Creates a new instance of the Identifier class.

(BP.AdventureFramework.Com)

Declaration

+ **BP.AdventureFramework.**

**Conversations**

public Identifier(string name)  
(BP.AdventureFramework.Con)

+ **BP.AdventureFramework.**

Parameters:

**Conversations.Instructions**

Type  
(BP.AdventureFramework.Con)

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

+ **BP.AdventureFramework.**

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

# Properties

## Empty

Get an empty identifier.

Declaration

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

Property Value

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

Type ExaminationResult

Description

|   |  |
|---|--|
| (BP.AdventureFramework.Assets.E<br>Identifier (BP.AdventureFramework.Assets.Identifier.html)<br>IExaminable |  |
|---|--|

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

```
IPlayerVisible
```

## IdentifiableName

Get the name as a case insensitive identifier.

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

Declaration

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

Size

```
public string IdentifiableName { get; }  
(BP.AdventureFramework.Assets.S
```

## + BP.AdventureFramework.

Property Value

### Assets.Characters

|   |             |
|---|-------------|
| Type<br>(BP.AdventureFramework.Assets.Characters) | Description |
|---|-------------|

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

Description

## + BP.AdventureFramework.

### Assets.Interaction

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

## Name

## + BP.AdventureFramework.

Get the name.

### Assets.Locations

Declaration

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

Property Value

## + BP.AdventureFramework.

### Commands

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

Property Value

## + BP.AdventureFramework.

### Conversations

|   |             |
|---|-------------|
| Type<br>(BP.AdventureFramework.Conversations) | Description |
|---|-------------|

Description

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

## + BP.AdventureFramework.

### Conversations.Instructions

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

## Methods

## + BP.AdventureFramework.

## Equals(Identifier)

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

Declaration

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

Parameters

| Type   | Name  | Description                            |
|--|-------|--|
| Identifier (BP.AdventureFramework.Assets.Identifier.html)<br>(BP.AdventureFramework.Assets.ExaminableObject) | other | An object to compare with this object. |

Returns

ExaminationResult  
(BP.AdventureFramework.Assets.ExaminationResult)

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

Equals(string) Framework.Assets.S

+ BPAdventureFramework

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

Assets.Characters

Declaration  
(BP.AdventureFramework.Assets.Characters)

+ BPAdventureFramework(bool other)

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Parameters

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

+ BPAdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BPAdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

ToIdentifiableString(string)

+ BPAdventureFramework.

Convert a string to an identifiable string.

Declaration

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

Parameters

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

ExaminationCallback

Returns (BP.AdventureFramework.Assets.ExaminationResult)

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

(BP.AdventureFramework.Assets.IIdentifier)

IPlayerVisible

(BP.AdventureFramework.Assets.IIdentifier)

Identifier

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

Item

Declaration (BP.AdventureFramework.Assets.IItem)

Size

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

## + BP.AdventureFramework.

Returns Assets.Characters

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

## Assets.Interaction

Overrides

(BP.AdventureFramework.Assets.IInteraction)

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

## + BP.AdventureFramework.

Assets.Locations

Implements (BP.AdventureFramework.Assets.ILocations)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

## + BP.AdventureFramework.

# Class Item

Represents an item that can be used within the game.

Filter by title

## Inheritance

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

## Implementation

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

IPlayerVisible  
Inherited Members  
↳ (BP.AdventureFramework.Assets.II)

## ExaminableObject.Examination

(BP.AdventureFramework.Assets.ExaminableObject.Examination) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Examination.html](#))

ExaminableObject.Examination  
↳ (BP\_AdventureFramework\_Assets\_ExaminableObject\_Examination.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Examination)  
ExaminableObject.Examination  
↳ (BP\_AdventureFramework\_Assets\_ExaminableObject\_Examination.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Examination)  
ToSt  
↳ (BP\_AdventureFramework.Assets.S)

ExaminableObject.Identifier

+ **BP.AdventureFramework.** ([BP.AdventureFramework.Assets.ExaminableObject.Identifier.html](#))  
↳ (BP.AdventureFramework.Assets.ExaminableObject.Identifier) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Identifier.html](#))

(BP.AdventureFramework.Assets.ExaminableObject.Identifier) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Identifier.html](#))

## ExaminableObject.Description

(BP.AdventureFramework.Assets.ExaminableObject.Description) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Description.html](#))

## Assets.Interaction

ExaminableObject.Commands  
↳ (BP.AdventureFramework.Assets.ExaminableObject.Commands) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Commands.html](#))

## ExaminableObject.Examine()

(BP.AdventureFramework.Assets.ExaminableObject.Examine) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Examine.html](#))

ExaminableObject.IsPlayerVisible

+ **BP.AdventureFramework.** ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_IsPlayerVisible.html](#))  
↳ (BP\_AdventureFramework.Com) ([BP\\_AdventureFramework\\_Con.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)))

## ExaminableObject.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object-object)))  
↳ (BP.AdventureFramework.Con) ([BP\\_AdventureFramework\\_Con.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>)  
Name: BP\_AdventureFramework\_Con  
↳ (BP.AdventureFramework.Con) ([BP\\_AdventureFramework\\_Con.html](#))  
Assets (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html)

Assembly: BP.AdventureFramework.dll

## + **BP.AdventureFramework.**

Syntax

Extensions

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

## Constructors

### Item(Identifier, Description, bool)

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

Declaration

ExaminableObject  
(BP.AdventureFramework.Assets.E

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

IPlayerVisible

Parameters  
(BP.AdventureFramework.Assets.II

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

### + BP.AdventureFramework.

#### Assets.Characters

### Item(string, string, bool)

Initializes a new instance of the Item class.

### + BP.AdventureFramework.

#### Assets.Interaction

### (BP.AdventureFramework.Assets)

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

### + BP.AdventureFramework.

#### Assets.Locations

Parameters  
(BP.AdventureFramework.Assets)

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

#### Conversations

### (BP.AdventureFramework.Conversation)

### + BP.AdventureFramework.

#### Properties

##### Conversations.Instructions

### (BP.AdventureFramework.Conversation)

#### Interaction

### (BP.AdventureFramework.Interaction)

#### Extensions

Get or set the interaction.

## Declaration

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



### Property Value

| Type   | Description |
|--|-------------|
| IExaminableObject<br>(BP.AdventureFramework.Assets.ExaminationCallback.html) |             |

(BP.AdventureFramework.Assets.ExaminationResult.html)

IsTakeable

IExaminable

Get `open` if this is takeable.

(BP.AdventureFramework.Assets.IPlayerVisible.html)

Declaration

(BP.AdventureFramework.Assets.Identifier.html)

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

Item

(BP.AdventureFramework.Assets.Item.html)

Property Value

Size

Type

(BP.AdventureFramework.Assets.SizeType.html)

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

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

+ **BP.AdventureFramework.**

**Assets.Characters**

(BP.AdventureFramework.Assets.Characters.html)

## Methods

BP.AdventureFramework.

**Assets.Interaction**

(BP.AdventureFramework.Assets.Interaction.html)

**Interact(Item)**

+ **BP.AdventureFramework.**

Interact with an item.

**Assets.Locations**

(BP.AdventureFramework.Assets.Locations.html)

+ **BP.AdventureFramework.**

public InteractionResult Interact(Item item)

**Commands**

(BP.AdventureFramework.Commands.html)

Parameters

+ **BP.AdventureFramework.**

Type

**Conversations**

(BP.AdventureFramework.Conversations.html)

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

(BP.AdventureFramework.Conversations.html)

item

The item to interact with.

+ **BP.AdventureFramework.**

Returns

**Conversations.Instructions**

Type

(BP.AdventureFramework.Conversations.Instructions.html)

InteractionResult

+ **BP.AdventureFramework.**

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

**Extensions**

(BP.AdventureFramework.Extensions.html)

Description

The result of the

interaction.

## Morph(Item)

Handle item morphing.

Declaration

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

Parameters

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

## Implements

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

### + BP.AdventureFramework.

#### Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

### + BP.AdventureFramework.

#### Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

### + BP.AdventureFramework.

#### Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

### + BP.AdventureFramework.

#### Commands

(BP.AdventureFramework.Commands.html)

### + BP.AdventureFramework.

#### Conversations

(BP.AdventureFramework.Conversations.html)

### + BP.AdventureFramework.

#### Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

### + BP.AdventureFramework.

#### Extensions

# Struct Size

Represents a size.

Filter by title

Inherited Members

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

## + BP.AdventureFramework. Constructors

Assets.Characters

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

## + BP.AdventureFramework. Assets.Interaction

Initializes a new instance of the Size struct.

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

## + BP.AdventureFramework. Assets.Locations

Assets.Size(int width, int height)

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

Parameters

+ BP.AdventureFramework.  
Commands

| Type  | Name   | Description |
|---|--------|-------------|
| ( <a href="#">BP.AdventureFramework.Commands</a> )<br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | width  | The width.  |
| + BP.AdventureFramework.<br>Conversations   | height | The height. |

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

## + BP.AdventureFramework. Properties

Conversations.Instructions

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

## Height

+ BP.AdventureFramework.  
Properties

Extensions

Get the height.

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

## Declaration

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

### Property Value

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

### Width

(BP.AdventureFramework.Assets.IExaminable)

Get the width.

(BP.AdventureFramework.Assets.IPlayVisible)

Declaration:

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

```
[Placeholder]
```

(BP.AdventureFramework.Assets.IItem)

Property Value

(BP.AdventureFramework.Assets.IItem)

### TypeSize

(BP.AdventureFramework.Assets.SizeType)

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

## + BP.AdventureFramework.

### Assets.Characters

(BP.AdventureFramework.Assets.Characters)

## + BP.AdventureFramework.

### Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

## + BP.AdventureFramework.

### Assets.Locations

(BP.AdventureFramework.Assets.Locations)

## + BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

### Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Extensions)

# Namespace BP.AdventureFramework. Assets.Characters

▼ Filter by title

## Classes

+ BP.AdventureFramework.

  Assets

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

      (BP.AdventureFramework.Assets.Character)

      Represents a generic in game character.

- BP.AdventureFramework.

  Assets.Characters

    NonPlayableCharacter

      (BP.AdventureFramework.Assets.Character)

      Character

      Represents a non-playable character.

      (BP.AdventureFramework.Assets.Character)

      IConverser

      (BP.AdventureFramework.Assets.Character)

      NonPlayableCharacter

      (BP.AdventureFramework.Assets.Character)

      Represents a playable character.

      PlayableCharacter

      (BP.AdventureFramework.Assets.Character)

      Represents a playable character.

      (BP.AdventureFramework.Assets.Character)

  PlayableCharacter

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

+ BP.AdventureFramework.

  Interfaces

    BP.AdventureFramework.

  Assets.Interaction

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

+ BP.AdventureFramework.

  Assets.Locations

    (BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

  Commands

    (BP.AdventureFramework.Command)

+ BP.AdventureFramework.

  Conversations

    (BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

  Conversations.Instructions

    (BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

  Extensions

    (BP.AdventureFramework.Extension)

+ BP.AdventureFramework.

  Interpretation

# Class Character

Represents a generic in game character.

Filter by title

Inheritance

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

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

- **BP.AdventureFramework**

**Assets.Characters**

(**BP.AdventureFramework.Characters**)

↳ NonPlayableCharacter ([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.assets.characters.nonplayablecharacter](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.characters.nonplayablecharacter))

↳ PlayableCharacter ([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.assets.characters.playablecharacter](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.characters.playablecharacter))

**Character**

Implements

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

IExaminable ([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.assets.iexaminable](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.iexaminable))

IPlayerVisible ([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.assets.iplayervisible](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.iplayervisible))

IInteractable ([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.assets.interaction.iinteractwithitem](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.interaction.iinteractwithitem))

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

Inherited Members

PlayableCharacter

Examitable (Examination)

(**BP.AdventureFramework.Examitable**)

([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.assets.examitable](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examitable))

([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.assets.examinableobject](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject))

+ **BP.AdventureFramework.**

**Assets.Interaction**

ExaminableObject.ToString()

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

([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.assets.examinableobject.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html))

+ **BP.AdventureFramework.**

ExaminableObject.Identifier

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

([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.assets.examinableobject.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html))

+ **BP.AdventureFramework.**

ExaminableObject.Description

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

([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.assets.examinableobject.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html))

+ **BP.AdventureFramework.**

ExaminableObject.Commands

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

([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.assets.examinableobject.commands](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.commands))

+ **BP.AdventureFramework.**

ExaminableObject.Examine()

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

([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.assets.examinableobject.examine](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.examine))

+ **BP.AdventureFramework.**

ExaminableObject.IsPlayerVisible

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

([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.assets.examinableobject.isplayervisible](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.isplayervisible))

+ **BP.AdventureFramework.**

object.Equals(object)

(**BP.AdventureFramework.Exte**)

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

+ **BP.AdventureFramework.**

object.GetHashCode()

(**BP.AdventureFramework.**)

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

+ **BP.AdventureFramework.**

object.GetType()

(**BP.AdventureFramework.**)

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

+ **BP.AdventureFramework.**

object.MemberwiseClone()

(**BP.AdventureFramework.**)

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

+ **BP.AdventureFramework.**

object.ReferenceEquals(object, object)

(**BP.AdventureFramework.**)

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

+ **BP.AdventureFramework.**

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

**Assembly:** BP.AdventureFramework.dll

Syntax

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

(BP.AdventureFramework.Assets.Characters.Character)

## - BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters.Character)

Character

(BP.AdventureFramework.Assets.Characters.Character)

IConverser

Get or set the interaction.

(BP.AdventureFramework.Assets.Characters.Character)

DeclaresPlayables

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Character)

InteractionCallback

public InteractionCallback Interaction { get; set; }

(BP.AdventureFramework.Assets.Characters.Character)

## + BP.AdventureFramework.

Property Value

Assets.Interaction

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

Description

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

## + BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Characters.Character)

IsAlive

+ BP.AdventureFramework.

Get if this character is alive.

Commands

DeclaresCommands

(BP.AdventureFramework.Characters.Character)

## + BP.AdventureFramework.

public bool IsAlive { get; protected set; }

Conversations

(BP.AdventureFramework.Characters.Character)

Property Value

## + BP.AdventureFramework.

Type

Conversations.Instructions

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

(BP.AdventureFramework.Characters.Character)

## + BP.AdventureFramework.

Extensions

Items (BP.AdventureFramework.Extensions.CharacterExtensions)

Get the items this Character holds.

## + BP.AdventureFramework.

Declarative

Interpretation (BP.AdventureFramework.Interpretation.CharacterInterpretation)

## + BP.AdventureFramework.

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

## Property Value

| Type   | Description |
|--|-------------|
| Item (BP.AdventureFramework.Assets.Item.html)[]<br><b>(BP.AdventureFramework.Assets.Item.html)[]</b> |             |

## - BP.AdventureFramework.

### Assets.Characters

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

Character

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

IConverser

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

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

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

#### + BP.AdventureFramework.

Parameters

### Assets.Interaction

#### Type (BP.AdventureFramework.Assets.Interaction)

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

Name

Description

*item*

The item to acquire.

#### + BP.AdventureFramework.

### Assets.Locations

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

#### **DequireItem(Item)**

#### + BP.AdventureFramework.

De-acquires an item.

### Commands

#### (BP.AdventureFramework.Commands)

#### + BP.AdventureFramework.

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

#### (BP.AdventureFramework.Commands)

Parameters

#### + BP.AdventureFramework.

### Conversations.Instructions

#### Type (BP.AdventureFramework.Conversations.Instructions)

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

Name

Description

*item*

The item to de-acquire.

#### + BP.AdventureFramework.

### Extensions

#### **FindItem(string, out Item, bool)** (BP.AdventureFramework.Extensions)

Find an item.

#### + BP.AdventureFramework.

### Interpretation

#### Declaration (BP.AdventureFramework.Interpretation)

#### + BP.AdventureFramework.

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

## Parameters

| Type   | Name                  | Description                                    |
|--|-----------------------|--|
| string<br><a href="https://learn.microsoft.com/dotnet/api/system.string">(BP.AdventureFramework.Assets.Item.html)</a>                  | itemName              | The items name.                                |
| bool<br>Character<br><a href="https://learn.microsoft.com/dotnet/api/system.boolean">(BP.AdventureFramework.Assets.Character.html)</a> | item                  | The item.                                      |
| bool<br>Character<br><a href="https://learn.microsoft.com/dotnet/api/system.boolean">(BP.AdventureFramework.Assets.Character.html)</a> | includeInvisibleItems | Specify if invisible items should be included. |

## Returns NonPlayableCharacter

| Type                 | Description                 |
|----------------------|-----------------------------|
| NonPlayableCharacter | True if the item was found. |

## + BP.AdventureFramework.

### Assets.Interaction

#### Give(Item, Character)

Give an item to another in game Character.

## + BP.AdventureFramework.

### Assets.Locations

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

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

## + BP.AdventureFramework.

### Commands

#### Parameters

#### (BP.AdventureFramework.Commands)

| Type  | Name      | Description                        |
|---|-----------|------------------------------------|
| Item<br><a href="https://learn.microsoft.com/dotnet/api/system.item">(BP.AdventureFramework.Assets.Item.html)</a>         | item      | The item to give.                  |
| Character<br><a href="https://learn.microsoft.com/dotnet/api/system.character">(BP.AdventureFramework.Character.html)</a> | character | The Character to give the item to. |

### Conversations.Instructions

#### Returns (BP.AdventureFramework.Conversation)

| Type   | Description                                       |
|--|---|
| bool<br><a href="https://learn.microsoft.com/dotnet/api/system.boolean">(BP.AdventureFramework.Boolean.html)</a> | True if the transaction completed OK, else false. |

### Extensions

#### (BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

### HasItem(Item, bool)

#### Interpretation

Determines if the PlayerCharacter has an item.

## + BP.AdventureFramework.

## Declaration

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

## Parameters

| Type  | Name                  | Description                                    |
|---|-----------------------|--|
| Item (BP.AdventureFramework.Assets.Item.html)   | item                  | The item.                                      |
| - bool (BP.AdventureFramework.<br>Assets.Characters<br>(BP.AdventureFramework.Assets.Character.html)) | includeInvisibleItems | Specify if invisible items should be included. |

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

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

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

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

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

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

+ BP\_AdventureFramework.

Interact with an item.

Assets.Interaction

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

+ BP\_AdventureFramework Interact(Item item)

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Parameters

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

Return BP\_AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

InteractionResult

(BP.AdventureFramework.Conversations.InteractionResult.html)

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

InteractWithItem(Item)

+ BP\_AdventureFramework.

Extensions

Interact with a specified item.

(BP.AdventureFramework.Extensions.html)

Declaration

+ BP\_AdventureFramework.

Interpretation

virtual InteractionResult Interpretation(Item item)

(BP.AdventureFramework.Interpretation.html)

Parameters

+ BP\_AdventureFramework.

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

Returns

| Type  | Description                    |
|---|--------------------------------|
| InteractionResult<br><b>(BP.AdventureFramework.Assets.Interaction.InteractionResult.html)</b> | The result of the interaction. |

### - BP.AdventureFramework.

#### Assets.Characters

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

Character

Kill the character.

(BP.AdventureFramework.Assets.Characters.Kill)

Declaration

(BP.AdventureFramework.Assets.Characters.Kill)

NonPlayableCharacter

public virtual void Kill()

(BP.AdventureFramework.Assets.Characters.Kill)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Kill)

### Implements

#### + BP.AdventureFramework.

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

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

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

#### + BP.AdventureFramework.

#### Assets.Locations

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

#### + BP.AdventureFramework.

#### Commands

### (BP.AdventureFramework.Commands)

#### + BP.AdventureFramework.

#### Conversations

### (BP.AdventureFramework.Conversations)

#### + BP.AdventureFramework.

#### Conversations.Instructions

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

#### + BP.AdventureFramework.

#### Extensions

### (BP.AdventureFramework.Extensions)

#### + BP.AdventureFramework.

#### Interpretation

### (BP.AdventureFramework.Interpretation)

#### + BP.AdventureFramework.

# Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

## + BP.AdventureFramework.

IExaminable (BP.html)

Assets.Characters

(BP.AdventureFramework.Assets.IExaminable.html#BP\_AdventureFramework\_Assets\_IExaminable\_Identifier)

IExaminable (BP.html)

## + BP.AdventureFramework.Asses

(BP.AdventureFramework.Assets.IExaminable.html#BP\_AdventureFramework\_Assets\_IExaminable\_Description)

IExaminable.Commands

(BP.AdventureFramework.Assets.C

(BP.AdventureFramework.Assets.IExaminable.html#BP\_AdventureFramework\_Assets\_IExaminable\_Commands)

IConverser

IExaminable.Examine()

(BP.AdventureFramework.Assets.C

(BP.AdventureFramework.Assets.IExaminable.html#BP\_AdventureFramework\_Assets\_IExaminable\_Examine)

NonPlayableCharacter

IPlayerVisible (BP.AdventureFramework.Assets.C

(BP.AdventureFramework.Assets.IPlayerVisible.html#BP\_AdventureFramework\_Assets\_IPlayerVisible\_IsPlayerVi

sible)

(BP.AdventureFramework.Assets.C

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

BP\_AdventureFramework\_Assets\_Characters (BP.AdventureFramework.Assets.Characters.html)

## Assets.Interaction

### Syntax

## + BP.AdventureFramework.

public interface IConverser : IExaminable, IPlayerVisible

## Assets.Locations

### (BP.AdventureFramework.Assets.Locatio

## + BP.AdventureFramework.

Commands

(BP.AdventureFramework.Comma

## + BP.AdventureFramework.

Conversation

Conversations

Get or set the conversation.

(BP.AdventureFramework.Conve

Declaration

## + BP.AdventureFramework.

Conversations.Instructions

Conversation Conversation { get; set; }

(BP.AdventureFramework.Conve

## + BP.AdventureFramework.

Property Value

Extensions

Type

(BP.AdventureFramework.Exte

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

## + BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

## + BP.AdventureFramework.

Logic

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

▼

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

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

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

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

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

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

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

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

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

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

# Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

- **BP\_AdventureFramework.**

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

(**BP\_AdventureFramework\_Assets\_Characters\_Character**)

↳ Character ([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html](#))  
Character  
↳ NonPlayableCharacter ([BP\\_AdventureFramework\\_Assets\\_Characters\\_NonPlayableCharacter.html](#))

Implementation

IInteractWithItem ([BP\\_AdventureFramework\\_Assets\\_Interaction\\_IInteractWithItem.html](#))

IConverser ([BP\\_AdventureFramework\\_Assets\\_Characters\\_IConverser.html](#))

IExaminable ([BP\\_AdventureFramework\\_Assets\\_Examinable.html](#))

IPlayerVisible ([BP\\_AdventureFramework\\_Assets\\_IPlayerVisible.html](#))

([BP\\_AdventureFramework\\_Assets\\_Converser.html](#))

Inherited Members

+ **BP\_AdventureFramework.**

Character.ISALIVE

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html](#)#BP\_AdventureFramework\_Assets\_Characters\_Character\_ISALIVE)

+ **BP\_AdventureFramework.**

Character.Interaction

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html](#)#BP\_AdventureFramework\_Assets\_Characters\_Character\_Interaction)

+ **BP\_AdventureFramework.**

Character.Items

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html](#)#BP\_AdventureFramework\_Assets\_Characters\_Character\_Items)

+ **BP\_AdventureFramework.**

Commands

Character.Kill()

(**BP\_AdventureFramework\_Commands\_Kill**)

+ **BP\_AdventureFramework.**

Character.AcquireItem(item)

Conversations

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html](#)#BP\_AdventureFramework\_Assets\_Characters\_Character\_AcquireItem\_BP\_AdventureFramework\_Assets\_Item\_)

+ **BP\_AdventureFramework.**

Character.DeacquireItem(item)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html](#)#BP\_AdventureFramework\_Assets\_Characters\_Character\_DeacquireItem\_BP\_AdventureFramework\_Assets\_Item\_)

+ **BP\_AdventureFramework.**

Character.RequireItem(item)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html](#)#BP\_AdventureFramework\_Assets\_Characters\_Character\_RequireItem\_BP\_AdventureFramework\_Assets\_Item\_)

+ **BP\_AdventureFramework.**

Character.HasItem(item, bool)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html](#)#BP\_AdventureFramework\_Assets\_Characters\_Character\_HasItem\_BP\_AdventureFramework\_Assets\_Item\_System\_Boolean\_)

+ **BP\_AdventureFramework.**

Character.FindItem(string, out Item, bool)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html](#)#BP\_AdventureFramework\_Assets\_Characters\_Character\_FindItem\_System\_String\_BP\_AdventureFramework\_Assets\_Item\_System\_Boolean\_)

+ **BP\_AdventureFramework.**

Character.GiveItem(item, Character)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html](#)#BP\_AdventureFramework\_Assets\_Characters\_Character\_Give\_BP\_AdventureFramework\_Assets\_Item\_BP\_AdventureFramework\_Assets\_Characters\_Character\_)

+ **BP\_AdventureFramework.**

Character.Interact(item)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html](#)#BP\_AdventureFramework\_Assets\_Characters\_Character\_Interact\_BP\_AdventureFramework\_Assets\_Item\_)

+ **BP\_AdventureFramework.**

Logic

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html](#)#BP\_AdventureFramework\_Assets\_Characters\_Character\_Interact\_BP\_AdventureFramework\_Assets\_Item\_)

+ **BP\_AdventureFramework.**

ExaminableObject.Examination  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Examination)

ExaminableObject.ToString()  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_ToString)

ExaminableObject.Identifier  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Identifier)

+ **BP.AdventureFramework**

**Assets.Characters**

    ExaminableObject.Description  
    (**BP.AdventureFramework.Assets.ExaminableObject**)  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_CharacterDescription)

    ExaminableObject.Commands  
    (**BP.AdventureFramework.Assets.Commands**)  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Commands)

    NonPlayableCharacter  
    (**BP.AdventureFramework.Assets.ExaminableObject**)  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_PlayableCharacter)

    ExaminableObject.PlayerVisible  
    (**BP.AdventureFramework.Assets.ExaminableObject**)  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_PlayersVisible)

+ **BP.AdventureFramework**

**Assets.Interaction**

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

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

**Assets.Locations**

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

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

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

**Commands**

    NonPlayableCharacter.Commands  
(BP.AdventureFramework.Assets.Commands)

    (**BP.AdventureFramework.Commands**)

    Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework**

**Syntax**

**Conversations**

      (**BP.AdventureFramework.Conversations**)

      NonPlayableCharacter : Character, IInteractWithItem, IConverser, IExaminable, IPlayerVisible

    + **BP.AdventureFramework**.

**Conversations.Instructions**

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

**Constructors**

    + **BP.AdventureFramework**.

**Extensions**

    NonPlayableCharacterExtensions  
(BP.AdventureFramework.Extensions)

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

+ **BP.AdventureFramework**

**Interpretation**

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

    public NonPlayableCharacter(Identifier identifier, Description description, Conversation conversation = null)  
    + **BP.AdventureFramework**

**Logic**

    (**BP.AdventureFramework.Logic**)

## Parameters

| Type  | Name                | Description                                   |
|---|---------------------|---|
| Identifier<br>(BP.AdventureFramework.Assets.Identifier.html)  | <i>identifier</i>   | This NonPlayableCharacter's identifier.       |
| Description<br>(BP.AdventureFramework.Assets.Description.html)  | <i>description</i>  | The description of this NonPlayableCharacter. |
| - <b>BP.AdventureFramework.</b>   |                     |   |
| Conversation<br><b>Assets.Characters</b><br>(BP.AdventureFramework.Conversations.Conversation.<br>(BP.AdventureFramework.Assets.Characters.html))   | <i>conversation</i> | The conversation.                             |
| Character<br>(BP.AdventureFramework.Assets.C<br>IConverser<br>NonPlayableCharacter<br>(BP.AdventureFramework.Assets.C<br>PlayableCharacter<br>Declaration<br>Declaration<br>+ <b>BP.AdventureFramework.</b> |                     |   |

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

(BP.AdventureFramework.Assets.C

Initializes a new instance of the NonPlayableCharacter class.  
PlayableCharacter

Declaration  
Declaration

### + BP.AdventureFramework.

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

### + BP.AdventureFramework.

#### Parameters

| Type  | Name                | Description                                   |
|---|---------------------|---|
| Identifier (BP.AdventureFramework.Assets.Identifier.html)   | <i>identifier</i>   | This NonPlayableCharacter's identifier.       |
| Description<br>(BP.AdventureFramework.Assets.Description.html)  | <i>description</i>  | The description of this NonPlayableCharacter. |
| - <b>BP.AdventureFramework.</b>   |                     |   |
| Conversation<br><b>Conversations</b><br>(BP.AdventureFramework.Conversations.Conversation.<br>(BP.AdventureFramework.Conversations.html)) | <i>conversation</i> | The conversation.                             |
| - <b>BP.AdventureFramework.</b>   |                     |   |
| Interaction<br>(BP.AdventureFramework.Assets.Interaction.InteractionC<br>allback.html)  | <i>interaction</i>  | Set this NonPlayableCharacter's interaction.  |
| - <b>BP.AdventureFramework.</b>   |                     |   |
| Extensions<br>(BP.AdventureFramework.Exte   |                     |   |

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

(BP.AdventureFramework.InterpretationCallback  
ExaminationCallback  
(BP.AdventureFramework.InterpretationCallback  
ExaminationCallback))

Initializes a new instance of the NonPlayableCharacter class.  
Declaration

### + BP.AdventureFramework.

Declaration

#### Logic

(BP.AdventureFramework.Logic)

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

## Parameters

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

## + BP.AdventureFramework.

### Commands

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

Initializes a new instance of the NonPlayableCharacter class.

## + BP.AdventureFramework.

### Declaration

#### **Conversations**

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

## + BP.AdventureFramework.

### Conversations.Instructions

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

### Parameters

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

## (BP.AdventureFramework | One)

# Properties

## Conversation

Get or set the conversation.

Declaration  
- **BP.AdventureFramework.**

### Assets.Characters

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

Character  
Property Value  
(BP.AdventureFramework.Assets.C

| Type                 | Description   |
|----------------------|---|
| Converser            | (BP.AdventureFramework.Assets.C<br>Conversation (BP.AdventureFramework.Conversations.Conversation.html) |
| NonPlayableCharacter | (BP.AdventureFramework.Assets.C<br>PlayableCharacter<br>(BP.AdventureFramework.Assets.C                 |

## Implements

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

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

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

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

+ **BP.AdventureFramework.**

### Assets.Locations

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

+ **BP.AdventureFramework.**

### Commands

```
(BP.AdventureFramework.Comman
```

+ **BP.AdventureFramework.**

### Conversations

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

+ **BP.AdventureFramework.**

### Conversations.Instructions

```
(BP.AdventureFramework.Conversio
```

+ **BP.AdventureFramework.**

### Extensions

```
(BP.AdventureFramework.Exten
```

+ **BP.AdventureFramework.**

### Interpretation

```
(BP.AdventureFramework.Interpre
```

+ **BP.AdventureFramework.**

### Logic

```
(BP.AdventureFramework.Logic
```

# Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

**Assets.Characters**

↳ [\(BP\\_AdventureFramework\\_Assets.Characters\)](#) ([http://docs.unrealengine.com/api/system.object](#))

↳ ExaminableObject ([BP\\_AdventureFramework\\_Assets.ExaminableObject.html](#))  
Character  
↳ Character ([BP\\_AdventureFramework\\_Assets.Characters.Character.html](#))  
([BP\\_AdventureFramework\\_Assets.Characters.Character](#))  
↳ PlayableCharacter  
IConverser

Implements

IPlayableCharacter ([BP\\_AdventureFramework\\_Assets.IPlayable.html](#))

IPlayerVisible ([BP\\_AdventureFramework\\_Assets.IPlayerVisible.html](#))

IInteractableCharacter ([BP\\_AdventureFramework\\_Assets.Interaction.IInteractWithItem.html](#))

([BP\\_AdventureFramework\\_Assets.Character](#))

Inherited Members

+ **BP\_AdventureFramework.**

Character.ISALIVE

**Assets\_Interaction**

([BP\\_AdventureFramework\\_Assets.Characters.Character.html](#)#[BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_ISALIVE](#))

**(BP\_AdventureFramework.Assets.Characters.Character)**

Character.Interaction

+ **BP\_AdventureFramework.**

([BP\\_AdventureFramework\\_Assets.Characters.Character.html](#)#[BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_Interaction](#))

**Assets\_Locations**

**(BP\_AdventureFramework.Assets.Characters.Character)**

Character.Items

([BP\\_AdventureFramework\\_Assets.Characters.Character.html](#)#[BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_Items](#))

+ **BP\_AdventureFramework.**

Character.Kill()

**(BP\_AdventureFramework.Character)**

Character.Kill()

([BP\\_AdventureFramework\\_Assets.Characters.Character.html](#)#[BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_Kill](#))

+ **BP\_AdventureFramework.**

Character.AcquireItem(Item)

**(BP\_AdventureFramework.Conversation)**

([BP\\_AdventureFramework\\_Assets.Characters.Character.html](#)#[BP\\_AdventureFramework\\_Assets\\_Characters\\_Conversation\\_AcquireItem](#))

**(BP\_AdventureFramework.Conversation)**

Character.RequireItem(Item)

**(BP\_AdventureFramework.Conversation)**

([BP\\_AdventureFramework\\_Assets.Characters.Character.html](#)#[BP\\_AdventureFramework\\_Assets\\_Characters\\_Conversation\\_RequireItem](#))

**(BP\_AdventureFramework.Conversation)**

Character.HasItem(Item, bool)

**(BP\_AdventureFramework.External)**

([BP\\_AdventureFramework\\_Assets.Characters.Character.html](#)#[BP\\_AdventureFramework\\_Assets\\_Characters\\_External](#))

**(BP\_AdventureFramework.External)**

Character.FindItem(string, out Item, bool)

**(BP\_AdventureFramework.External)**

([BP\\_AdventureFramework\\_Assets.Characters.Character.html](#)#[BP\\_AdventureFramework\\_Assets\\_Characters\\_External\\_FindItem](#))

**(BP\_AdventureFramework.External)**

Character.GiveItem(Item, Character)

**(BP\_AdventureFramework.External)**

([BP\\_AdventureFramework\\_Assets.Characters.Character.html](#)#[BP\\_AdventureFramework\\_Assets\\_Characters\\_External\\_GiveItem](#))

**(BP\_AdventureFramework.External)**

Character.Interact(Item)

**(BP\_AdventureFramework.External)**

([BP\\_AdventureFramework\\_Assets.Characters.Character.html](#)#[BP\\_AdventureFramework\\_Assets\\_Characters\\_External\\_Interact](#))

**(BP\_AdventureFramework.External)**

Character.Interpretation(Item)

**(BP\_AdventureFramework.External)**

([BP\\_AdventureFramework\\_Assets.Characters.Character.html](#)#[BP\\_AdventureFramework\\_Assets\\_Characters\\_External\\_Interpretation](#))

**(BP\_AdventureFramework.External)**

Character.Logic(Item)

**(BP\_AdventureFramework.External)**

([BP\\_AdventureFramework\\_Assets.Characters.Character.html](#)#[BP\\_AdventureFramework\\_Assets\\_Characters\\_External\\_Logic](#))

**(BP\_AdventureFramework.External)**

ExaminableObject.Examination  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Examination)

ExaminableObject.ToString()  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_ToString)

ExaminableObject.Identifier  
Assets.Characters  
**(BP.AdventureFramework.Assets.Characters)**  
ExaminableObject.Description  
Character  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Character)  
Converser  
ExaminableObject.Commands  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Commands)  
NonPlayableCharacter  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_NonPlayableCharacter)

ExaminableObject.Examiner  
PlayableCharacter  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_PlayableCharacter)  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Examiner)

ExaminableObject.IsPlayerVisible  
+ BP.AdventureFramework.  
**Assets.Interaction**  
sPlayerVisible  
**(BP.AdventureFramework.Assets.Interaction)**  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals(system-object-system-object)))  
+ BP.AdventureFramework.  
**Assets.Locations**  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals(system-object-system-object)))  
**(BP.AdventureFramework.Assets.Locations)**  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
+ BP.AdventureFramework.  
**Commands**  
NameSpace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Assets  
(BP.AdventureFramework.Assets.html).Characters (BP.AdventureFramework.Assets.Characters.html)

AsBP.AdventureFramework.dll

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

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

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

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

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

## Parameters

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

|   |                                    |  |
|---|------------------------------------|--|
| <b>Assets.Characters</b><br><b>(BP.AdventureFramework.Assets.Character)</b><br><b>PlayableCharacter(string, string, params Item[])</b><br><br>(BP.AdventureFramework.Assets.Character)<br>Initializes a new instance of the PlayableCharacter class.<br>Iconverter<br>Declaration<br>Parameters<br>+ BP.AdventureFramework.<br>Type Assets.Interaction<br>+ BP.AdventureFramework.Assets.Interaction<br>string (https://learn.microsoft.com/dotnet/api/system.string)<br>string (https://learn.microsoft.com/dotnet/api/system.string)<br>+ BP.AdventureFramework.<br>Assets.Locations<br>Item (BP.AdventureFramework.Assets.Item.html)[]<br>(BP.AdventureFramework.Assets.Locations) | <b>Name</b>                        | <b>Description</b>   |
| identifier<br>description<br>items  | identifier<br>description<br>items | This PlayableCharacter's identifier.<br>The description of the player.<br>The players items. |

## + BP.AdventureFramework.

### Commands

#### Methods

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

### UseItem(Item, IInteractWithItem)

#### Conversations

(BP.AdventureFramework.Conversations)

Use an item.

## + BP.AdventureFramework.

### Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Item (Item item, IInteractWithItem targetObject)

## + BP.AdventureFramework.

### Parameters

#### Extensions

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

## + BP.AdventureFramework.

### Logic

Returns

(BP.AdventureFramework.Logic)

| Type   | Description                    |
|--|--------------------------------|
| InteractionResult<br>(BP.AdventureFramework.Assets.Interaction.InteractionResult.html) | The result of the items usage. |

## Implements

### Assets.Characters

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

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

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

(BP.AdventureFramework.Assets.C

IConverser

(BP.AdventureFramework.Assets.C

NonPlayableCharacter

(BP.AdventureFramework.Assets.C

PlayableCharacter

(BP.AdventureFramework.Assets.C

### + BP.AdventureFramework.

#### Assets.Interaction

(BP.AdventureFramework.Assets.

### + BP.AdventureFramework.

#### Assets.Locations

(BP.AdventureFramework.Assets.

### + BP.AdventureFramework.

#### Commands

(BP.AdventureFramework.Com

### + BP.AdventureFramework.

#### Conversations

(BP.AdventureFramework.Con

### + BP.AdventureFramework.

#### Conversations.Instructions

(BP.AdventureFramework.Con

### + BP.AdventureFramework.

#### Extensions

(BP.AdventureFramework.Exte

### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Inter

### + BP.AdventureFramework.

#### Logic

(BP.AdventureFramework.Logi

# Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

## Classes

(BP.AdventureFramework.Assets.Interaction.Result)

+ BP.AdventureFramework.  
InteractionResult

Assets.Characters

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result of an interaction.

- BP.AdventureFramework.

Assets.Interaction

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

(BP.AdventureFramework.Assets.Interaction.Reaction)

Represents a reaction.

Condition

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

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result.

InteractionCallback

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

Interfaces

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

InteractionResult

IIInteractWithItem

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

Result

(BP.AdventureFramework.Assets.Interaction.Result)

Represents any object that can interact with an item.

ReactionResult

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

Result

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

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

(BP.AdventureFramework.Assets.Locations)

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.ComplexTypes)

+ BP.AdventureFramework.

Delegates

Conversations

(BP.AdventureFramework.Conversations)

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

(BP.AdventureFramework.Condition)

ConversationsInstructions

(BP.AdventureFramework.Condition.ConversationsInstructions)

+ BP.AdventureFramework.

## **InteractionCallback**

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

Represents the callback for interacting with objects.

▼

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

+ **BP.AdventureFramework.**

**Assets.Characters**

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

- **BP.AdventureFramework.**

**Assets.Interaction**

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

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

Reaction

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

ReactionResult

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

Result

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

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

+ **BP.AdventureFramework.**

**Conversations**

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

+ **BP.AdventureFramework.**

**Conversations.Instructions**

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

+ **BP.AdventureFramework.**

**Events**

**(BP.AdventureFramework.Events.IEvent)**

# Delegate Condition

Represents a callback for conditions.

Filter by title

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

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

Syntax

- **BP.AdventureFramework.**

**Assets.Interaction**

public delegate bool Condition()

(BP.AdventureFramework.Assets)

Condition

Returns (BP.AdventureFramework.Assets.Ir

| Type  | Description                  |
|---|------------------------------|
| InteractWithItem<br>(BP.AdventureFramework.Assets.Ir<br>bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )<br>InteractionCallback | The result of the condition. |

(BP.AdventureFramework.Assets.Ir

InteractionEffect

(BP.AdventureFramework.Assets.Ir

InteractionResult

(BP.AdventureFramework.Assets.Ir

Reaction

(BP.AdventureFramework.Assets.Ir

ReactionResult

(BP.AdventureFramework.Assets.Ir

Result

(BP.AdventureFramework.Assets.Ir

+ **BP.AdventureFramework.**

**Assets.Locations**

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

**Commands**

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

**Conversations**

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

**Conversations.Instructions**

(BP.AdventureFramework.Con

# Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

**Assembly:** BP.AdventureFramework.dll

- **BP.AdventureFramework.**

Syntax

**Assets.Interaction**

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

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

**Interact(Item)**

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

InteractionResult

Interact with an item.

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

Declaration

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

**IInteractionResult**

IInteractionResult Interact(Item item)

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

Result

Parameters

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

| Type                            | Name | Description |
|---------------------------------|------|-------------|
| + <b>BP.AdventureFramework.</b> |      |             |

**Assets.Locations**

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

item

The item to interact with.

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

Returns

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands.IInteractionResult)**

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

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations.IInteractionResult)**

+ **BP.AdventureFramework.**

**Conversations.Instructions**

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

+ **BP.AdventureFramework.**

**Extensions**

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

+ **BP.AdventureFramework.**

| Page | 50 / 300 |
|------|----------|
| Page | 50 / 300 |

# Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

- **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

**Assets.Interaction**

Syntax

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

`public delegate InteractionResult InteractionCallback(Item item)`

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

`IInteractWithItem`

Parameters

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

**Type** `InteractionCallback`

**Name**

**Description**

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

`item`

The item to interact with.

Returns `InteractionResult`

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

**Description**

`Reaction`

`InteractionResult`

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

The result of the interaction.

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

`Result`

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.**

**Conversations.Instructions**

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

+ **BP.AdventureFramework.**

**Extensions**

# Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

Assembly: BP.AdventureFramework.dll

**(BP.AdventureFramework.Assets.InteractionEffect)**

Condition

**(BP.AdventureFramework.Assets.InteractionEffect.Condition)**

IInteractWithItem

**(BP.AdventureFramework.Assets.InteractionEffect.IInteractWithItem)**

InteractionCallback

**(BP.AdventureFramework.Assets.InteractionEffect.InteractionCallback)**

InteractionEffect

## Fields

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

+ **BP.AdventureFramework.**

TargetUsedUp The target was used up.

## Assets.Locations

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

+ **BP.AdventureFramework.**

### Commands

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

### Conversations

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.**

### Conversations.Instructions

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

+ **BP.AdventureFramework.**

### Extensions

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

### Interpretation

**(BP.AdventureFramework.Interpretation)**

# Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

## Assets.Interaction

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

Inherited Members

## InteractWithItem

Result (BP.AdventureFramework.Assets.Interaction)

InteractionCallback  
([BP.AdventureFramework.Assets.Interaction.Result.html#BP\\_AdventureFramework\\_Assets\\_Interaction\\_Result\\_Description](#))  
InteractionEffect  
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## InteractionResult

InteractionResult (BP.AdventureFramework.Assets.Interaction)

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

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

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

Result

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

([BP.AdventureFramework.Assets](#)).Interaction  
↳ Assembly: BP\_AdventureFramework.dll  
↳ Syntax: `public sealed class InteractionResult : Result`

## BP.AdventureFramework

### Assets.Locations

#### BP.AdventureFramework.Assets

↳ public sealed class InteractionResult : Result

#### + BP.AdventureFramework.

##### Commands

#### BP.AdventureFramework.Commands

##### Constructors

#### + BP.AdventureFramework.

##### Conversations

#### InteractionResult(InteractionEffect, Item)

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

Initializes a new instance of the InteractionResult class.

#### + BP.AdventureFramework.

##### Conversations.Instructions

#### BP.AdventureFramework.Conversations

↳ public InteractionResult(InteractionEffect effect, Item item)

#### + BP.AdventureFramework.

##### Extensions

Parameters

#### (BP.AdventureFramework.Extensions)

Type

#### + BP.AdventureFramework.Extensions

##### InteractionEffect

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

| Type              | Name   | Description                     |
|-------------------|--------|---------------------------------|
| InteractionEffect | effect | The effect of this interaction. |

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

## InteractionResult(InteractionEffect, Item, string)

### Assets.Interaction

Initializes a new instance of the InteractionResult class.

(BP.AdventureFramework.Assets.InteractionResult)

#### Declaration

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

#### InteractionCallback

(BP.AdventureFramework.Assets.InteractionResult)

#### Parameters

##### InteractionEffect

Type (BP.AdventureFramework.Assets.InteractionEffect)

##### InteractionResult

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

(BP.AdventureFramework.Assets.InteractionResult)

##### Item

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

(BP.AdventureFramework.Assets.Item)

##### Result

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

### + BP.AdventureFramework.

#### Assets.Locations

Properties (BP.AdventureFramework.Assets.Locations)

### + BP.AdventureFramework.

#### Commands

(BP.AdventureFramework.Commands)

Get the effect.

### + BP.AdventureFramework.

#### Declaration

#### Conversations

(BP.AdventureFramework.Conversations)

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

### + BP.AdventureFramework.

#### Conversations.Instructions

##### Property Value

(BP.AdventureFramework.Conversations.Instruction)

##### Type

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

#### Extensions

(BP.AdventureFramework.Extensions)

### Item (BP.AdventureFramework.

#### Interpretation

Get the item used in the interaction.

(BP.AdventureFramework.Interpretation)

## Declaration

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

### Property Value

| Type   | Description |
|--|-------------|
| AssetsInteraction<br>(Item.cs) (BP.AdventureFramework.Assets.Item.html)                                      |             |
| (BP.AdventureFramework.Assets.InteractionCondition)  |             |
| Condition  |             |
| (BP.AdventureFramework.Assets.InteractionEffect)   |             |
| IInteractWithItem  |             |
| (BP.AdventureFramework.Assets.IInteractWithItem)   |             |
| InteractionCallback  |             |
| (BP.AdventureFramework.Assets.InteractionCallback)   |             |
| InteractionEffect  |             |
| (BP.AdventureFramework.Assets.InteractionEffect)   |             |
| InteractionResult  |             |
| (BP.AdventureFramework.Assets.InteractionResult)   |             |
| Reaction   |             |
| (BP.AdventureFramework.Assets.Reaction)  |             |
| ReactionResult   |             |
| (BP.AdventureFramework.Assets.ReactionResult)  |             |
| Result   |             |
| (BP.AdventureFramework.Assets.Result)  |             |
| + BP.AdventureFramework.<br>Assets.Locations<br>(BP.AdventureFramework.Assets.Locations)                     |             |
| + BP.AdventureFramework.<br>Commands<br>(BP.AdventureFramework.Commands)                                     |             |
| + BP.AdventureFramework.<br>Conversations<br>(BP.AdventureFramework.Conversations)                           |             |
| + BP.AdventureFramework.<br>Conversations.Instructions<br>(BP.AdventureFramework.Conversations.Instructions) |             |
| + BP.AdventureFramework.<br>Extensions<br>(BP.AdventureFramework.Extensions)                                 |             |
| + BP.AdventureFramework.<br>Interpretation<br>(BP.AdventureFramework.Interpretation)                         |             |

# Class Reaction

Represents a reaction.

Filter by title

Inheritance

**(BP.AdventureFramework.Assets)**

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

(BP.AdventureFramework.Assets.Interaction.html)

Inherited Members

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.html)

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

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

**Assembly:** BP.AdventureFramework.dll

Result

Syntax

(BP.AdventureFramework.Assets.Interaction.html)

+ **BP.AdventureFramework.**

public sealed class Reaction

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

**Constructors**

Reaction(ReactionResult, string)

+ **BP.AdventureFramework.**

Initializes a new instance of the Reaction class.

Conversations

Delegation

(BP.AdventureFramework.Conversations.html)

+ **BP.AdventureFramework.**

public Reaction(ReactionResult result, string description)

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

Parameters

+ **BP.AdventureFramework.**

Type

Extensions

ReactionResult

(BP.AdventureFramework.Extensions.ReactionResult.html)

+ **BP.AdventureFramework.**

Interpretation

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

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ **BP.AdventureFramework.**

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

# Properties

## Description

Get a description of the result.

Declaration

**(BP.AdventureFramework.Assets.InteractionResult)**

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

Condition

(BP.AdventureFramework.Assets.InteractionResult)

Property Value

(BP.AdventureFramework.Assets.InteractionResult)

Type InteractionCallback

Description

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

InteractionEffect

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.InteractionResult)

Reaction

Get the result.

(BP.AdventureFramework.Assets.InteractionResult)

Declaration

ReactionResult

(BP.AdventureFramework.Assets.InteractionResult)

Result ReactionResult Result { get; }

(BP.AdventureFramework.Assets.InteractionResult)

## + BP.AdventureFramework.

Assets.Locations

Type

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

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

## + BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

# Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

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

**Syntax**

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

## Fields

| Name     | Description   |
|----------|---|
| Reaction | (BP.AdventureFramework.Assets.Ir)   |
| Error    | ReactionResult Error.<br>(BP.AdventureFramework.Assets.Ir)                                    |
| Fatal    | Result A reaction that has a fatal effect on the player.<br>(BP.AdventureFramework.Assets.Ir) |
| Internal | An internal reaction.<br>(BP.AdventureFramework.Assets.Ir)                                    |

## + BP.AdventureFramework.

### OK

OK.

### Assets.Locations

(BP.AdventureFramework.Assets.Locations)

## + BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

### Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

### Logic

# Class Result

Represents a result.

Filter by title

## Inheritance

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

## Inherited Members

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

## Namespaces

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

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

## Assets.Locations

Assembly: BP.AdventureFramework.dll

## (BP.AdventureFramework.Assets.IResult)

Syntax

### + BP.AdventureFramework.

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

### + BP.AdventureFramework.

Constructors

Conversations  
(BP.AdventureFramework.Conversations.Result)

### Result(BP.AdventureFramework.

Conversations.Instructions

Initializes a new instance of the Result class.

(BP.AdventureFramework.Conversations.Result)

Declaration

### + BP.AdventureFramework.

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

### + BP.AdventureFramework.

Interpretation

Properties  
(BP.AdventureFramework.Interpretation.Result)

### + BP.AdventureFramework.

Description

(BP.AdventureFramework.Description.Result)

Get the description.

Declaration

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

Property Value

| Type  | Description |
|---|-------------|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>(BP.AdventureFramework.Assets.Interfaces.IInteractionResult) |             |

+ **BP.AdventureFramework.**

**Assets.Locations**

(BP.AdventureFramework.Assets.Interfaces.IAssetLocation)

+ **BP.AdventureFramework.**

**Commands**

(BP.AdventureFramework.Commands.ICommand)

+ **BP.AdventureFramework.**

**Conversations**

(BP.AdventureFramework.Conversations.IConversation)

+ **BP.AdventureFramework.**

**Conversations.Instructions**

(BP.AdventureFramework.Conversations.Instructions.IInstruction)

+ **BP.AdventureFramework.**

**Extensions**

(BP.AdventureFramework.Extensions.IExtension)

+ **BP.AdventureFramework.**

**Interpretation**

(BP.AdventureFramework.Interpretation.IInterpretation)

+ **BP.AdventureFramework.**

**Logic**

(BP.AdventureFramework.Logic.ILogic)

# Namespace BP.AdventureFramework. Assets.Locations

▼ Filter by title

## Classes

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

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

+ BP.AdventureFramework.

Represents an exit from a GameLocation.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

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

+ BP.AdventureFramework.

Represents a collection of rooms.

(BP.AdventureFramework.Assets.Matrix)

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

(BP.AdventureFramework.Assets.Overworld)

Represents an entire overworld.

Exit

(BP.AdventureFramework.Assets.Overworld.Exit)

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

+ BP.AdventureFramework.Assets.Region

Represents a region.

Overworld

(BP.AdventureFramework.Assets.Overworld.Region)

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

(BP.AdventureFramework.Assets.Room)

Represents a room

Room

(BP.AdventureFramework.Assets.Room.Room)

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

(BP.AdventureFramework.Assets.RoomPosition)

Represents a room position.

ViewPoint

(BP.AdventureFramework.Assets.RoomPosition.ViewPoint)

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

+ BP.AdventureFramework.

Represents a view point from a room.

(BP.AdventureFramework.Com)

## Enums

+ BP.AdventureFramework.

Conversations

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

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

# Enum Direction

Enumeration of directions.

Filter by title

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

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

Assets Interaction

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

- **BP.AdventureFramework.**

public enum Direction

**Assets.Locations**

(BP.AdventureFramework.Assets.Locations.Direction)

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

## Fields

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

ViewPoint

(BP.AdventureFramework.Assets.Locations.Direction)

## Extension Methods

+ **BP.AdventureFramework.**

Commands

Directions.Inverse(Direction)

(BP.AdventureFramework.Extensions.DirectionExtensions.html#BP\_AdventureFramework\_Extensions\_DirectionExtensions\_Inverse\_BP\_AdventureFramework\_Assets\_Locations\_Direction\_)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

# Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

## Assets.Interaction

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

## - BP.AdventureFramework.

Implements

## (BP.AdventureFramework.Ass

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

Derived Members

↳ (BP.AdventureFramework.Assets.L  
ExaminableObject.Examination  
Matrix  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Examination)  
Overworld  
ExaminableObject.ToString()  
(BP.AdventureFramework.Assets.L  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Region  
ToString)  
(BP.AdventureFramework.Assets.L  
ExaminableObject.Identifier  
Room  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_I  
dentifier)  
RoomPosition  
ExaminableObject.Description  
(BP.AdventureFramework.Assets.L  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_V  
iewPoint  
Description)  
(BP.AdventureFramework.Assets.L  
ExaminableObject.Commands

## + BP.AdventureFramework.

↳ ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Commands

ExaminableObject.Examine()

(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Examine)

## - BP.AdventureFramework.

ExaminableObject.IPlayerVisible

(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_I  
sPlayerVisible)

## + BP.AdventureFramework.

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

## Conversations.Instructions

(BP.AdventureFramework.html#BP\_AdventureFramework\_Assets\_Conversations\_Instructions)

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

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

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

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

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

Interpretation

Assembly: BP.AdventureFramework.dll

## (BP.AdventureFramework.Inte

## Syntax

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

## ▼ Constructors

### Assets.Interaction

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

- **BP.AdventureFramework.**

Initializes a new instance of the Exit class.

### Assets.Locations

**(BP.AdventureFramework.Assets.Locations.Exit(**

Direction

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

**)**

### Matrix

**Parameters**

**(BP.AdventureFramework.Assets.Locations.Exit.**

Type

Overworld

Region

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

Room

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

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

**Name**

**Description**

*direction*

The direction of the exit.

*isLocked*

If this exit is locked.

*identifier*

An identifier for the exit.

*description*

A description of the exit.

## Properties

### BP.AdventureFramework.

#### Commands

**(BP.AdventureFramework.Commands.Exit)**

+ **BP.AdventureFramework.**

Get the direction of the exit.

#### Conversations

Declaration

**(BP.AdventureFramework.Conversations.Exit)**

+ **BP.AdventureFramework.**

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

#### Conversations.Instructions

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

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

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

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

+ **BP.AdventureFramework.**

#### Interpretation

**(BP.AdventureFramework.Interpretations.Exit)**

**Description**

Get or set the interaction.

Declaration

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

Property Value

| Type   | Description |
|--|-------------|
| <a href="#">Assets.Interaction</a><br>( <a href="#">BP.AdventureFramework.Assets.Interaction.Callback.html</a> ) |             |

- **BP.AdventureFramework.**

**Assets.Locations**

**IsLocked** ([BP.AdventureFramework.Assets.Location.html](#))

Direction

Get if this Exit is locked.

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

Declaration

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

Matrix

public bool IsLocked { get; }

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

Overworld

Property Value

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

Type

Region

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

Description

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

Room

## Methods

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

+ **BP.AdventureFramework.**

**Interact(Item)**

Commands

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

Declaration

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

**Conversations**

public InteractionResult Interact(Item item)

+ **BP.AdventureFramework.**

Parameters

**Conversations.Instructions**

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

Name

Description

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

item

The item to interact with.

+ **BP.AdventureFramework.**

**Extensions**

Returns

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

Type

+ **BP.AdventureFramework.**

**InteractionResult**

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

Description

The result of the interaction.

## **Lock()**

Lock this exit.

Declaration

```
public void Lock()
```

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

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

Exit

(BP.AdventureFramework.Assets.Locations)

Matrix

(BP.AdventureFramework.Assets.Locations)

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

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

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

(BP.AdventureFramework.Assets.Locations)

Room

(BP.AdventureFramework.Assets.Locations)

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.**

**Conversations.Instructions**

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

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpretation)**

# Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

- **BP.AdventureFramework.**

**Assets.Locations**

(**BP.AdventureFramework.Ass**

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

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

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

object.Get<sup>1</sup>Object() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

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

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

(**BP.AdventureFramework.Ass**)

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

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

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

Room

Syntax

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

RoomPosition

public sealed class Matrix

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

ViewPoint

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

## Constructors

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Initializes a new instance of the Matrix class.

Conversations

Declaration

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Rooms(Room[,] rooms)

Conversations.Instructions

(**BP.AdventureFramework.Com**

Parameters

+ **BP.AdventureFramework.**

Type

| Name | Description |
|------|-------------|
|------|-------------|

Extensions

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

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

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

Interpretation

Properties

+ **BP.AdventureFramework.**

## Depth

Get the depth of the matrix.

Declaration

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

Property Value

| Type                                     | Description |
|--|-------------|
| (BP.AdventureFramework.Assets.Locations) |             |

Direction

Height  
Exit

Get the height of the matrix.

Matrix

Declaration  
(BP.AdventureFramework.Assets.Locations)

Overworld

(BP.AdventureFramework.Assets.Locations)

Region

Property Value  
(BP.AdventureFramework.Assets.Locations)

Room

| Type                                     | Description |
|--|-------------|
| (BP.AdventureFramework.Assets.Locations) |             |

ViewPoint

(BP.AdventureFramework.Assets.Locations)

this[int, int, int]

+ BP.AdventureFramework.

Get Commands

Declaration  
(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Type Conversations.Instructions

(BP.AdventureFramework.Conversations)

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

Name

Description

x

The x position.

y

The y position.

z

The z position.

+ BP.AdventureFramework.

Extensions

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

(BP.AdventureFramework.Extensions)

Properties

Interpretation

Type (BP.AdventureFramework.Interpretation)

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

Description

The room.

+ BP.AdventureFramework.

## Width

Get the width of the matrix.

Declaration

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

Property Value

| - <b>BP.AdventureFramework.</b>  | Description |
|--|-------------|
| <b>Assets.Locations</b><br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br><b>(BP.AdventureFramework.</b> |             |

Direction

(BP.AdventureFramework.Assets.L

## Methods

(BP.AdventureFramework.Assets.L

Matrix

**ToRooms()**

Overworld

Returns this matrix as a one dimensional array of rooms.

Region  
Declaration

(BP.AdventureFramework.Assets.L

Room

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

RoomPosition

Returns this matrix as a one dimensional array of rooms.

ViewPoint

Type  
(BP.AdventureFramework.Assets.L

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

+ **BP.AdventureFramework.**

### Commands

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

### Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

### Conversations.Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

### Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

### Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

# Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

↳ **BP.AdventureFramework**.  
Assets.Locations

↳ Overworld

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

Implements

Direction

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

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

Ext

Inherited Members

Matrix

ExaminableObject.Examination

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

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Overworld\\_Examination](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableObject.html#bp_adventureframework_assets_examinableObject_overworld_examination))

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

ExaminableObject.ToString()

Region

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

Room

ExaminableObject.Identifier

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

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_I](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableObject.html#bp_adventureframework_assets_examinableObject_i))

Identifier

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

ExaminableObject.Description

ViewPoint

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

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

Description

**ExaminableObject**.

Commands

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

(**BP.AdventureFramework.Com**)

ExaminableObject.IsPlayerVisible

+ **BP.AdventureFramework**.

Conversations

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_I](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableObject.html#bp_adventureframework_assets_examinableObject_i))

sPlayerVisible

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)))

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

(**BP.AdventureFramework.ConversationInstructions**)

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

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

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

+ **BP.AdventureFramework.Extensions**

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

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

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework**.

Syntax

**Interpretation**

**(BP.AdventureFramework.Inter**

public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible

+ **BP.AdventureFramework**.

# Constructors

## Overworld(Identifier, Description)

Initializes a new instance of the overworld class.

Declaration  

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

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

### Assets.Locations

(BPAdventureFramework.Assets.Locations)

Parameters

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

(BP.AdventureFramework.Assets.Locations)

Overworld

(BPAdventureFramework.Assets.Locations)

Region

Initializes a new instance of the overworld class.

(BPAdventureFramework.Assets.Locations)

Room

(BP.AdventureFramework.Assets.Locations)

RoomPosition

public Overworld(string identifier, string description)

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BPAdventureFramework.Assets.Locations)

Parameters

(BPAdventureFramework.Assets.Locations)

| Type   | Name        | Description                        |
|--|-------------|------------------------------------|
| Identifier (https://learn.microsoft.com/dotnet/api/system.string)  | identifier  | The identifier for this overworld. |
| Description (https://learn.microsoft.com/dotnet/api/system.string) | description | A description of this overworld.   |

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

### Commands

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

(BPAdventureFramework.Commands)

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

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

### Conversations

(BPAdventureFramework.Conversations)

### Properties

(BPAdventureFramework.Properties)

### Conversations.Instructions

(BPAdventureFramework.Conversations.Instructions)

CurrentRegion

+ **BPAdventureFramework.CurrentRegion**

Get the current region.

### Extensions

Declaration

(BPAdventureFramework.Extensions)

public Region CurrentRegion { get; }

### Interpretation

(BPAdventureFramework.Interpretation)

Property Value

+ **BPAdventureFramework.Interpretation**

- .

- .

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

## Regions

Get the regions in this overworld:

**BPAdventureFramework.**

Declaration

**Assets.Locations**

(BPAdventureFramework.Assets; )

Direction

Property Value

Exit

Type

| Type  | Description |
|---|-------------|
| (BP.AdventureFramework.Assets.L                               |             |
| Matrix  |             |
| Region (BP.AdventureFramework.Assets.Locations.Region.html)[] |             |
| (BP.AdventureFramework.Assets.L                               |             |

Overworld

(BP.AdventureFramework.Assets.L

Region

**Methods**

(BP.AdventureFramework.Assets.L

Room

(BP.AdventureFramework.Assets.L

AddRegion(Region)

RoomPosition

Add a region to this overworld.

ViewPoint

Declaration

(BP.AdventureFramework.Assets.L

+ **BPAdventureFramework.**

public void AddRegion(Region region)

**Commands**

(BPAdventureFramework.Com

Parameters

+ **BPAdventureFramework.**

Type

**Conversations**

(BPAdventureFramework.Com

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

Name

Description

region

The region to add.

+ **BPAdventureFramework.**

**Conversations.Instructions**

Examine()

(BPAdventureFramework.Com

Examine this object.

+ **BPAdventureFramework.**

**Extensions**

(BPAdventureFramework.Exte

public override ExaminationResult Examine()

+ **BPAdventureFramework.**

**Interpretation**

Returns

(BPAdventureFramework.Inter

+ **BPAdventureFramework.**

| Type   | Description   |
|--|---|
| ExaminationResult<br>(BP.AdventureFramework.Assets.ExaminationResult.html) | A ExaminationResult detailing the examination of this object. |

Overrides

ExaminableObject.Examine()

(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Examine)

## - BP.AdventureFramework.

### Assets.Locations

#### + BP.AdventureFramework.Asset

Direction

Find a region.

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

Matrix

public bool FindRegion(string regionName, out Region region)

(BP.AdventureFramework.Assets.L

Overworld

Parameters

(BP.AdventureFramework.Assets.L

Type Region

(BP.AdventureFramework.Assets.L

string regionName

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

Name

Description

The regions name.

Type Region

(BP.AdventureFramework.Assets.L

RoomPosition

region

The region.

Returns ViewPoint

Type ViewPoint

(BP.AdventureFramework.Assets.L

Description

+ BP.AdventureFramework./dotnet/api/system.boolean)

True if the region was found.

### Commands

#### (BP.AdventureFramework.Command)

#### + BP.AdventureFramework.

##### Conversations

Move to a region.

#### (BP.AdventureFramework.Conversation)

Declaration

#### + BP.AdventureFramework.

##### ConversationsInstructions

#### (BP.AdventureFramework.ConversationInstructions)

Parameters

#### + BP.AdventureFramework.

Type Extensions

(BP.AdventureFramework.Extensions)

Name

Description

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

region

The region to move to.

#### + BP.AdventureFramework.

##### Interpretation

Type Interpretation

(BP.AdventureFramework.Interpretation)

Description

+ BP.AdventureFramework./dotnet/api/system.boolean)

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

## RemoveRegion(Region)

Remove a region from this overworld.

Declaration

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

Parameters

- **BP.AdventureFramework.**

Type **Assets.Locations**

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

Name

Description

*region*

The region to remove.

Direction

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

## Implements

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

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

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

Overworld

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

Region

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

Room

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

RoomPosition

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

ViewPoint

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

## + **BP.AdventureFramework.**

**Commands**

(**BP.AdventureFramework.Commands**)

## + **BP.AdventureFramework.**

**Conversations**

(**BP.AdventureFramework.Conversations**)

## + **BP.AdventureFramework.**

**Conversations.Instructions**

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

## + **BP.AdventureFramework.**

**Extensions**

(**BP.AdventureFramework.Extensions**)

## + **BP.AdventureFramework.**

**Interpretation**

(**BP.AdventureFramework.Interpretation**)

## + **BP.AdventureFramework.**

**Nodes**

(**BP.AdventureFramework.Nodes**)

# Class Region

Represents a region.

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

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

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

↳ Region

↳ Direction

Implements

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

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

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

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

Implements

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

IExaminableObject.Examination

↳ Overworld

([BP\\_AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Examination](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_examination))

↳ Region

ExaminableObject.ToString()

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

([BP\\_AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_ToString](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_tostring))

↳ Room

ToString()

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

ExaminableObject.Identifier

↳ RoomPosition

([BP\\_AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Identifier](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_identifier))

↳ ViewPoint

ExaminableObject.Description

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

([BP\\_AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Description](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_description))

+ **BP.AdventureFramework.**

Commands

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

ExaminableObject.Commands

([BP\\_AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Commands](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_commands))

+ **BP.AdventureFramework.**

Conversations

([BP\\_AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_I\\_Conversation](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_i_conversation))

sPlayerVisible

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

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

+ **BP.AdventureFramework.**

Conversations.Instructions

([https://learn.microsoft.com/dotnet/api/bp\\_adventureframework.conversation.instructions](https://learn.microsoft.com/dotnet/api/bp_adventureframework.conversation.instructions))

(**(BP.AdventureFramework.ConversationInstructions)**

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

+ **BP.AdventureFramework.**

Extensions

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

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

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

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

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Interpretation

Syntax

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

+ **BP.AdventureFramework.**

Logic

# Constructors

## Region(Identifier, Description)

Initializes a new instance of the Region class.

Declaration

### - BP.AdventureFramework.

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

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

Parameters

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

Overworld

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

## Region(string, string)

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

Initializes a new instance of the Region class.

Room

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

RoomPosition

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

ViewPoint

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

Parameters

### + BP.AdventureFramework.

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

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

```
description
```

```
The description of this Region.
```

### Conversations

#### (BP.AdventureFramework.Con

## Properties

Conversations.Instructions

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

## CurrentRoom

### + BP.AdventureFramework.

Extensions

Get the current room.

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

Declaration

### + BP.AdventureFramework.

```
InterpretationCurrentRoom { get; }
```

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

Property Value

### + BP.AdventureFramework.

Logic

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

this[int, int, int]

Get a room at a specified location.

- **BP.AdventureFramework.**

## Assets.Locations

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

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

Direction

(BP.AdventureFramework.Assets.Locations)

Exit

Parameters

(BP.AdventureFramework.Assets.Locations)

Type Matrix

| 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. |

Room

Property Value  
(BP.AdventureFramework.Assets.Locations)

| Type         | Description |
|--------------|-------------|
| RoomPosition | The room.   |

## + BP.AdventureFramework.

### Rooms

#### Commands

(BP.AdventureFramework.Commands)

## - BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

Property Value

### Conversations.Instructions

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

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Extensions)

## VisibleWithoutDiscovery

+ BP.AdventureFramework.

Declaration: **Interpretation** region is visible without discovery.

(BP.AdventureFramework.Interpretations)

## + BP.AdventureFramework.

### Logic

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

## Property Value

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

## - **BP.AdventureFramework.**

### **Assets.Locations**

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

## Methods

### **AddRoom(Room, int, int, int)**

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

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

**Declaration**

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

**Room**

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

**Type** RoomPosition

(BP.AdventureFramework.Assets.Locations)

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

**ViewPoint**

(BP.AdventureFramework.Assets.Locations)

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

**Name**

**Description**

room The room to add.

x The x position within the region.

y The y position within the region.

z The z position within the region.

## + **BP.AdventureFramework.**

### **Commands**

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

**(BP.AdventureFramework.Commands)**

## Reference

### **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

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

## + **BP.AdventureFramework.**

### **Conversations.Instructions**

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

## Examine()

## + **BP.AdventureFramework.**

Examine this object.

### **Extensions**

**Declaration**

**(BP.AdventureFramework.Extensions)**

## + **BP.AdventureFramework.**

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

### **Interpretation**

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

**Returns**

## + **BP.AdventureFramework.**

### **Logic**

| Type   | Description   |
|--|---|
| ExaminationResult<br>(BP.AdventureFramework.Assets.ExaminationResult.html) | A ExaminationResult detailing the examination of this object. |

Overrides

ExaminableObject.Examine()

(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Examine)

## + BP.AdventureFramework. Assets.Locations

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

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Get an adjoining room to the Region.CurrentRoom property.

Exit

Declaration

Matrix

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Overworld

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Parameters

Region

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

Return

(BP.AdventureFramework.Assets.Locations.Room)

| Type | Description         |
|------|---------------------|
| Room | The adjoining Room. |

### (BP.AdventureFramework.Com

## GetAdjoiningRoom(Direction, Room)

### Conversations

Get an adjoining room to a room

(BP.AdventureFramework.Com

Declaration

### + BP.AdventureFramework.

#### Conversations.Instructions

public Room GetAdjoiningRoom(Direction direction, Room room)

(BP.AdventureFramework.Com

### + BP.AdventureFramework.

#### Extensions

(BP.AdventureFramework.Exte

Direction

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

#### Interpretation

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

(BP.AdventureFramework.Inter

### + BP.AdventureFramework.

#### Logic

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

## GetPositionOfRoom(Room)

Get the position of a room.

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

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

Parameters

(BP.AdventureFramework.Assets.Locations)

Type Matrix

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

Overworld

Returns Region

Type BP.AdventureFramework.Assets.Locations

Room

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

RoomPosition

(BP.AdventureFramework.Assets.Locations)

## JumpToRoom(int, int, int)

(BP.AdventureFramework.Assets.Locations)

Jump to a room.

+ **BP.AdventureFramework.**

Declaration

Commands

(BP.AdventureFramework.Commands)

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

+ **BP.AdventureFramework.**

Conversations

Parameters

(BP.AdventureFramework.Conversations)

Type

+ **BP.AdventureFramework.**

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

Conversations.Instructions

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

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

+ **BP.AdventureFramework.**

Extensions

Returns

(BP.AdventureFramework.Extensions)

Type

+ **BP.AdventureFramework.**

| Type   | Description                                      |
|--|--|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) | True if the room could be jumped to, else false. |

Interpretation

(BP.AdventureFramework.Interpretations)

+ **BP.AdventureFramework.**

Move(Direction)

Logic

Move in a direction.

Declaration

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

Parameters

| Type  | Name      | Description               |
|---|-----------|---------------------------|
| <b>BPAdventureFramework.</b><br><b>Assets.Locations</b><br>Direction (BPAdventureFramework.Assets.Locations.Direction.html)<br><b>(BPAdventureFramework.Assets.Locations.Direction)</b> | direction | The direction to move in. |

Direction

Returns  
(BPAdventureFramework.Assets.Locations.Direction)

| Type  | Description                                  |
|---|--|
| <b>BPAdventureFramework.</b><br><b>Assets.Locations</b><br>bool (https://learn.microsoft.com/dotnet/api/system.boolean)<br>Matrix | True if the move was successful, else false. |

(BPAdventureFramework.Assets.Locations.Direction)

Overworld

**SetStartRoom(Room)**

(BPAdventureFramework.Assets.Locations.Room)

Region

Set the room to start in.  
(BPAdventureFramework.Assets.Locations.Room)

Declaration

Room

(BPAdventureFramework.Assets.Locations.Room)

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

(BPAdventureFramework.Assets.Locations.Room)

ViewPoint

Parameters

(BPAdventureFramework.Assets.Locations.Room)

| Type   | Name | Description           |
|--|------|-----------------------|
| <b>BPAdventureFramework.</b><br><b>Commands</b><br>Room (BPAdventureFramework.Assets.Locations.Room.html)<br><b>(BPAdventureFramework.Commands.Room)</b> | room | The Room to start in. |

+ BPAdventureFramework.

**SetStartRoom(int, int, int)**

Conversations

(BPAdventureFramework.Conversations)

Set the room to start in.

+ BPAdventureFramework.

Declaration

**Conversations.Instructions**

(BPAdventureFramework.Conversations.Instructions)

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

+ BPAdventureFramework.

Extensions

(BPAdventureFramework.Extensions)

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

+ BPAdventureFramework.

Logic

## ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

### - BP.AdventureFramework.

Returns

#### Assets.Locations

Type

(BP.AdventureFramework.Assets.Locat

Matrix

(BP.AdventureFramework.Assets.Locat

Direction

(BP.AdventureFramework.Assets.Locat

Exit

(BP.AdventureFramework.Assets.Locat

Matrix

## UnlockDoorPair(Direction)

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

Overworld

Declaration

(BP.AdventureFramework.Assets.Locat

Region

(BP.AdventureFramework.Assets.Locat

Room

(BP.AdventureFramework.Assets.Locat

Parameters

RoomPosition

Type

(BP.AdventureFramework.Assets.Locat

Description

ViewPoint

Direction

(BP.AdventureFramework.Assets.Locat

Name

Description

direction

The direction to unlock in.

## BP.AdventureFramework.

### Commands

Type

(BP.AdventureFramework.Com

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

Description

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

### + BP.AdventureFramework.

#### Conversations

## Implements

### IAdventureFramework

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

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

(BP.AdventureFramework.Com

### + BP.AdventureFramework.

#### Extensions

(BP.AdventureFramework.Exte

### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Inter

### + BP.AdventureFramework.

#### Logic

# Class Room

Represents a room

Filter by title

Inheritance

## **Assets.Locations**

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

### **(BP.AdventureFramework.Ass**

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

Direction

Room

(<BP.AdventureFramework.Assets.L>

Implements

Exit

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

(<BP.AdventureFramework.Assets.L>

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

Matrix

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

(<BP.AdventureFramework.Assets.L>

InteractionWithItem

Over members

(<BP.AdventureFramework.Assets.L>

ExaminableObject.Examination

Region

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Examination](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examination))

(<BP.AdventureFramework.Assets.L>

Examination

Room

ExaminableObject.ToString()

(<BP.AdventureFramework.Assets.L>

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_RoomPosition](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_RoomPosition))

Tostring

(<BP.AdventureFramework.Assets.L>

ExaminableObject.Identifier

ViewPoint

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Identifier](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Identifier))

(<BP.AdventureFramework.Assets.L>

identifier

**+ BP.AdventureFramework.**

Commands

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Commands](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Commands))

(<BP.AdventureFramework.Com>

ExaminableObject.Commands

**+ BP.AdventureFramework.**

Conversations

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Conversations](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Conversations))

(<BP.AdventureFramework.Com>

ExaminableObject.Conversations

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Conversations](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Conversations))

(<BP.AdventureFramework.Com>

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

**+ BP.AdventureFramework.**

Instructions

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Instructions](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Instructions))

(<BP.AdventureFramework.Com>

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

**+ BP.AdventureFramework.**

Extensions

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Extensions](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Extensions))

(<BP.AdventureFramework.Com>

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

**+ BP.AdventureFramework.**

Extensions

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Extensions](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Extensions))

(<BP.AdventureFramework.Com>

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

**+ BP.AdventureFramework.**

Interpretation

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Interpretation](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Interpretation))

(<BP.AdventureFramework.Com>

Assembly: BP.AdventureFramework.dll

Syntax

**BP.AdventureFramework.**

Logic

**(BP.AdventureFramework.Logi**

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

## Constructors

### Assets.Locations

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

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.Locations.Room)

Declaration

Exit

(BP.AdventureFramework.Assets.Locations.Room)

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

(BP.AdventureFramework.Assets.Locations.Room)

Overworld

Parameters

(BP.AdventureFramework.Assets.Locations.Room)

Type

Region

Name

Description

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

identifier

This rooms identifier.

Room

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

description

This rooms description.

RoomPosition

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

exits

The exits from this room.

(BP.AdventureFramework.Assets.Locations.Room)

ViewPoint

(BP.AdventureFramework.Assets.Locations.Room)

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

+ BP.AdventureFramework.

Commands

Initializes a new instance of the Room class.

(BP.AdventureFramework.Commands.Room)

Declaration

Room

(BP.AdventureFramework.Commands.Room)

### + BP.AdventureFramework.

Conversations

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

(BP.AdventureFramework.Conversations.Room)

### + BP.AdventureFramework.

Parameters

Conversations.Instructions

Type

(BP.AdventureFramework.Conversations.Instructions)

Name

Description

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

identifier

This rooms identifier.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Assets.Description.html)

description

This rooms description.

(BP.AdventureFramework.Extensions.Room)

Exit

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

exits

The exits from this room.

+ BP.AdventureFramework.

Items

(BP.AdventureFramework.Assets.Item.html)

items

The items in this room.

Interpretation

(BP.AdventureFramework.Interpretation)

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

Logic

Initializes a new instance of the Room class.

(BP.AdventureFramework.Logic.Room)

## Declaration

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

## Parameters

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

Exit  
(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

Initializes a new instance of the Room class.

Declaration  
Region

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

RoomPosition

Parameters  
(BP.AdventureFramework.Assets.L

| Type  |  | Name           | Description  |
|---|--|----------------|--|
| ViewPoint<br>(BP.AdventureFramework.Assets.L  |  | identifier     | This rooms identifier.                               |
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>+ BP.AdventureFramework.    |  | description    | This rooms description.                              |
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>+ BP.AdventureFramework.Com | Exit (BP.AdventureFramework.Assets.Locations.Exit.html)[]<br>Item (BP.AdventureFramework.Assets.Item.html)[] | exits<br>items | The exits from this room.<br>The items in this room. |

+ BP.AdventureFramework.  
Properties

Conversations  
Instructions

(BP.AdventureFramework.Con

## Characters

+ BP.AdventureFramework.

Extensions  
Get the characters in this Room.

(BP.AdventureFramework.Exte  
Declaration

## + BP.AdventureFramework.

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

## Property Value

+ BP.AdventureFramework.  
Logic  
(BP.AdventureFramework.Logi

| Type   | Description |
|--|-------------|
| NonPlayableCharacter (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html)<br>[] |             |

## EnteredFrom

### Assets.Locations

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

Declaration  
Direction

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

Property Value  
Matrix

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

Type  
Overworld

| Type   | Description |
|--|-------------|
| Direction (BP.AdventureFramework.Assets.Locations.Direction.html)?<br>Region |             |

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

### Exits

(BP.AdventureFramework.Assets.Locations)
RoomPosition

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

Declaration  
ViewPoint

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

## + BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

### Conversations

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

(BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

### HasBeenVisited

(BP.AdventureFramework.HasBeenVisited)

Get if this location has been visited.  
(BP.AdventureFramework.HasBeenVisited)

## + BP.AdventureFramework.

Declaration

### Extensions

(BP.AdventureFramework.Extensions)
public bool HasBeenVisited { get; }

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Interpretation)
Type

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

### Logic

(BP.AdventureFramework.Logic)

## Interaction

Get or set the interaction.

Declaration

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

### Assets Locations

Property Value

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

Exit

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

### this[Direction]

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

Get an Exit

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

Declaration

Region

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

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

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

Parameters

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

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

## + BP.AdventureFramework.

### Commands

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

### Conversations

### (BP.AdventureFramework.Conversations)

### Items

### (BP.AdventureFramework.Items)

### Conversations Instructions

Get the items in this Room.

### (BP.AdventureFramework.Conversations)

Declaration

## + BP.AdventureFramework.

### Extensions

Item[] Items { get; }

### (BP.AdventureFramework.Extensions)

### Property Value

### (BP.AdventureFramework.Item)

### Interpretation

### (BP.AdventureFramework.Interpretation)

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

## + BP.AdventureFramework.

### Logic

### (BP.AdventureFramework.Logic)

## UnlockedExits

Get all unlocked exits.

Declaration

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

## AssetsLocations

Property Value

(BP.AdventureFramework.Assets.L

Type

Direction

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

Description

Exit

(BP.AdventureFramework.Assets.L

Matrix

(BP.AdventureFramework.Assets.L

Overworld

(BP.AdventureFramework.Assets.L

## Methods

### AddCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Assets.L

Add **Character** to this room.

Room

Declaration

RoomPosition

(BP.AdventureFramework.Assets.L

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

ViewPoint

(BP.AdventureFramework.Assets.L

Parameters

+ BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Com

NonPlayableCharacter

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

Name

Description

character

The character to add.

### Conversations

(BP.AdventureFramework.Con

### AddExit(Exit)

+ BP.AdventureFramework.

Add an exit to this room.

### Conversations.Instructions

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

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

### Extensions

(BP.AdventureFramework.Exte

Parameters

+ BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Inte

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

Name

Description

exit

The exit to add.

+ BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logi

Add an item to this room.

#### Declaration

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

#### Parameters

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

Direction

(BP.AdventureFramework.Items.Location)

Exit

#### CanMove(Direction)

(BP.AdventureFramework.Items.Location)

Matrix

Test if a move is possible.

(BP.AdventureFramework.Items.Location)

#### Declaration

(BP.AdventureFramework.Items.Location)

Region

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

(BP.AdventureFramework.Items.Location)

Room

#### Parameters

(BP.AdventureFramework.Items.Location)

Type

RoomPosition

(BP.AdventureFramework.Items.Location)

Direction

(BP.AdventureFramework.Items.Direction.html)

Name

Description

direction

The direction to test.

(BP.AdventureFramework.Items.Location)

Returns

#### + BP.AdventureFramework.

Type

Commands

b

(BP.AdventureFramework.Commands)

Description

If a move in the specified direction is possible.

#### + BP.AdventureFramework.

##### Conversations

#### ContainsCharacter(NonPlayableCharacter, bool)

(BP.AdventureFramework.Conversation)

Check if this Room contains a character.

#### + BP.AdventureFramework.

##### Conversations.Instructions

(BP.AdventureFramework.Conversation)

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

##### Extensions

(BP.AdventureFramework.Extensions)

#### Parameters

#### + BP.AdventureFramework.

Type

Interpretation

N

(BP.AdventureFramework.Interpretations)

P

(BP.AdventureFramework.Items.Character.NonPlayableCharacter.html)

Name

character

Description

The character.

#### + BP.AdventureFramework.

##### Logic

(BP.AdventureFramework.Logic)

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

>Returns

| Type   | Description                                   |
|--|---|
| <b>Assets.Locations</b><br><b>(BP.AdventureFramework.Assets.Locations)</b><br>bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) | True if the item is in this room, else false. |

Direction

(BP.AdventureFramework.Assets.LocationExtensions.Direction)

Exit

(BP.AdventureFramework.Assets.LocationExtensions.Exit)

GetInThisRoom

Room contains a character.

(BP.AdventureFramework.Assets.LocationExtensions.GetInThisRoom)

Declaration

OverWorld

(BP.AdventureFramework.Assets.LocationExtensions.OverWorld)

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

(BP.AdventureFramework.Assets.LocationExtensions.ContainsCharacter)

Room

(BP.AdventureFramework.Assets.LocationExtensions.Room)

Parameters

RoomPosition

| Type  | Name | Description |
|---|------|-------------|
| BP.AdventureFramework.Assets.LocationExtensions |      |             |

ViewPoint

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

*characterName*

The character name to check for.

+ BP.AdventureFramework.

Commands

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

*includeInvisibleCharacters*

Specify if invisible characters should be included.

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

+ BP.AdventureFramework.

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

Description

True if the item is in this room, else false.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

ContainSExit(Direction, bool)

Extensions

Get if this Room contains an exit.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

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

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Parameters

Logic

(BP.AdventureFramework.Logic)

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

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

Returns  
Direction

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

Matrix

(BP.AdventureFramework.Assets.Locations)

### ContainsExit(bool)

(BP.AdventureFramework.Assets.Locations)

Get if this Room contains an exit.

Region

(BP.AdventureFramework.Assets.Locations)

Room

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

(BP.AdventureFramework.Assets.Locations)

ParaviewPoint

| Type  | Name                         | Description                                    |
|---|------------------------------|--|
| + BP.AdventureFramework.<br>Commands<br>(https://learn.microsoft.com/dotnet/api/system.boolean)<br>(BP.AdventureFramework.Commands) | <i>includeInvisibleExits</i> | Specify if invisible exits should be included. |

### + BP.AdventureFramework.

Returns  
Conversations

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

### Conversations.Instructions

(BP.AdventureFramework.Conversations)

### ContainsInteractionTarget(string)

+ BP.AdventureFramework.

Extensions contains an interaction target.

(BP.AdventureFramework.Extensions)

### + BP.AdventureFramework.

```
public bool ContainsInteractionTarget(string targetName)
```

(BP.AdventureFramework.Interactions)

Parameters

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

| Type   | Name       | Description                          |
|--|------------|--------------------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | targetName | The name of the target to check for. |

Returns

| Type   | Description                                     |
|--|---|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) | True if the target is in this room, else false. |

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

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

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

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

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

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

Parameters  
 Room

| Type   | Name | Description            |
|--|------|------------------------|
| RoomPosition<br>Item ( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item.html">https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item.html</a> ) | item | The item to check for. |

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

| Type                                     | Description |
|--|-------------|
| + <a href="#">BP.AdventureFramework.</a> |             |

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

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

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

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

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

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

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

+ [BP.AdventureFramework.](#)

ContainsItem(string, bool)  
 Conversations

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

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

+ [BP.AdventureFramework.](#)

Conversations.Instructions

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

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

+ [BP.AdventureFramework.](#)

Extensions

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

+ [BP.AdventureFramework.](#)

Interpretation

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

+ [BP.AdventureFramework.](#)

Logic

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

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

| Type                                     | Name                  | Description                                    |
|--|-----------------------|--|
| + <a href="#">BP.AdventureFramework.</a> | itemName              | The item name to check for.                    |
| + <a href="#">BP.AdventureFramework.</a> | includeInvisibleItems | Specify if invisible items should be included. |

Returns

| Type   | Description                                   |
|--|---|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) | True if the item is in this room, else false. |

## ▼ Examine()

### Assets.Locations

Handle examination this Room.

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

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Matrix

Returns

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Description

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

Region

The result of this examination.

Overrides

Room

ExaminableObject.Examine()

(BP.AdventureFramework.Assets.Locations)

(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_RoomPosition)

Examine()

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

## FindCharacter(string, out NonPlayableCharacter)

### + BP.AdventureFramework.

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

### Commands

Declaration

(BP.AdventureFramework.Commands)

### + BP.AdventureFramework.

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

### Conversations

(BP.AdventureFramework.Conversations)

Parameters

### + BP.AdventureFramework.

#### Type Conversations.Instructions

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

Name

Description

characterName

The character.

(BP.AdventureFramework.Conversations)

NonPlayableCharacter

character

The character name.

### + BP.AdventureFramework.

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

### Extensions

(BP.AdventureFramework.Extensions)

Returns

### + BP.AdventureFramework.

#### Type Interpretation

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

Description

True if the character was found.

(BP.AdventureFramework.Interpretation)

### + BP.AdventureFramework.

Logic

## FindCharacter(string, out NonPlayableCharacter, bool)

(BP.AdventureFramework.Logic)

Find a character.

Declaration

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



Parameters

### Assets.Locations

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

Returns  
RoomPosition

| Type   | Description                      |
|--|----------------------------------|
| ViewPoint<br>bool<br>( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )<br>( <a href="#">BP.AdventureFramework.Assets.Location.ViewPoint.html</a> ) | True if the character was found. |

+ BP.AdventureFramework.

### Commands

#### FindExit(Direction, bool, out Exit)

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

Find an exit.

+ BP.AdventureFramework.

Declaration

### Conversations

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

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

+ BP.AdventureFramework.

### Conversations.Instructions

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

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

Returns

| Type   | Description                 |
|--|-----------------------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) | True if the exit was found. |

## FindInteractionTarget(string, out IInteractWithItem)

### Assets.Locations

Find an interaction target.

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

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

### Matrix

Parameters

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Name

Description

Type

String

targetName

The targets name.

Region

Type

IInteractWithItem

target

The target.

Type

RoomPosition

Return Type

(BP.AdventureFramework.Assets.Locations)

Type

ViewPoint

Description

Type

(BP.AdventureFramework.Assets.Locations)

Description

Type

bool

True if the target was found.

+ **BP.AdventureFramework.**

### Commands

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

**FindItem(string, out Item)**

+ **BP.AdventureFramework.**

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

**Conversations**

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

Declaration

+ **BP.AdventureFramework.**

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

**Conversations.Instructions**

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

Declaration

Parameters

+ **BP.AdventureFramework.**

Type

Extensions

Name

Description

Type

(BP.AdventureFramework.Extensions)

itemName

The items name. This is case insensitive

+ **BP.AdventureFramework.**

Item

(BP.AdventureFramework.Assets.Item.html)

item

The item

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

Returns

+ **BP.AdventureFramework.**

### Logic

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

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

## FindItem(string, out Item, bool)

Find an item.

### Assets.Locations

Declaration:

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

Direction

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

Exit

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

Parameters

Matrix

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

Returns

+ BP.AdventureFramework.

Type

### Commands

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

Description

True if the item was found.

+ BP.AdventureFramework.

### Conversations

HasLockedExitInDirection(Direction, bool)

(BP.AdventureFramework.Con

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

+ BP.AdventureFramework.

Declaration:

### Conversations.Instructions

(BP.AdventureFramework.Con

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

+ BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Exte

Parameters

+ BP.AdventureFramework.

Type

### Interpretation

Direction

(BP.AdventureFramework.Inter

(BP.AdventureFramework.Assets.Locations.Direction

Name

Description

direction

The direction to check.

+ BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logi

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

>Returns

| Type  | Description   |
|---|---|
| <b>Assets.Locations</b><br><b>(BP.AdventureFramework.Assets.Locations)</b><br>bool<br>( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) | If there is a locked exit in the specified direction. |

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

**HasUnlockedExitInDirection(Direction, bool)**

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

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

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Locations.OverWorld)

```
region bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)
    (BP.AdventureFramework.Assets.Locations.OverWorld)
```

Room

(BP.AdventureFramework.Assets.Locations.Room)

Parameters

RoomPosition

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

+ BP.AdventureFramework.

**Conversations**

Returns

**(BP.AdventureFramework.Conversations)**

| Type  | Description   |
|---|---|
| <b>Conversations.Instructions</b><br>( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )<br>(BP.AdventureFramework.Conversations) | If there is a unlocked exit in the specified direction. |

+ BP.AdventureFramework.

**Extensions**

**(BP.AdventureFramework.Extensions)**

Interact with an item.

+ BP.AdventureFramework.

Declaration

**Interpretation**

**(BP.AdventureFramework.Interpretations)**

```
public InteractionResult Interpret(Item item)
```

+ BP.AdventureFramework.

**Logic**

Parameters

**(BP.AdventureFramework.Logic)**

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

Returns

| Type   | Description                    |
|--|--------------------------------|
| InteractionResult<br><b>Assets.Locations</b><br>(BP.AdventureFramework.Assets.Interaction.InteractionResult.html)<br><b>(BP.AdventureFramework.Assets.Locations)</b> | The result of the interaction. |

Direction  
(BP.AdventureFramework.Assets.Location)  
**Movedinto(Direction?)**

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

Matrix  
Declaration  
(BP.AdventureFramework.Assets.Location)

Overworld  
p(BP.AdventureFramework.Location? fromDirection)

Region  
(BP.AdventureFramework.Assets.Location)

Parameters  
Room

| Type   | Name          | Description  |
|--|---------------|--|
| RoomPosition<br>Direction<br>(BP.AdventureFramework.Assets.Location)<br>(BP.AdventureFramework.Assets.Location)<br>ViewPoint<br>s.Direction.html)<br>? | fromDirection | The direction movement into this Room is from.<br>Use null if there is no direction. |

+ BP.AdventureFramework.

Commands

**RemoveCharacter(NonPlayableCharacter)**

+ BP.AdventureFramework.

Remove a character from the room.

Conversations

Declaration  
(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Remove a character (NonPlayableCharacter character)

Conversations.Instructions

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Extensions

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

| Type  | Name      | Description              |
|---|-----------|--------------------------|
| NonPlayableCharacter<br>(BP.AdventureFramework.Extensions)<br>(BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html) | character | The character to remove. |

+ BP.AdventureFramework.

Interpretation

**RemoveExit(EXIT)**

+ BP.AdventureFramework.

Remove a exit from room.

Logic

Declaration  
(BP.AdventureFramework.Logic)

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

#### Parameters

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

#### Assets.Locations

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

### RemoveInteractionTarget(IInteractWithItem)

(BP.AdventureFramework.Assets.Locations)

Remove an interaction target from the room.

Exit

Declaration  
Matrix

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

Overworld

(BP.AdventureFramework.Assets.Locations)

#### Parameters

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

(BP.AdventureFramework.Assets.Locations)

#### Returns

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

#### + BP.AdventureFramework.

### RemoveItem(Item)

#### (BP.AdventureFramework.Commands)

Remove an item from the room.

#### + BP.AdventureFramework.

Declaration  
Conversations.Instructions

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

#### + BP.AdventureFramework.

#### Extensions

#### Parameters

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

#### (BP.AdventureFramework.Interactions)

### SpecifyConditionalDescription(ConditionalDescription)

#### Logic

Specify a conditional description of this room.

#### (BP.AdventureFramework.Logics)

## Declaration

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

### Parameters

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

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

Exit  
(BP.AdventureFramework.Assets.IExaminable)  
Matrix  
IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)  
IInteractWithItem (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)  
Overworld  
(BP.AdventureFramework.Assets.Location)  
Region  
(BP.AdventureFramework.Assets.Location)  
Room  
(BP.AdventureFramework.Assets.Location)  
RoomPosition  
(BP.AdventureFramework.Assets.Location)  
ViewPoint  
(BP.AdventureFramework.Assets.Location)

### + BP.AdventureFramework.

#### Commands

(BP.AdventureFramework.Commands)

### + BP.AdventureFramework.

#### Conversations

(BP.AdventureFramework.Conversations)

### + BP.AdventureFramework.

#### Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

### + BP.AdventureFramework.

#### Extensions

(BP.AdventureFramework.Extensions)

### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Interpretation)

### + BP.AdventureFramework.

#### Logic

(BP.AdventureFramework.Logic)

# Class RoomPosition

Represents a room position.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ Direction

↳ RoomPosition

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

Inherited Members

Exit

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

Matrix

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

System.Object

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

Object

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

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

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

RoomPosition

Namespace: BP ([BP.html](https://BP.html)).AdventureFramework ([BP.html](https://BP.html)).Assets

([BP.html](https://BP.html)).AdventureFramework.Assets.Locations ([BP.html](https://BP.html).Assets.Locations.html)

View Point

Assembly: BP.AdventureFramework.dll

([BP.html](https://BP.html).AdventureFramework.Assets.Locations)

Syntax

+ **BP.AdventureFramework.**

**Class** RoomPosition

**Class** (**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

**Constructors**

**Conversations**

**Class** (**BP.AdventureFramework.Con**

**RoomPosition(Room, int, int)**

**Conversations Instructions**

    Initializes a new instance of the RoomPosition class.

**Class** (**BP.AdventureFramework.Con**

    Declaration

+ **BP.AdventureFramework.**

**Extensions**

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

**Class** (**BP.AdventureFramework.Exte**

    Parameters

**BP.AdventureFramework.**

**Type**

**BP.AdventureFramework.Inte**

            Rbom ([BP.html](https://BP.html).Assets.Locations.Room.html)

**Name**

            room

            The room/

+ **BP.AdventureFramework.**

**Logic**

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

            x

            The x position of the room.

**BP.AdventureFramework.Logi**

            y

            The y position of the room.

+ **BP.AdventureFramework**

| Type  | Name | Description                 |
|---|------|-----------------------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | z    | The z position of the room. |

# Properties

(BP.AdventureFramework.Assets.Room)

## Room

(BP.AdventureFramework.Assets.Location)

Get the room.

Exit

(BP.AdventureFramework.Assets.Location)

Declaration

Matrix

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

Overworld

(BP.AdventureFramework.Assets.Location)

## Property Value

| Type | Description |
|------|-------------|
| Room |             |

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

RoomPosition

(BP.AdventureFramework.Assets.Location)

ViewPoint

(BP.AdventureFramework.Assets.Location)

Get the Y position of the room.

# BP.AdventureFramework.

## Commands

Declaration

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

## Conversations

Property Value

(BP.AdventureFramework.Conversation)

## Type

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

## Y

## Extensions

(BP.AdventureFramework.Extensions)

Get the Y position of the room.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Property Value

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

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

## Z

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

Declaration  
 Direction

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

Matrix  
 Property Value

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

Type  
 Overworld

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

Region

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

Room

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

## Methods

**IsAtPosition(int, int, int)**  
 (BP.AdventureFramework.Assets.RoomPosition)

Get if this RoomPosition is at a position.

## + BP.AdventureFramework.

### Commands

Declaration

**(BP.AdventureFramework.Commands)**

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

## + BP.AdventureFramework.

### Conversations

Part of

**(BP.AdventureFramework.Conversations)**

## + BP.AdventureFramework.

Instructions

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

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

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

## + BP.AdventureFramework.

Instructions

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

### Extensions

**(BP.AdventureFramework.Extensions)**

Returns

## + BP.AdventureFramework.

Interpretation

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

**(BP.AdventureFramework.Interpretation)**

## + BP.AdventureFramework.

### Logic

**(BP.AdventureFramework.Logic)**

## + BP.AdventureFramework.

▼

## (BP.AdventureFramework.Assets)

Direction  
(BP.AdventureFramework.Assets.Location)  
Exit  
(BP.AdventureFramework.Assets.Location)  
Matrix  
(BP.AdventureFramework.Assets.Location)  
Overworld  
(BP.AdventureFramework.Assets.Location)  
Region  
(BP.AdventureFramework.Assets.Location)  
Room  
(BP.AdventureFramework.Assets.Location)  
RoomPosition  
(BP.AdventureFramework.Assets.Location)  
ViewPoint  
(BP.AdventureFramework.Assets.Location)

## + BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

### Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logic)

## + BP.AdventureFramework.

# Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

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

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

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

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

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

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

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

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

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

**ViewPoint**  
**Assembly:** BP.AdventureFramework.dll

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

+ **BP.AdventureFramework.**

**Commands**  
Public sealed class **ViewPoint**

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

+ **BP.AdventureFramework.**

**Conversations**

**Properties**

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

+ **BP.AdventureFramework.**

**Any**

**Conversations.Instructions**

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

Get if there is a view in any direction.

+ **BP.AdventureFramework.**

**Declaration**

**Extensions**

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

+ **BP.AdventureFramework.**

**PropertyValue**

**Interpretation**

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

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

**Logic**

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

**AnyNotVisited**

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

Read-only

Description

Get if there is a view in any direction.

#### Declaration

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

#### Property Value

| Type   | Description |
|--|-------------|
| Direction<br>(BP.AdventureFramework.Assets.Direction.html) |             |

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

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

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

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

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

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

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

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

| Type  | Description |
|---|-------------|
| ViewPoint<br>(BP.AdventureFramework.Assets.Location.ViewPoint.html) |             |

#### + BP.AdventureFramework.

##### Commands

(BP.AdventureFramework.Commands  
this[Direction])

#### + BP.AdventureFramework.

Get the room that lies in a specified direction.

##### Conversations

Declaration  
(BP.AdventureFramework.Conversations.html)

#### + BP.AdventureFramework.

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

##### Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

Parameters  
(BP.AdventureFramework.Conversations.Parameters.html)

| Type   | Name      | Description             |
|--|-----------|-------------------------|
| Direction<br>(BP.AdventureFramework.Assets.Direction.html) | direction | The direction to check. |

#### + BP.AdventureFramework.

Property Value  
(BP.AdventureFramework.PropertyValue.html)

Interpretation  
(BP.AdventureFramework.Interpretation.html)

Type  
(BP.AdventureFramework.Type.html)

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

#### + BP.AdventureFramework.

Logic  
(BP.AdventureFramework.Logic.html)

NoView  
(BP.AdventureFramework.NoView.html)

#### + BP.AdventureFramework.

Random  
(BP.AdventureFramework.Random.html)

| Type   | Description |
|--|-------------|
| Room<br>(BP.AdventureFramework.Assets.Room.html) | The room.   |

Get a view point representing no view.

Declaration

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

Property Value

| Type   | Description |
|--|-------------|
| Direction<br>(BP.AdventureFramework.Assets.ViewPoint.html) |             |

Exit  
(BP.AdventureFramework.Assets.L

Matrix

(BP.AdventureFramework.Assets.L

Overworld

(BP.AdventureFramework.Assets.L

Region

(BP.AdventureFramework.Assets.L

## Methods

Create(Region)

(BP.AdventureFramework.Assets.L

Create a new ViewPoint.

(BP.AdventureFramework.Assets.L

Declaration

RoomPosition

(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

Parameters

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

Region

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

Name

Description

region

The region to create the view point from.

Conversations

+ (BP.AdventureFramework.Con

Type

+ BP.AdventureFramework.

ConversationsInstructions

(BP.AdventureFramework.Con

Description

The view point.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Random

# Namespace BP.AdventureFramework.Commands

▼ Filter by title

## Classes

+ [BP.AdventureFramework.](#)

  Assets.Interaction

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

+ [BP.AdventureFramework.](#)

  Assets.Locations

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

- [BP.AdventureFramework.](#)

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

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

  CustomCommand

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

  CustomCommandCallback

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

+ [BP.AdventureFramework.](#)

  Conversations

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

+ [BP.AdventureFramework.](#)

  Conversations.Instructions

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

+ [BP.AdventureFramework.](#)

  Extensions

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

+ [BP.AdventureFramework.](#)

  Interpretation

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

+ [BP.AdventureFramework.](#)

  Logic

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

+ [BP.AdventureFramework.](#)

  Rendering

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

+ [BP.AdventureFramework.](#)

# Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

+ **BP.AdventureFramework.**

CustomCommand

**Assets.Locations**

Implements

(**BP.AdventureFramework.Ass**

ICommand ([BP.AdventureFramework.Commands.ICommand.html](https://BP.AdventureFramework.Commands.ICommand.html))

+ **BP.AdventureFramework.**

Commands

Inherited Members

(**BP.AdventureFramework.Com**

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

(**BP.AdventureFramework.Comma**

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

(**BP.AdventureFramework.Comma**

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

(**BP.AdventureFramework.Comma**

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

(**ICommand**

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

(**BP.AdventureFramework.Comma**

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

+ **BP.AdventureFramework.**

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

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

(**BP.AdventureFramework.Com**

Name: BP\_AdventureFramework.Com (BP.AdventureFramework.html).Commands

(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework.**

Assembly: AdventureFramework.dll

**Conversations.Instructions**

Syntax

(**BP.AdventureFramework.Com**

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

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

Constructors

+ **BP.AdventureFramework.**

Interpretation

**CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)**

+ **BP.AdventureFramework.**

CustomCommand

Declaration

(**BP.AdventureFramework.Logi**

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

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Ren**

Parameters

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

| Type  | Name            | Description   |
|---|-----------------|---|
| CommandHelp<br>(BP.AdventureFramework.Interpretation.CommandHelp.h<br>tml)  | help            | The help for this command.                              |
| bool<br>( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )<br><b>BP.AdventureFramework.Ass</b>             | isPlayerVisible | If this is visible to the player.                       |
| CustomCommandCallback<br>(BP.AdventureFramework.Commands.CustomCommand<br>Callback.html)<br><b>+ BP.AdventureFramework.<br/>Assets.Locations</b><br><b>(BP.AdventureFramework.Ass</b> | callback        | The callback to invoke when this<br>command is invoked. |

## - BP.AdventureFramework.

### Commands (BP.AdventureFramework.Com

CustomCommand

#### Arguments

BP.AdventureFramework.Comma

CustomCommandCallback

Get or set the arguments

(BP.AdventureFramework.Comma

#### ICommand

Declaration

(BP.AdventureFramework.Comma

#### + BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Con

Property Value

#### + BP.AdventureFramework.

### Description

#### Conversations.Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)[]

(BP.AdventureFramework.Con

#### + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Exte

Get the help for this command.

#### + BP.AdventureFramework.

Declaration

### Interpretation

(BP.AdventureFramework.Inter

public CommandHelp Help { get; }

#### + BP.AdventureFramework.

### Logic

Property Value

(BP.AdventureFramework.Logi

Type

### Description

#### + BP.AdventureFramework.

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)

### Rendering

(BP.AdventureFramework.Ren

### IsPlayerVisible

#### Rendering.FrameBuilders

Get or set if this is visible to the player.

(BP.AdventureFramework.Ren

## Declaration

```
public bool IsPlayerVisible { get; set; }
```

### Property Value

| Type  | Description |
|---|-------------|
| <b>IDP_AdventureFramework.Ass</b><br>bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

### + BP.AdventureFramework.

#### Assets.Locations

(BP.AdventureFramework.Assets.Locations)

### Methods

#### - BP.AdventureFramework.

#### Commands

#### In(BP.AdventureFramework.Com

##### CustomCommand

Invoke the Command.

(BP.AdventureFramework.Commands.ICommand)

##### Declaration

ActionCommandCallback

(BP.AdventureFramework.Commands.ICommand)

player Reaction Invoke(Game game)

(BP.AdventureFramework.Commands.ICommand)

### + BP.AdventureFramework.

#### Conversations

#### Type (BP.AdventureFramework.Con

Game (BP.AdventureFramework.Logic.Game.html)

#### + BP.AdventureFramework.

#### Conversations.Instructions

#### Type (BP.AdventureFramework.Con

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

#### Extensions

#### (BP.AdventureFramework.Exte

### Implements

#### BP.AdventureFramework.

#### Interpretation

ICommand (BP.AdventureFramework.Commands.ICommand.html)

IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)

### + BP.AdventureFramework.

#### Logic

(BP.AdventureFramework.Logi

### + BP.AdventureFramework.

#### Rendering

(BP.AdventureFramework.Renderi

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

(BP.AdventureFramework.Renderi

# Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Commands  
(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Assets: Locations

Syntax: [\(BP.AdventureFramework.Ass...\)](#)

- **BP.AdventureFramework.**

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

Commands

(BP.AdventureFramework.Com...

Parameters

| Type                  | Name      | Description                               |
|-----------------------|-----------|---|
| CustomCommand         | game      | The game to invoke the command on.        |
| CustomCommandCallback | arguments | The arguments to invoke the command with. |

+ **BP.AdventureFramework.**

Conversations

Returns

(BP.AdventureFramework.Con...

Type

+ **BP.AdventureFramework.**

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

Conversations.Instructions

Description

The reaction to the command.

(BP.AdventureFramework.Con...

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte...

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter...

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi...

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render...

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render...

+ **BP.AdventureFramework.**

# Interface ICommand

Represents a command.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Commands  
(BP.AdventureFramework.Commands.html)

## Assets.Locations

Assembly: BPAdventureFramework.dll  
(BP.AdventureFramework.Ass

Syntax

- **BP.AdventureFramework.**

**Commands**  
public interface ICommand  
(BP.AdventureFramework.Com

CustomCommand  
(BP.AdventureFramework.Comma

CustomCommandCallback  
(BP.AdventureFramework.Comma

ICommand  
(BP.AdventureFramework.Comma

## Invoke(Game)

+ **BP.AdventureFramework.**

Invoke the command.

**Conversations**  
(BP.AdventureFramework.Con

Delegation  
(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**  
Reaction Invoke(Game game)

**Conversations.Instructions**  
(BP.AdventureFramework.Con

Parameters

+ **BP.AdventureFramework.**  
Type  
**Extensions**

Game (BP.AdventureFramework.Logic.Game.html)  
(BP.AdventureFramework.Exe

| Name | Description                        |
|------|------------------------------------|
| game | The game to invoke the command on. |

+ **BP.AdventureFramework.**

Returns

**Interpretation**  
Type  
(BP.AdventureFramework.Inter

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

+ **BP.AdventureFramework.**

**Logic**  
(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

**Rendering**  
(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**  
(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

- - - - -

# Namespace BP.AdventureFramework.Conversations

▼ Filter by title

## Classes

+ BP.AdventureFramework.

**Conversation** (BP.AdventureFramework.Conversations.Conversation.html)  
(BP.AdventureFramework.Conversation)

Represents a conversation.

+ BP.AdventureFramework.

**LogItem** (BP.AdventureFramework.Conversations.LogItem.html)  
(BP.AdventureFramework.LogItem)

Provides a container for log items.

- BP.AdventureFramework.

**Paragraph** (BP.AdventureFramework.Conversations.Paragraph.html)  
(BP.AdventureFramework.Paragraph)

Represents a paragraph in a Conversation.

Conversation

(BP.AdventureFramework.Conversation)

**Response** (BP.AdventureFramework.Conversations.Response.html)

(BP.AdventureFramework.Response)

Provides a response to a conversation.

LogItem

(BP.AdventureFramework.Conversation)

Paragraph

(BP.AdventureFramework.Conversation)

Participant

(BP.AdventureFramework.Conversation)

Enumeration of participants in a conversation.

Response

(BP.AdventureFramework.Conversation)

## Delegates

BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

**ConversationActionCallback**

(BP.AdventureFramework.Conversations.ConversationActionCallback.html)

+ BP.AdventureFramework.

Provides a callback that can be used in conversations invoking actions.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

# Class Conversation

Represents a conversation.

Filter by title

Inheritance

↳ [ASSETS LOCATIONS](#)

↳ **(BP.AdventureFramework.Ass**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Conversation

+ **BP.AdventureFramework.**

Commands

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **BP.AdventureFramework.**

Conversations

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>)

ConversationAuthorCallback

NameSpace BP.AdventureFramework.Convers

LogItem

Assembly BP.AdventureFramework.Convers

Syntax

(BP.AdventureFramework.Convers

Participant

public sealed class Conversation

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Constructors

+ **BP.AdventureFramework.**

Conversations.Instructions

C<sub>onversation</sub>(params Paragraph[])

+ **BP.AdventureFramework.**

Conversation class.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

Parameters

+ **BP.AdventureFramework.**

Logic

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)[]

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

Properties

(BP.AdventureFramework.Ren

| Name       | Description     |
|------------|-----------------|
| paragraphs | The paragraphs. |

## CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

**ASSETS.LOCATIONS**  
Property Value  
[\(BP.AdventureFramework.Assets\)](#)

| Type                                     | Description |
|--|-------------|
| + <a href="#">BP.AdventureFramework.</a> |             |

**Commands**  
Property Value  
[\(BP.AdventureFramework.Conversations.Paragraph.html\)](#)

[\(BP.AdventureFramework.Commands\)](#)

- [BP.AdventureFramework.](#)

**Log**  
**Conversations**

[\(BP.AdventureFramework.Conversations\)](#)

Get the log.

Conversation  
Declaration  
[\(BP.AdventureFramework.Conversations\)](#)

ConversationActionCallback  
[\(BP.AdventureFramework.Conversations\)](#)

LogItem  
[\(BP.AdventureFramework.Conversations.LogItem.html\)](#)

LogItem  
[\(BP.AdventureFramework.Conversations.LogItem\)](#)

Property Value  
Paragraph

Type  
[\(BP.AdventureFramework.Conversations.Paragraph\)](#)

Participant  
[\(BP.AdventureFramework.Conversations.Participant\)](#)

Response  
[\(BP.AdventureFramework.Conversations.Response\)](#)

**Paragraphs**

+ [BP.AdventureFramework.](#)

Get the current paragraph in the conversation.

**Conversations.Instructions**

[\(BP.AdventureFramework.Conversations.Instructions\)](#)

Declaration

+ [BP.AdventureFramework.](#)

public Paragraph[] Paragraphs { get; }

**Extensions**

[\(BP.AdventureFramework.Extensions\)](#)

Property Value  
+ [BP.AdventureFramework.](#)

Type  
[\(BP.AdventureFramework.Interpretation\)](#)

[\(BP.AdventureFramework.Interpretation\)](#)

Property Value  
[\(BP.AdventureFramework.Interpretation\)](#)

+ [BP.AdventureFramework.](#)

Logic  
[\(BP.AdventureFramework.Logic\)](#)

**Methods**

+ [BP.AdventureFramework.](#)

Rendering  
[\(BP.AdventureFramework.Rendering\)](#)

Next(Game)  
[\(BP.AdventureFramework.Rendering.NextGame\)](#)

[\(BP.AdventureFramework.Rendering.NextGame\)](#)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```



Parameters

| Type   | Name | Description |
|--|------|-------------|
| (BP.AdventureFramework.Assets.Location<Game>)(BP.AdventureFramework.Logic.Game.html) | game | The game.   |

Commands

Returns

(BP.AdventureFramework.Command<Reaction>)(BP.AdventureFramework.Commands.Reaction)

Type

- BP.AdventureFramework.

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

Conversations

(BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

Conversation

Respond(Response, Game)

(BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

ConversationActionCallback

Respond to the conversation.

(BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

Declaration

(BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

```
public Reaction Respond(Response response, Game game)
```

(BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

Participant

Parameters

(BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

Type

Response (BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

Response (BP.AdventureFramework.Conversations.Response.html)

+ BP.AdventureFramework.

Game (BP.AdventureFramework.Logic.Game.html)

Conversations.Instructions

(BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

Returns

+ BP.AdventureFramework.

Type

Extensions (BP.AdventureFramework.Extensions)

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

# Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations (BP.AdventureFramework.Conversations.html)

Assembly: BP.AdventureFramework.dll

Syntax

**(BP.AdventureFramework.Com**

    public delegate void ConversationActionCallback(Game game)

- **BP.AdventureFramework.**

**Conversations**

Parameters

**(BP.AdventureFramework.Con**

| Type         |   | Name | Description                         |
|--------------|---|------|-------------------------------------|
| Conversation | (BP.AdventureFramework.Conversation.html) | game | The game to invoke the callback on. |

ConversationActionCallback  
(BP.AdventureFramework.Conversation.html)  
LogItem  
(BP.AdventureFramework.Conversation.html)  
Paragraph  
(BP.AdventureFramework.Conversation.html)  
Participant  
(BP.AdventureFramework.Conversation.html)  
Response  
(BP.AdventureFramework.Conversation.html)

+ **BP.AdventureFramework.**

**Conversations.Instructions**

**(BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Parsing**

# Class LogItem

Provides a container for log items.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

**Commands**

↳ LogItem

**(BP.AdventureFramework.Com**

Inherited Members

- **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

**Conversations**

**(BP.AdventureFramework.Con**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

**Conversation**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**LogItem**

NameSpace **BP.AdventureFramework.Convers**

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.html>).Conversations

**Paragraph**

Assembly **BP.AdventureFramework.Convers**

Syntax

(BP.AdventureFramework.Convers

Response

public sealed class LogItem

(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.**

**Conversations**

**Instructions**

**(BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

**LogItem(Participant, String)**

**Extensions**

Initializes a new instance of the LogItem class.

(**BP.AdventureFramework.Exte**

Declaration

+ **BP.AdventureFramework.**

**Interpretation**

public LogItem(Participant participant, string line)

(**BP.AdventureFramework.Intei**

+ **BP.AdventureFramework.**

Parameters

**Logic**

Type **(BP.AdventureFramework.Logi**

Participant (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.participant.html>)

**participant**

The participant.

+ **BP.AdventureFramework.**

**Rendering**

String (<https://learn.microsoft.com/dotnet/api/system.string>)

**line**

The line.

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

# Properties

## Line

Get the line.



Declaration

### + BP.AdventureFramework.

```
    public string Line { get; }
```

#### Commands

##### (BP.AdventureFramework.Com

Property Value

### - BP.AdventureFramework.

#### Type

#### Conversations

##### (BP.AdventureFramework.Con

```
string (BP.AdventureFramework.Conversation.html)
```

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

## Participant

Get the participant.

(BP.AdventureFramework.Convers

Declaration

Paragraph

(BP.AdventureFramework.Convers

```
    public Participant Participant { get; }
```

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

#### Type

### + BP.AdventureFramework.

```
    Participant (BP.AdventureFramework.Conversations.Participant.html)
```

#### Conversations.Instructions

##### (BP.AdventureFramework.Con

### + BP.AdventureFramework.

#### Extensions

##### (BP.AdventureFramework.Exte

### + BP.AdventureFramework.

#### Interpretation

##### (BP.AdventureFramework.Inter

### + BP.AdventureFramework.

#### Logic

##### (BP.AdventureFramework.Logi

### + BP.AdventureFramework.

#### Rendering

##### (BP.AdventureFramework.Rend

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

#### Description

| Type   | Description |
|--|-------------|
| string (BP.AdventureFramework.Conversation.html) |             |

| Type   | Description |
|--|-------------|
| Participant (BP.AdventureFramework.Conversations.Participant.html) |             |

# Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

## Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ **(BP.AdventureFramework.Com**  
↳ Paragraph

## + BP.AdventureFramework.

### Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
**(BP.AdventureFramework.Con**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
↳ **(BP.AdventureFramework.Convers**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

### Paragraph

(BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations

(BP.AdventureFramework.Convers

Assembly: BP.AdventureFramework.dll

Syntax: BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers  
public sealed class Paragraph

## + BP.AdventureFramework.

### Conversations.Instructions

## CONSTRUCTORS

## + BP.AdventureFramework.

Paragraph(string, ConversationActionCallback, IEndOfParagraphInstruction,  
**(BP.AdventureFramework.Exte**

## + BP.AdventureFramework.

Initializes a new instance of the Paragraph class.

### Interpretation

Declaration

**(BP.AdventureFramework.Inter**

## + BP.AdventureFramework.

line, ConversationActionCallback action, IEndOfParagraphInstr

### Logic

**(BP.AdventureFramework.Logi**

Parameters

## + BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Ren  
string line, ConversationActionCallback action, IEndOfParagraphInstr

uction instruction, string name = "")  
↳ **(BP.AdventureFramework.**

### Rendering.FrameBuilders

**(BP.AdventureFramework.Ren**

| Type   | Name | Description       |
|--------|------|-------------------|
| string | line | Specify the line. |

| Type   | Name               | Description  |
|--|--------------------|--|
| ConversationActionCallback<br>(BP.AdventureFramework.Conversations.Co<br>nversationActionCallback.html)              | <i>action</i>      | Specify any action to be carried out with this line.   |
| IEndOfParagraphInstruction<br>(BP.AdventureFramework.Conversations.In<br>structions.IEndOfParagraphInstruction.html) | <i>instruction</i> | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |
| String<br>(BP.AdventureFramework.Com<br>(https://learn.microsoft.com/dotnet/api/syste<br>m.string))                  | <i>name</i>        | Specify the name of the paragraph.   |

## Commands

### Conversations

#### (BP.AdventureFramework.Conversations)

## Paragraph(string, ConversationActionCallback, string)

| Type   | Name               | Description  |
|--|--------------------|--|
| ConversationActionCallback<br>(BP.AdventureFramework.Conversations.Co<br>nversationActionCallback.html)                            | <i>line</i>        | Initialize a new instance of the Paragraph class.  |
| Declaration<br>LogItem<br>(BP.AdventureFramework.Convers<br>ations)  | <i>action</i>      | Specify any action to be carried out with this line.   |
| Participant<br>(BP.AdventureFramework.Convers<br>ations)   | <i>name</i>        | Specify the name of the paragraph.   |
| Parameters<br>(BP.AdventureFramework.Convers<br>ations)  |                    |  |
| Type<br>Response<br>(BP.AdventureFramework.Convers<br>ations)  |                    |  |
| string<br>(https://learn.microsoft.com/dotnet/api/system.string)   | <i>line</i>        | Specify the line.  |
| + BP.AdventureFramework.<br>Conversations.Instructions.ConversationActionCallb<br>ack<br>(BP.AdventureFramework.Con<br>versations) | <i>instruction</i> | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |
| string<br>(https://learn.microsoft.com/dotnet/api/system.string)   | <i>name</i>        | Specify the name of the paragraph.   |

## Extensions

### (BP.AdventureFramework.Exte nsions)

## Paragraph(string, IEndOfParagraphInstruction, string)

Initializes a new instance of the Paragraph class.

### (BP.AdventureFramework.Extensions)

#### Interpretation

| Type  | Name               | Description  |
|---|--------------------|--|
| Logic<br>(BP.AdventureFramework.Logi<br>cs)         | <i>instruction</i> | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |
| + BP.AdventureFramework.<br>Rendering               |                    |  |
| Parameters<br>(BP.AdventureFramework.Ren<br>ding)   |                    |  |
| + BP.AdventureFramework.<br>Rendering.FrameBuilders |                    |  |
| Rendering<br>(BP.AdventureFramework.Ren<br>ding)    |                    |  |

| Type  | Name               | Description  |
|---|--------------------|--|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )   | <i>line</i>        | Specify the line.  |
| IEndOfParagraphInstruction<br>(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)  | <i>instruction</i> | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |
| string<br><b>(BP.AdventureFramework.Com</b><br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br><b>- BP.AdventureFramework.</b> | <i>name</i>        | Specify the name of the paragraph.   |

## Commands

### Conversations

#### (BP.AdventureFramework.Conversations)

### Paragraph(string, string)

(BP.AdventureFramework.Conversations)

Initializes a new instance of the Paragraph class.

(BP.AdventureFramework.Conversations)

Declaration

```
LogItem
public Paragraph(string line, string name = "")
```

(BP.AdventureFramework.Conversations)

Participant

(BP.AdventureFramework.Conversations)

Type Response

(BP.AdventureFramework.Conversations)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **BP.AdventureFramework.**

## Properties

### Extensions

#### (BP.AdventureFramework.Extensions)

### Action

#### (BP.AdventureFramework.Extensions)

### Interpretation

Get or set any action to carry out on this line.

(BP.AdventureFramework.Extensions)

Declaration

### Log

Logic ConversationActionCallback Action { get; set; }

(BP.AdventureFramework.Logic)

### Property Value

#### (BP.AdventureFramework.Properties)

### Rendering

(BP.AdventureFramework.Rendering)

ConversationActionCallback

(BP.AdventureFramework.Conversations.ConversationActionCallback.html)

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Renderers)

| Type                       | Description |
|----------------------------|-------------|
| ConversationActionCallback |             |

## CanRespond

Get if a response is possible.

Declaration

```
public bool CanRespond { get; }
```

Properties

+ **Commands**  
**Type** (BP.AdventureFramework.Commands)

Description

- **BP.AdventureFramework.Commands**  
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Conversations

(BP.AdventureFramework.Conversations)

Instruction

(BP.AdventureFramework.Conversations)

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(BP.AdventureFramework.Conversations)

LogItem

Declaration

(BP.AdventureFramework.Conversations)

Paragraph

```
public IEndOfParagraphInstruction Instruction { get; }
```

(BP.AdventureFramework.Conversations)

Participant

(BP.AdventureFramework.Conversations)

Property Value

Response

Type

(BP.AdventureFramework.Conversations)

IEndOfParagraphInstruction

+ **BP.AdventureFramework.**

**Conversations**.**Instructions**

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

**Extensions**

Get or set the line.

(BP.AdventureFramework.Extensions)

Declaration

+ **BP.AdventureFramework.**

**Interpretation**

```
public string Line { get; set; }
```

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Property Value

Logic

Type

(BP.AdventureFramework.Logic)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

Name

+ **BP.AdventureFramework.**

Get the name.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Description

## Declaration

```
public string Name { get; }
```

### Property Value

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

### (BP.AdventureFramework.Com

#### BP.AdventureFramework. Responses Conversations

Get or set the responses available to the last line.

### (BP.AdventureFramework.Com

#### Declaration

```
(BP.AdventureFramework.Convers  
ConversationActionCallback  
public Response[] Responses { get; set; }  
(BP.AdventureFramework.Convers
```

#### LogItem

#### Property Value

| Type  | Description |
|---|-------------|
| Paragraph<br>(BP.AdventureFramework.Convers<br>Response (BP.AdventureFramework.Conversations.Response.html))[]<br>Participant<br>(BP.AdventureFramework.Convers<br>Response<br>(BP.AdventureFramework.Convers |             |

### + BP.AdventureFramework.

#### Conversations.Instructions

### (BP.AdventureFramework.Con

### + BP.AdventureFramework.

#### Extensions

### (BP.AdventureFramework.Exte

### + BP.AdventureFramework.

#### Interpretation

### (BP.AdventureFramework.Inter

### + BP.AdventureFramework.

#### Logic

### (BP.AdventureFramework.Logi

### + BP.AdventureFramework.

#### Rendering

### (BP.AdventureFramework.Rend

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

### (BP.AdventureFramework.Rend

# Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: BP.(BP.html).AdventureFramework.(BP.AdventureFramework.html).Conversations  
(BP.AdventureFramework.Conversations.html)

**(BP.AdventureFramework.Com**  
Assembly: BP.AdventureFramework.dll

Syntax

**BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Con**

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

**Fields**

LogItem

| Name        | Description                                   |
|-------------|---|
| Paragraph   |   |
| Other       | Other participant.                            |
| Participant |   |
| Player      | The player.<br>(BP.AdventureFramework.Convers |
| Response    |   |
|             | (BP.AdventureFramework.Convers                |

+ **BP.AdventureFramework.**

**Conversations.Instructions**

**(BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rend**

+ **BP.AdventureFramework.**

# Class Response

Provides a response to a conversation.

Filter by title

Inheritance

([BP.AdventureFramework.Conversations](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- **BP.AdventureFramework.**

↳ Response

**Conversations**

Inherited Members

([BP.AdventureFramework.Conversations](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name

Response

([BP.html.AdventureFramework.Conversations](#))

([BP.AdventureFramework.Conversations](#))

Assembly

BPAdventureFramework.dll

Syntax

([BP.AdventureFramework.Conversations](#))

+ **BP.AdventureFramework.**

↳ **Conversations.Instructions**

([BP.AdventureFramework.Conversations](#))

+ **BP.AdventureFramework.**

↳ **Constructors**

Extensions

([BP.AdventureFramework.Extensions](#))

Response(string)

+ **BP.AdventureFramework.**

↳ **Interpretation**

Initiates an instance of the Response class.

([BP.AdventureFramework.Interpretation](#))

Declaration

+ **BP.AdventureFramework.**

↳ **Logic**

public Response(string line)

([BP.AdventureFramework.Logic](#))

Parameters

+ **BP.AdventureFramework.**

↳ **Rendering**

([BP.AdventureFramework.Rendering](#))

String (<https://learn.microsoft.com/dotnet/api/system.string>)

line

The line to trigger this response.

+ **BP.AdventureFramework.**

↳ **Rendering.FrameBuilders**

Response(string EndOfParagraphInstruction)

This method creates a new instance of the Response class.

## Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

### Parameters

| Type   | Name        | Description  |
|--|-------------|--|
| IEndOfParagraphInstruction<br>string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br><b>Conversations</b><br><b>(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)</b>  | line        | The line to trigger this response.   |
| IEndOfParagraphInstruction<br>(BPAdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)<br><b>(BP.AdventureFramework.Convers</b><br>ConversationActionCallback<br>(BP.AdventureFramework.Convers<br>LogItem<br><b>Properties</b><br>Paragraph<br>(BP.AdventureFramework.Convers<br>Paragraph<br>Get the end-of-paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.<br><b>Instruction</b><br>(BP.AdventureFramework.Convers<br>Response<br>Declaration<br><b>+ BP.AdventureFramework.</b><br><b>Conversations.Instructions</b><br>public IEndOfParagraphInstruction Instruction { get; }<br><b>(BP.AdventureFramework.Con</b><br><b>+ BP.AdventureFramework.</b><br>Property Value<br><b>Extensions</b><br><b>Type</b> IEndOfParagraphInstruction<br><b>Description</b> | instruction | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |

## Properties

### Instruction

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

Get the end-of-paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

## + BP.AdventureFramework.

### Conversations.Instructions

```
public IEndOfParagraphInstruction Instruction { get; }
```

### (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

## + BP.AdventureFramework.

### Property Value

### Extensions

| Type                       | Description |
|----------------------------|-------------|
| IEndOfParagraphInstruction |             |

## + BP.AdventureFramework.

### Logic

Get the line.

### (BP.AdventureFramework.Logic.ILine.html)

## Declaration

### + BP.AdventureFramework.

### Rendering

```
public string Line { get; }
```

### (BP.AdventureFramework.Rendering.ILine.html)

## + BP.AdventureFramework.

### Property Value

### Rendering.FrameBuilders

### Type

### (BP.AdventureFramework.Rendering.IFrameBuilder.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

## + BP.AdventureFramework.

▼

(BP.AdventureFramework.Conversations)

- **BP.AdventureFramework.**

**Conversations**

(BP.AdventureFramework.Conversations)

Conversation

(BP.AdventureFramework.Conversations)

ConversationActionCallback

(BP.AdventureFramework.Conversations)

LogItem

(BP.AdventureFramework.Conversations)

Paragraph

(BP.AdventureFramework.Conversations)

Participant

(BP.AdventureFramework.Conversations)

Response

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

**Conversations.Instructions**

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

**Extensions**

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

**Interpretation**

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

**Logic**

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

**Rendering**

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.**

# Namespace BP.AdventureFramework.Conversations.Instructions

▼ Filter by title

## Classes

(BP.AdventureFramework.Ass

### Absolute (BP.AdventureFramework.Conversations.Instructions.Absolute.html)

Commands

An end of paragraph instruction that shifts paragraphs based on an absolute index.

(BP.AdventureFramework.Com

### Delta (BP.AdventureFramework.Conversations.Instructions.Delta.html)

Conversations

An end of paragraph instruction that shifts paragraphs based on a delta.

(BP.AdventureFramework.Con

### First (BP.AdventureFramework.Conversations.Instructions.First.html)

Conversations.Instructions

An end of paragraph instruction that shifts paragraphs to the start.

(BP.AdventureFramework.Con

Absolute

### Last (BP.AdventureFramework.Conversations.Instructions.Last.html)

(BP.AdventureFramework.Convers

Delta

An end of paragraph instruction that shifts paragraphs to the end.

(BP.AdventureFramework.Convers

First

### Next (BP.AdventureFramework.Conversations.Instructions.Next.html)

(BP.AdventureFramework.Convers

EndOfParagraphInstruction

An end of paragraph instruction that shifts paragraphs to the next paragraph.

(BP.AdventureFramework.Convers

Last

### Previous (BP.AdventureFramework.Conversations.Instructions.Previous.html)

(BP.AdventureFramework.Convers

Next

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

(BP.AdventureFramework.Convers

Previous

### Repeat (BP.AdventureFramework.Conversations.Instructions.Repeat.html)

(BP.AdventureFramework.Convers

Repeat

An end of paragraph instruction that repeats.

(BP.AdventureFramework.Convers

ToName

### ToName (BP.AdventureFramework.Conversations.Instructions.ToName.html)

(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Extensions

## Interfaces

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

IEndOfParagraphInstruction

### (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ BP.AdventureFramework.

Represents an instruction to be carried out at the end of a paragraph.

Logic

▼

(BP.AdventureFramework.Ass

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

Absolute

(BP.AdventureFramework.Convers

Delta

(BP.AdventureFramework.Convers

First

(BP.AdventureFramework.Convers

IEndOfParagraphInstruction

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

Next

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

Repeat

(BP.AdventureFramework.Convers

ToName

(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

# Class Absolute

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

+ **BP.AdventureFramework.**

**Commands**

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Com**

Implements

+ **BP.AdventureFramework.**

**Conversations**

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.instructions.iendofparagraphinstruction).html)

Inherited from **BP.AdventureFramework.Conversations**

+ **BP.AdventureFramework.**

**Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Com**

Absolute

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.Com**

GetHashCode

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Com**

ToString

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ToString

First

**Namespace:** BP ([BP.html](https://learn.microsoft.com/dotnet/api/bp.html)).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.html)).Conversations

(**BP.AdventureFramework.Com**

IEndOfParagraphInstruction

**Assembly:** BP.AdventureFramework.dll

(**BP.AdventureFramework.Com**

Syntax

Last

(**BP.AdventureFramework.Com**

public sealed class Absolute : IEndOfParagraphInstruction

Next

(**BP.AdventureFramework.Com**

Previous

(**BP.AdventureFramework.Com**

Repeat

(**BP.AdventureFramework.Com**

ToString

(**BP.AdventureFramework.Com**

**Absolute(int)**

(**BP.AdventureFramework.Com**

Create a new instance of the Absolute class.

+ **BP.AdventureFramework.**

Declaration

**Extensions**

(**BP.AdventureFramework.Exte**

public Absolute(int index)

+ **BP.AdventureFramework.**

**Interpretation**

Parameters

(**BP.AdventureFramework.Inter**

Type

+ **BP.AdventureFramework.**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Logic

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

| Type  | Name  | Description                      |
|---|-------|----------------------------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | index | The index of the next paragraph. |

# Properties

## Index

Get the index.



Declaration

+ BP.AdventureFramework.

### Commands

public int Index { get; }

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

### Conversations

Type

(BP.AdventureFramework.Con

int (https://learn.microsoft.com/dotnet/api/system.int32)

- BP.AdventureFramework.

### Conversations.Instructions

(BP.AdventureFramework.Con

## Methods

Index

(BP.AdventureFramework.Convers

Delta

GetIndexOfNext(Paragraph, Paragraph[])

First

Get the index of the next paragraph.

(BP.AdventureFramework.Convers

Declaration

IEndOfParagraphInstruction

(BP.AdventureFramework.Convers

Last

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

(BP.AdventureFramework.Convers

Next

Parameters

(BP.AdventureFramework.Convers

Type

Previous

(BP.AdventureFramework.Convers

Repeat

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

Name

Description

current

The current paragraph.

collection

The collection of paragraphs.

+ BP.AdventureFramework.

### Extensions

Type

(BP.AdventureFramework.Exte

int (https://learn.microsoft.com/dotnet/api/system.int32)

Description

The index of the next paragraph.

+ BP.AdventureFramework.

### Interpretation

Implementation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

### Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

▼

- + **BP.AdventureFramework.**
  - Commands**  
(BP.AdventureFramework.Com)
  - + **BP.AdventureFramework.**
    - Conversations**  
(BP.AdventureFramework.Con)
    - **BP.AdventureFramework.**
      - Conversations.Instructions**  
(BP.AdventureFramework.Con)
      - Absolute  
(BP.AdventureFramework.Convers)
      - Delta  
(BP.AdventureFramework.Convers)
      - First  
(BP.AdventureFramework.Convers)
      - IEndOfParagraphInstruction  
(BP.AdventureFramework.Convers)
      - Last  
(BP.AdventureFramework.Convers)
      - Next  
(BP.AdventureFramework.Convers)
      - Previous  
(BP.AdventureFramework.Convers)
      - Repeat  
(BP.AdventureFramework.Convers)
      - ToName  
(BP.AdventureFramework.Convers)
  - + **BP.AdventureFramework.**
    - Extensions**  
(BP.AdventureFramework.Exte)
  - + **BP.AdventureFramework.**
    - Interpretation**  
(BP.AdventureFramework.Inter)
  - + **BP.AdventureFramework.**
    - Logic**  
(BP.AdventureFramework.Logi)
  - + **BP.AdventureFramework.**

# Class Delta

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

## Commands

↳ [\(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

↳ Delta

## + BP.AdventureFramework.

Implements

## Conversations

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

Inherited Members

## - BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## (BP.AdventureFramework.Conversations)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Absolute

object.GetHashCode () (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Delta

object.GetType () (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

BP.AdventureFramework.Conversations

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

First

object.ToString () (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(BP.AdventureFramework.Conversations)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations

(BP.AdventureFramework.Conversations.html).Instructions (BP.AdventureFramework.Conversations.Instructions.html)

(BP.AdventureFramework.Conversations)

Assembly: BP.AdventureFramework.dll

Last

Syntax

(BP.AdventureFramework.Conversations)

Next

public sealed class Delta : IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations)

Previous

(BP.AdventureFramework.Conversations)

Root

(BP.AdventureFramework.Conversations)

ToName

(BP.AdventureFramework.Conversations)

Delta([BP](#))

## + BP.AdventureFramework.

Create a new instance of the DeltaInstruction class.

### Extensions

Declaration

(BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Interpretation)

Parameters

## + BP.AdventureFramework.

### Type

### Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Logic)

| Name  | Description                       |
|-------|-----------------------------------|
| index | The index to shift paragraphs by. |

## + BP.AdventureFramework.

### Rendering

# Properties

## Index

Get the index.



Declaration

### Commands

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html](#))

## + BP.AdventureFramework.

Properties

### Conversations

| Type | Description |
|------|-------------|
|------|-------------|

- int (<https://learn.microsoft.com/dotnet/api/system.int32>)

### Conversations.Instructions

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html](#))

Absolute

### Methods

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html](#))

Delta

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html](#))

## GetIndexOfNext(Paragraph, Paragraph[])

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html](#))

Get the index of the next paragraph.

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html](#))

Declaration

Last

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html](#))

Next

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html](#))

Parameters

Previous

| Type   | Name    | Description            |
|--|---------|------------------------|
| Repeat   |         |                        |
| Paragraph ( <a href="#">BP.AdventureFramework.Conversations.Paragraph.html</a> ) | current | The current paragraph. |

ToName

Paragraph ([BP.AdventureFramework.Conversations.Paragraph.html](#))

[] ([BP.AdventureFramework.Conversations.Paragraph.html](#))

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html](#))

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html](#))

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html](#))

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html](#))

## + BP.AdventureFramework.

Returns

### Extensions

| Type  | Description                      |
|---|----------------------------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | The index of the next paragraph. |

### Interpretation

([BP.AdventureFramework.Interpretation.IEndOfParagraphInstruction.html](#))

### Implements

## + BP.AdventureFramework.

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

([BP.AdventureFramework.Logic.IEndOfParagraphInstruction.html](#))

## + BP.AdventureFramework.

### Rendering

▼

## Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Con)

- BP.AdventureFramework.

### Conversations.Instructions

(BP.AdventureFramework.Con)

Absolute

(BP.AdventureFramework.Convers)

Delta

(BP.AdventureFramework.Convers)

First

(BP.AdventureFramework.Convers)

IEndOfParagraphInstruction

(BP.AdventureFramework.Convers)

Last

(BP.AdventureFramework.Convers)

Next

(BP.AdventureFramework.Convers)

Previous

(BP.AdventureFramework.Convers)

Repeat

(BP.AdventureFramework.Convers)

ToName

(BP.AdventureFramework.Convers)

+ BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logi)

+ BP.AdventureFramework.

### Renderina

# Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

([BP.AdventureFramework.Com](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ First

**Conversations**

Implements

([BP.AdventureFramework.Com](#))

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

- **BP.AdventureFramework.**

Inherited Members

**Conversations.Instructions**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Absolute

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Detail

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

First

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

IEndOfParagraphInstruction

Namespace: BP ([BP.html.AdventureFramework](#) ([BP.AdventureFramework.html](#)).Conversations)

([BP.AdventureFramework.Conversations](#))

Last

Assembly: BP.AdventureFramework.dll

([BP.AdventureFramework.Convers](#))

Syntax

Next

([BP.AdventureFramework.Convers](#))

public sealed class First : IEndOfParagraphInstruction

Previous

([BP.AdventureFramework.Convers](#))

Repeat

([BP.AdventureFramework.Convers](#))

ToName

([BP.AdventureFramework.Convers](#))

## Methods

([BP.AdventureFramework.Convers](#))

+ **BP.AdventureFramework.**

**GetIndexOfNext(Paragraph, Paragraph[])**

Extensions

([BP.AdventureFramework.Exte](#))

Get the index of the next paragraph.

+ **BP.AdventureFramework.**

Declaration

**Interpretation**

([BP.AdventureFramework.Inter](#))

Interpretation of the current paragraph (parameter `current`, Paragraph[] collection)

+ **BP.AdventureFramework.**

Parameters

**Logic**

([BP.AdventureFramework.Logi](#))

| Type   | Name                 | Description            |
|--|----------------------|------------------------|
| ( <a href="#">BP.AdventureFramework.Conversations.Paragraph.html</a> ) | <code>current</code> | The current paragraph. |

**Rendering**

([BP.AdventureFramework.Ren](#))

| Type   | Name       | Description                   |
|--|------------|-------------------------------|
| Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)<br>[] | collection | The collection of paragraphs. |

Returns

Type

(BP.AdventureFramework.Com

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The index of the next paragraph.

+ BP.AdventureFramework.

Conversations

implements Conversation

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

Absolute

(BP.AdventureFramework.Conver

Delta

(BP.AdventureFramework.Conver

First

(BP.AdventureFramework.Conver

IEndOfParagraphInstruction

(BP.AdventureFramework.Conver

Last

(BP.AdventureFramework.Conver

Next

(BP.AdventureFramework.Conver

Previous

(BP.AdventureFramework.Conver

Repeat

(BP.AdventureFramework.Conver

ToName

(BP.AdventureFramework.Conver

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

# Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations (BP.AdventureFramework.Conversations.html).Instructions (BP.AdventureFramework.Conversations.Instructions.html)

+ **BP.AdventureFramework.**

**Assembly:** BP.AdventureFramework.dll  
**Conversations**

**Syntax**  
**(BP.AdventureFramework.Conversations.Instruc**

- **public interface IEndOfParagraphInstruction**  
**Conversations.Instructions**  
**(BP.AdventureFramework.Conversations.Instruc**

Absolute

**Methods**

Delta

(BP.AdventureFramework.Conversations.Instruc

**GetIndexOfNext(Paragraph, Paragraph[])**

(BP.AdventureFramework.Conversations.Instruc

Get the index of the next paragraph.

**EndOfParagraphInstruction**

Declaration

Last

(BP.AdventureFramework.Conversations.Instruc

int GetIndexOfNext(Paragraph current, Paragraph[] collection)

Next

(BP.AdventureFramework.Conversations.Instruc

Previous

(BP.AdventureFramework.Conversations.Instruc

| Type   | Name       | Description                   |
|--|------------|-------------------------------|
| Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)           | current    | The current paragraph.        |
| ToName<br>Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) | collection | The collection of paragraphs. |

+ **BP.AdventureFramework.**

**Extensions**

Returns

| (BP.AdventureFramework.Exte                                       | Description                      |
|---|----------------------------------|
| Type<br>int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

+ **BP.AdventureFramework.**

**Logic**

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

**Rendering**

(BP.AdventureFramework.Ren

# Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (https://learn.microsoft.com/dotnet/api/system.object)

(**BP.AdventureFramework.Conversations**)

(**Last**)

Implements

IEndOfParagraphInstruction (**BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html**)

Implementation (**BP.AdventureFramework.Conversations.Instructions**)

Absolute

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(**BP.AdventureFramework.Conversations**)

(**Data**)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

(**BP.AdventureFramework.Conversations**)

(**First**)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

(**BP.AdventureFramework.Conversations**)

(**EndOfParagraphInstruction**)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

(**BP.AdventureFramework.Conversations**)

(**Last**)

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations

(**BP.AdventureFramework.Conversations**)

(**Next**)

**Assembly:** BP.AdventureFramework.dll

(**BP.AdventureFramework.Conversations**)

Syntax

Previous

```
(BP.AdventureFramework.Conversations)
public sealed class Last : IEndOfParagraphInstruction
    Repeat
        (BP.AdventureFramework.Conversations)
            ToName
                (BP.AdventureFramework.Conversations)
```

## Methods

Method (**BP.AdventureFramework**)

Extensions

(**BP.AdventureFramework.Extensions**)

**GetIndexOfNext(Paragraph, Paragraph[])**

+ **BP.AdventureFramework.**

Get the index of the next paragraph.

**Interpretation**

Declaration

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

**Logic**

(**BP.AdventureFramework.Logic**)

Parameters

+ **BP.AdventureFramework.**

Type

**Rendering**

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

(**BP.AdventureFramework.Rendering**)

| Type   | Name    | Description            |
|--|---------|------------------------|
| Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) | current | The current paragraph. |

+ **BP.AdventureFramework.**

| Type   | Name       | Description                   |
|--|------------|-------------------------------|
| Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)<br>[] | collection | The collection of paragraphs. |

Returns

| Type   | Description                      |
|--|----------------------------------|
| IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html) | The index of the next paragraph. |

## (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

- Absolute
- (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.Absolute)
- Delta
- (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.Delta)
- First
- (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.First)
- Last
- (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.Last)
- Next
- (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.Next)
- Previous
- (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.Previous)
- Repeat
- (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.Repeat)
- ToName
- (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.ToName)

## + BP.AdventureFramework.

### Extensions

#### (BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

### Interpretation

#### (BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

### Logic

#### (BP.AdventureFramework.Logic)

## + BP.AdventureFramework.

### Rendering

#### (BP.AdventureFramework.Rendering)

## + BP.AdventureFramework.

# Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

## Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#)

↳ Next

### - BP.AdventureFramework.

Implements

## Conversations.Instructions

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

Absolute

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

(BP.AdventureFramework.Conversations)

**Namespace:** BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

**Next:** [\(BP.AdventureFramework.Conversations.html\).Instructions](#) ([BP.AdventureFramework.Conversations.Instructions.html](#))

**Assembly:** BP.AdventureFramework.dll

Previous

Syntax

(BP.AdventureFramework.Conversations)

Repeat

public sealed class Next : IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations)

ToName

(BP.AdventureFramework.Conversations)

### + BP.AdventureFramework.

## Methods

Extensions

### (BP.AdventureFramework.Extensions)

GetIndexOfNext(Paragraph, Paragraph[])

#### Interpretation

Get the index of the next paragraph.

### (BP.AdventureFramework.Interpretations)

Declaration

### + BP.AdventureFramework.

#### Logic

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

### (BP.AdventureFramework.Logic)

#### Paragraph

### (BP.AdventureFramework.Paragraph)

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

### + BP.AdventureFramework.

#### Rendering

| Type                              | Name    | Description            |
|-----------------------------------|---------|------------------------|
| (BP.AdventureFramework.Rendering) | current | The current paragraph. |

### (BP.AdventureFramework.Renderings)

#### FrameBuilders

| Type   | Name       | Description                   |
|--|------------|-------------------------------|
| Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)<br>[] | collection | The collection of paragraphs. |

Returns

| Type  | Description                      |
|---|----------------------------------|
| <b>Conversations</b><br><a href="https://learn.microsoft.com/dotnet/api/system.int32">int (https://learn.microsoft.com/dotnet/api/system.int32)</a> | The index of the next paragraph. |

## - BP.AdventureFramework.

### Conversations.Instructions

#### (BP.AdventureFramework.Con

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

Absolute

(BP.AdventureFramework.Conver

Delta

(BP.AdventureFramework.Conver

First

(BP.AdventureFramework.Conver

IEndOfParagraphInstruction

(BP.AdventureFramework.Conver

Last

(BP.AdventureFramework.Conver

Next

(BP.AdventureFramework.Conver

Previous

(BP.AdventureFramework.Conver

Repeat

(BP.AdventureFramework.Conver

ToName

(BP.AdventureFramework.Conver

## + BP.AdventureFramework.

### Extensions

#### (BP.AdventureFramework.Exte

## + BP.AdventureFramework.

### Interpretation

#### (BP.AdventureFramework.Inter

## + BP.AdventureFramework.

### Logic

#### (BP.AdventureFramework.Logi

## + BP.AdventureFramework.

### Rendering

#### (BP.AdventureFramework.Rende

## + BP.AdventureFramework.

### RenderingFrameBuilders

# Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

(**BP.AdventureFramework.Conversations.Instructions**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- **BP.AdventureFramework.**

↳ Previous

**Conversations.Instructions**

Implements

(**BP.AdventureFramework.Conversations.IEndOfParagraphInstruction**)

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.instructions.iendofparagraphinstruction.html))

Absolute

Inherited Members

(**BP.AdventureFramework.Conversations**)

Declarations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(**BP.AdventureFramework.Conversations**)

First

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Conversations**)

IEndOfParagraphInstruction

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.Conversations**)

Last

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Conversations**)

ToString()

(<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Next

Namespace: BP (<https://learn.microsoft.com/bp.html>).AdventureFramework (<https://learn.microsoft.com/bp.adventureframework.html>).Conversations

(**BP.AdventureFramework.Conversations**)

Previous

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Conversations**)

Syntax

Repeat

(**BP.AdventureFramework.Conversations**)

```
public sealed class Previous : IEndOfParagraphInstruction
    ToName
```

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

GetIndexOfNext(Paragraph, Paragraph[])

Interpretation

(**BP.AdventureFramework.Interpretation**)

Get the index of the next paragraph.

+ **BP.AdventureFramework.**

Declaration

Logic

(**BP.AdventureFramework.Logic**)

```
public int GetIndexOfNext(Paragraph current, Paragraph[] collection)
```

+ **BP.AdventureFramework.**

Parameters

Rendering

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

+ **BP.AdventureFramework.**

Rendering.Renderers

(**BP.AdventureFramework.Rendering.Renderers**)

| Type  | Name    | Description            |
|---|---------|------------------------|
| ( <a href="https://learn.microsoft.com/bp.adventureframework.conversations.paragraph.html">https://learn.microsoft.com/bp.adventureframework.conversations.paragraph.html</a> ) | current | The current paragraph. |

| Type   | Name       | Description                   |
|--|------------|-------------------------------|
| Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)<br>[] | collection | The collection of paragraphs. |

Returns

| Type  | Description                      |
|---|----------------------------------|
| (BP.AdventureFramework.Conversations.Paragraph.html)<br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | The index of the next paragraph. |

- **BP.AdventureFramework.Conversations.Instructions**  
Implements **BP.AdventureFramework.Conversations.IEndOfParagraphInstruction**

Absolute  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

Delta  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

First  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

IEndOfParagraphInstruction  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

Last  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

Next  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

Previous  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

Repeat  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

ToName  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

+ **BP.AdventureFramework.Extensions**

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.Interpretation**

**(BP.AdventureFramework.Interpretation)**

+ **BP.AdventureFramework.Logic**

**(BP.AdventureFramework.Logic)**

+ **BP.AdventureFramework.Rendering**

**(BP.AdventureFramework.Rendering)**

+ **BP.AdventureFramework.Rendering.FrameBuilders**

**(BP.AdventureFramework.Rendering.FrameBuilders)**

# Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

## - BP.AdventureFramework.

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Repeat

## (BP.AdventureFramework.Conversations.Instructions)

Implements

Absolute

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(BP.AdventureFramework.Conversations.Instructions)

Inherited Members

Delta

(BP.AdventureFramework.Conversations.Instructions)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

First

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

IEndOfParagraphInstruction(object)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(BP.AdventureFramework.Conversations.Instructions)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

(BP.AdventureFramework.Conversations.html).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

(BP.AdventureFramework.Conversations.Instructions)

Assembly: BP.AdventureFramework.dll

Repeat

Syntax

(BP.AdventureFramework.Conversations.Instructions)

ToName

public sealed class Repeat : IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions)

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Exte

## Methods

### + BP.AdventureFramework.

#### Interpretation

## GetIndexOfNext(Paragraph, Paragraph[])

(BP.AdventureFramework.Interpre

Get the index of the next paragraph.

### + BP.AdventureFramework.

#### Logging

(BP.AdventureFramework.Logging)

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

### + BP.AdventureFramework.

#### Rendering

Parameters

(BP.AdventureFramework.Rend

Type

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

| Type   | Name    | Description            |
|--|---------|------------------------|
| Paragraph ( <a href="#">BP.AdventureFramework.Conversations.Paragraph.html</a> ) | current | The current paragraph. |

| Type   | Name       | Description                   |
|--|------------|-------------------------------|
| Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)<br>[] | collection | The collection of paragraphs. |

Returns

| Type                 | Description                      |
|----------------------|----------------------------------|
| - int (System.Int32) | The index of the next paragraph. |

## Implements

|          |  |
|----------|--|
| Absolute | (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction) (BP.AdventureFramework.Conversations.IInstructions.IEndOfParagraphInstruction.html) |
| Delta    | (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)   |
| First    | (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)   |
| Last     | (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)   |
| Next     | (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)   |
| Previous | (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)   |
| Repeat   | (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)   |
| ToName   | (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)   |

## + BP.AdventureFramework.

### Extensions

#### (BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

### Interpretation

#### (BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

### Logic

#### (BP.AdventureFramework.Logic)

## + BP.AdventureFramework.

### Rendering

#### (BP.AdventureFramework.Rendering)

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Rendering.FrameBuilders)

# Class ToName

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

## - **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ToName

## (**BP.AdventureFramework.Conversations.Instructions**)

Implements

Absolute

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](#))

Inherited Members

Delta

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](#))

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)))

First

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](#))

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

([BP.AdventureFramework.Conversations.html](#)).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](#))

Assembly: BP.AdventureFramework.dll

Repeat

Syntax

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](#))

ToName  
public sealed class ToName : IEndOfParagraphInstruction  
([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](#))

## + **BP.AdventureFramework.**

Extensions

## Constructors

([BP.AdventureFramework.Extensions](#))

## + **BP.AdventureFramework.**

ToName(string)

Interpretation

([BP.AdventureFramework.Interpretation](#))

Create a new ToName instance from a string value.

## Delegates

([BP.AdventureFramework.Logic](#))

## + **BP.AdventureFramework.**

Parameters

## Rendering

Type: ([BP.AdventureFramework.Rendering](#))

| Type   | Name | Description                           |
|--|------|---------------------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | name | The name of the paragraph to jump to. |

## Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders](#))

# Properties

## Name

Get the name of the paragraph to jump to.

Declaration

- **BP.AdventureFramework.Conversations.Instructions**  
public string Name { get; }  
**(BP.AdventureFramework.Conversations.Instructions.html)**

Property Value  
Absolute

| Type   | Description  |
|--|--|
| BP.AdventureFramework.Conversations.Instructions | Delta<br>string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>(BP.AdventureFramework.Conversations.Instructions.html) |

First  
(BP.AdventureFramework.Conversations.Instructions.html)  
IEndOfParagraphInstruction  
(BP.AdventureFramework.Conversations.Instructions.html)

Last  
(BP.AdventureFramework.Conversations.Instructions.html)

**GetIndexOfNext(Paragraph, Paragraph[])**  
Next  
(BP.AdventureFramework.Conversations.Instructions.html)

Get the index of the next paragraph.  
Previous  
(BP.AdventureFramework.Conversations.Instructions.html)

Declaration  
Repeat  
(BP.AdventureFramework.Conversations.Instructions.html)

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)  
ToName  
(BP.AdventureFramework.Conversations.Instructions.html)

Parameters  
+ BP.AdventureFramework.

| Type                             | Name    | Description            |
|----------------------------------|---------|------------------------|
| Extensions                       |         |                        |
| (BP.AdventureFramework.External) | current | The current paragraph. |

+ BP.AdventureFramework.  
+ BP.AdventureFramework.  
|| Interpretation

(BP.AdventureFramework.Interpretation.html)  
Returns

+ BP.AdventureFramework.  
Type

| Logic   | Description                      |
|---|----------------------------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | The index of the next paragraph. |

+ BP.AdventureFramework.

Rendering  
Implements

(BP.AdventureFramework.Rendering.html)

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

▼

- **BP.AdventureFramework.**  
**Conversations.Instructions**  
**(BP.AdventureFramework.Conver**

Absolute  
(BP.AdventureFramework.Convers  
Delta  
(BP.AdventureFramework.Convers  
First  
(BP.AdventureFramework.Convers  
IEndOfParagraphInstruction  
(BP.AdventureFramework.Convers  
Last  
(BP.AdventureFramework.Convers  
Next  
(BP.AdventureFramework.Convers  
Previous  
(BP.AdventureFramework.Convers  
Repeat  
(BP.AdventureFramework.Convers  
ToName  
(BP.AdventureFramework.Convers

- + **BP.AdventureFramework.**  
**Extensions**  
**(BP.AdventureFramework.Exte**

- + **BP.AdventureFramework.**  
**Interpretation**  
**(BP.AdventureFramework.Inter**

- + **BP.AdventureFramework.**  
**Logic**  
**(BP.AdventureFramework.Logi**

- + **BP.AdventureFramework.**  
**Rendering**  
**(BP.AdventureFramework.Rend**

- + **BP.AdventureFramework.**  
**Rendering.FrameBuilders**  
**(BP.AdventureFramework.Rend**

# Namespace BP.AdventureFramework.Extensions

▼ Filter by title

## Classes

Commands

(BP.AdventureFramework.Com  
DirectionExtensions

(BP.AdventureFramework.Extensions.DirectionExtensions.html)

Conversations

on versions for Directions.

(BP.AdventureFramework.Con

## String Extensions (BP.AdventureFramework.Extensions.StringExtensions.html)

Conversations Instructions

Provides extension methods for strings.

(BP.AdventureFramework.Con

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

DirectionExtensions

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StringExtensions

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+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende

# Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

+ **BP.AdventureFramework.**

↳ **Commands** (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

**(BP.AdventureFramework.Com**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

Conversations (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

**(BP.AdventureFramework.Com**

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

- **BP.AdventureFramework.**

Extensions (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**(BP.AdventureFramework.Exte**

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Extensions  
([BP.AdventureFramework.Extensions.html](#))

DirectionExtensions

Assembly: BPAdventureFramework.dll

Syntax

StringExtensions  
([BP.AdventureFramework.Exten](#)

public static class DirectionExtensions

+ **BP.AdventureFramework.**

Interpretation

**(BP.AdventureFramework.Inter**

BP.AdventureFramework.

Methods

Logic

**(BP.AdventureFramework.Logi**

Inverse(Direction)

+ **BP.AdventureFramework.**

Rendering direction.

**(BP.AdventureFramework.Render**

Declaration

+ **BP.AdventureFramework.**

public static Direction Inverse(this Direction value)

**(BP.AdventureFramework.Render**

Parameters

+ **BP.AdventureFramework.**

Type  
Rendering.FrameBuilders.

Color

Direction ([BP.AdventureFramework.Assets.Locations.Direction.html](#))

**(BP.AdventureFramework.Render**

Returns

+ **BP.AdventureFramework.**

Rendering.Frames

| Type  | Name  | Description    |
|---|-------|----------------|
| Direction ( <a href="#">BP.AdventureFramework.Assets.Locations.Direction.html</a> ) | value | The direction. |

| Type  | Description            |
|---|------------------------|
| Direction (BP.AdventureFramework.Assets.Locations.Direction.html) | The inverse direction. |

▼

- + **BP.AdventureFramework.**
  - Commands**  
(BP.AdventureFramework.Com)
- + **BP.AdventureFramework.**
  - Conversations**  
(BP.AdventureFramework.Con)
- + **BP.AdventureFramework.**
  - Conversations.Instructions**  
(BP.AdventureFramework.Con)
- **BP.AdventureFramework.**
  - Extensions**  
(BP.AdventureFramework.Exte)
    - DirectionExtensions  
(BP.AdventureFramework.Exten)
    - StringExtensions  
(BP.AdventureFramework.Exten)
- + **BP.AdventureFramework.**
  - Interpretation**  
(BP.AdventureFramework.Inter)
- + **BP.AdventureFramework.**
  - Logic**  
(BP.AdventureFramework.Logi)
- + **BP.AdventureFramework.**
  - Rendering**  
(BP.AdventureFramework.Rend)
- + **BP.AdventureFramework.**
  - Rendering.FrameBuilders**  
(BP.AdventureFramework.Rend)
- + **BP.AdventureFramework.**
  - Rendering.FrameBuilders.**  
Color  
(BP.AdventureFramework.Rend)
- + **BP.AdventureFramework.**
  - Renderina.Frames**

# Class StringExtensions

Provides extension methods for strings.

Filter by title

## + BP.AdventureFramework.

↳ **Commands** (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(BP.AdventureFramework.Com**

## + BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
**(BP.AdventureFramework.Com**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-system-object)))  
**(BP.AdventureFramework.Com**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## + BP.AdventureFramework.Exte

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Extensions  
([BP.AdventureFramework.Extensions.html](#))  
DirectionExtensions

Assembly: BP.AdventureFramework.dll  
([BP.AdventureFramework.Extensions](#))

StringExtensions

    (BP.AdventureFramework.Extensions)

    public static class StringExtensions

## + BP.AdventureFramework.

### Interpretation

    (BP.AdventureFramework.Inter

## BP.AdventureFramework.

### Methods

#### Logic

    (BP.AdventureFramework.Logi

CaseInsensitiveContains(string, string)

## + BP.AdventureFramework.

    Rendering indicating whether a specified substring occurs within this string. This is not case sensitive.

    (BP.AdventureFramework.Render

Declaration

## + BP.AdventureFramework.

    public static bool CaseInsensitiveContains(this string value, string subString)

    (BP.AdventureFramework.Render

Parameters

## + BP.AdventureFramework.

    Type **Rendering.FrameBuilders.**

Color

    string (<https://learn.microsoft.com/dotnet/api/system.string>)

    (BP.AdventureFramework.Render

    string (<https://learn.microsoft.com/dotnet/api/system.string>)

## + BP.AdventureFramework.

    Rendering.Frames

| Type   | Name      | Description         |
|--------|-----------|---------------------|
| Color  | value     | The value.          |
| string | subString | The string to seek. |

Returns

| Type  | Description  |
|---|--|
| bool<br>( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) | True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false. |

+ BP.AdventureFramework.

## EnsureFinishedSentence(string)

**(BP.AdventureFramework.Com)**

Ensure this string is a finished sentence, ending in either ?, ! or .

+ BP.AdventureFramework.

Declaration

**Conversations**

**(BP.AdventureFramework.Con)**

public static string EnsureFinishedSentence(this string value)

+ BP.AdventureFramework.

## Conversations.Instructions

Parameters

**(BP.AdventureFramework.Con)**

Type

- BP.AdventureFramework.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

**Extensions**

**(BP.AdventureFramework.Exte**

Returns

| Type  | Name | Description |
|---|------|-------------|
| DirectionExtensions<br>(BP.AdventureFramework.Extensions) |      |             |

+ BP.AdventureFramework.

## EqualsExaminable(string, IExaminable)

**(BP.AdventureFramework.Inte**

Determine if this string equals an IExaminable.

+ BP.AdventureFramework.

Declaration

**Logic**

**(BP.AdventureFramework.Logi**

public static bool EqualsExaminable(this string value, IExaminable examinable)

+ BP.AdventureFramework.

## Rendering

Parameters

**(BP.AdventureFramework.Render**

Type

+ BP.AdventureFramework.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

**Rendering.FrameBuilders**

IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

**(BP.AdventureFramework.Render**

+ BP.AdventureFramework.

## Rendering.FrameBuilders.

Type

**Color**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

**(BP.AdventureFramework.Render**

+ BP.AdventureFramework.

## Renderina.Frames

## EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

+ BP.AdventureFramework.

Parameters

### Commands

| Type  | Name       | Description     |
|---|------------|-----------------|
| BP.AdventureFramework.Commands                            |            |                 |
| Identifier (BP.AdventureFramework.Assets.Identifier.html) | identifier | The identifier. |

Returns

+ BP.AdventureFramework.

Type Conversations.Instructions

| Type                             | Description  |
|----------------------------------|--|
| (BP.AdventureFramework.Commands) | bool (https://learn.microsoft.com/dotnet/api/system.boolean) |

True if this string equals the identifier, else false.

- BP.AdventureFramework.

Extensions

+ BP.AdventureFramework.Extensions

DirectionExtensions

Get an objectifier for a word.  
(BP.AdventureFramework.Extensions)

StringExtensions

(BP.AdventureFramework.Extensions)

```
public static string GetObjectifier(this string word)
```

+ BP.AdventureFramework.

Interpretation

Parameters

+ BP.AdventureFramework.Interpretation

Type

| Type                        | Name | Description |
|-----------------------------|------|-------------|
| BP.AdventureFramework.Logic | word | The word.   |

(BP.AdventureFramework.Logic)

Returns

+ BP.AdventureFramework.

Type

| Type  | Description      |
|---|------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | The objectifier. |

+ BP.AdventureFramework.

Rendering.FrameBuilders

IsPlural(string)

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Declaration

Color

(BP.AdventureFramework.Rendering)

```
public static bool IsPlural(this string word)
```

+ BP.AdventureFramework.

Rendering.Frames

## Parameters

| Type   | Name | Description        |
|--|------|--------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | word | The word to check. |

## Returns

| Type                                 | Description                 |
|--------------------------------------|-----------------------------|
| + BP.AdventureFramework.<br>Commands | True if the word is plural. |

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.  
IsVowel(string)

Conversations

(BP.AdventureFramework.Con)

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

- BP.AdventureFramework.

Parameters

Extensions

| Type             | Name  | Description         |
|------------------|-------|---------------------|
| StringExtensions | value | The value to check. |

StringExtensions

(BP.AdventureFramework.Extensions)

Returns

(BP.AdventureFramework.Extensions)

Type

| Type   | Description                       |
|--|-----------------------------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) | True if the character is a vowel. |

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

LineCount(string)

Logic

Determines the number of lines in this string.

(BP.AdventureFramework.Log)

Declaration

+ BP.AdventureFramework.

Rendering

public static int LineCount(this string value)

(BP.AdventureFramework.Render)

| Type   | Name  | Description |
|--|-------|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | value | The value.  |

| Type  | Description                        |
|---|------------------------------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | The number of lines in the string. |

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

| Type  | Description                        |
|---|------------------------------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | The number of lines in the string. |

Rendering.Frames

## RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

### + BP.AdventureFramework.

Parameters

#### Commands

| Type   | Name  | Description                                 |
|--|-------|---|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | value | The string to ensure isn't finished finish. |

#### Conversations

Returns

### (BP.AdventureFramework.Con

#### + BP.AdventureFramework.

| Type   | Description            |
|--|------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | The unfinished string. |

#### (BP.AdventureFramework.Con

### - BP.AdventureFramework.

#### ToDescription(string)

Extensions

### (BP.AdventureFramework.Exte

Returns this string as a Description.

DirectionExtensions

Declaration

(BP.AdventureFramework.Exten

StringExtensions

```
public static Description ToDescription(this string value)
```

(BP.AdventureFramework.Exten

### + BP.AdventureFramework.

Parameters

#### Interpretation

| Type   | Name  | Description |
|--|-------|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | value | The value.  |

#### Logic

Returns

### (BP.AdventureFramework.Logi

#### Type

### + BP.AdventureFramework.

Description ([BP.AdventureFramework.Assets.Description.html](#))

Description

This string as a description.

#### (BP.AdventureFramework.Render

### + BP.AdventureFramework.

#### ToIdentifier(string)

#### Rendering.FrameBuilders

Returns

### (BP.AdventureFramework.Render

#### Declarative

#### Rendering.FrameBuilders.

```
public static Identifier ToIdentifier(this string value)
```

#### (BP.AdventureFramework.Render

Parameters

### + BP.AdventureFramework.

#### RenderFrameFrames

| Type   | Name  | Description |
|--|-------|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | value | The value.  |

Returns

| Type  | Description                   |
|---|-------------------------------|
| Identifier ( <a href="#">BP.AdventureFramework</a> .Assets.Identifier.html) | This string as an identifier. |

### Commands

#### (BP.AdventureFramework.Commands)

### ToSentenceCase(string)

+ BP.AdventureFramework.ConversationExtensions

Converses a string to sentence case.

#### (BP.AdventureFramework.ConversationExtensions)

Declaration

### + BP.AdventureFramework.

#### Conversations.Instructions.ToSentenceCase(this string value)

#### (BP.AdventureFramework.ConversationExtensions)

- BP.AdventureFramework.

| Type                               | Name  | Description |
|------------------------------------|-------|-------------|
| (BP.AdventureFramework.Extensions) | value | The value.  |

StringExtensions

>Returns

StringExtensions

Type

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

### Description

The word in sentence case.

### Interpretation

#### (BP.AdventureFramework.Interpretation)

### ToSpeech(string)

+ BP.AdventureFramework.

Converts a string to speech.

#### (BP.AdventureFramework.Logic)

Declaration

### + BP.AdventureFramework.

#### public static string ToSpeech(this string value)

#### (BP.AdventureFramework.Rendering)

Parameters

+ BP.AdventureFramework.

Type

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### Name

value

### Description

The value.

+ BP.AdventureFramework.

Returns

Rendering.FrameBuilders.

| Type  | Description                 |
|---|-----------------------------|
| (BP.AdventureFramework.Rendering.FrameBuilders) | The value in sentence case. |

+ BP.AdventureFramework.

Rendering.Frames

▼

- + **BP.AdventureFramework.**
  - Commands**  
(BP.AdventureFramework.Com)
  - + **BP.AdventureFramework.**
    - Conversations**  
(BP.AdventureFramework.Con)
    - + **BP.AdventureFramework.**
      - Conversations.Instructions**  
(BP.AdventureFramework.Con)
  - **BP.AdventureFramework.**
    - Extensions**  
(BP.AdventureFramework.Exte)
    - DirectionExtensions  
(BP.AdventureFramework.Exten)
    - StringExtensions  
(BP.AdventureFramework.Exten)
  - + **BP.AdventureFramework.**
    - Interpretation**  
(BP.AdventureFramework.Inter)
    - + **BP.AdventureFramework.**
      - Logic**  
(BP.AdventureFramework.Logi)
    - + **BP.AdventureFramework.**
      - Rendering**  
(BP.AdventureFramework.Rend)
      - + **BP.AdventureFramework.**
        - Rendering.FrameBuilders**  
(BP.AdventureFramework.Rend)
        - + **BP.AdventureFramework.**
          - Rendering.FrameBuilders.**
            - Color**  
(BP.AdventureFramework.Rend)
        - + **BP.AdventureFramework.**
          - Renderina.Frames**

# Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

## Classes

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

**CommandHelp** (BP.AdventureFramework.Interpretation.CommandHelp.html)

Conversations

Provides help for a command

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

**CustomCommandInterpreter**

Conversations.Instructions

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html)

(BP.AdventureFramework.Com

Provides an object that can be used for interpreting custom commands.

+ BP.AdventureFramework.

Extensions

**InterpretationResult**

(BP.AdventureFramework.Exte

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

- BP.AdventureFramework.

Represents the result of an interpretation.

**Interpretation**

(BP.AdventureFramework.Inter

Interfaces

CommandHelp

(BP.AdventureFramework.Interp

**IInterpreter** (BP.AdventureFramework.Interpretation.IInterpreter.html)

(BP.AdventureFramework.Interp

Represents any object that can act as an interpreter for input.

IInterpreter

(BP.AdventureFramework.Interp

InterpretationResult

(BP.AdventureFramework.Interp

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

# Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

(**BP.AdventureFramework.Com**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ CommandHelp

↳ Conversations

Implements

(**BP.AdventureFramework.Con**)

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp>

(**BP.AdventureFramework.**)

Inherited Members

(**BP.AdventureFramework.Con**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Exte**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.**)

↳ Interpretation

(**BP.AdventureFramework.Inter**)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ CommandHelp

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation  
(BP.AdventureFramework.Interpreter.BPM)

CustomCommandInterpreter

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Interpret

Syntax

Interpreter

(BP.AdventureFramework.Interpret

public class CommandHelp : IEquatable<CommandHelp>

(BP.AdventureFramework.Interpret

+ **BP.AdventureFramework.**

Constructors

Logic

(**BP.AdventureFramework.Logi**)

CommandHelp(string, string)

Rendering

Initializes a new instance of the CommandHelp class.

(**BP.AdventureFramework.Ren**)

Declaration

+ **BP.AdventureFramework.**

RenderingFrameBuilders

public static CommandHelp Create(string command, string description)

(**BP.AdventureFramework.Ren**)

Partners

(**BP.AdventureFramework.**)

Rendering.FrameBuilders.

Type

Color

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Ren**)

| Type   | Name    | Description  |
|--|---------|--------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | command | The command. |

| Type   | Name               | Description |
|--|--------------------|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | <i>description</i> | The help.   |

# Properties

([BP.AdventureFramework.Command](#))

## Command

**Conversations**

Get the command.

([BP.AdventureFramework.Command](#))

Declaration

+ [BP.AdventureFramework.Command](#).

**Conversations.Instructions**

```
public string Command { get; }
```

([BP.AdventureFramework.Command](#))

## BP.AdventureFramework.

Property value

**Extensions**

Type ([BP.AdventureFramework.Extensions](#))

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- [BP.AdventureFramework.Extensions](#).

**Interpretation**

([BP.AdventureFramework.Interpreter](#))

**Description**

CommandHelp

Get the description of the command.

([BP.AdventureFramework.Interpreter](#))

Declaration

([BP.AdventureFramework.Interpreter](#))

IInterpreter

```
public string Description { get; }
```

([BP.AdventureFramework.Interpreter](#))

Property value

+ [BP.AdventureFramework.](#)

Description

**Logic**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([BP.AdventureFramework.Logic](#))

## BP.AdventureFramework.

**Rendering**

## Methods

### [BP.AdventureFramework.Rendering](#)

## + BP.AdventureFramework.

### EQUALS (CommandHelpers)

([BP.AdventureFramework.Rendering](#))

Indicates whether the current object is equal to another object of the same type.

## + BP.AdventureFramework.

Declaration

[Rendering.FrameBuilders](#).

**Color**

```
public bool Equals(CommandHelper other)
```

([BP.AdventureFramework.Rendering](#))

## Parameters

| Type   | Name  | Description                            |
|--|-------|--|
| CommandHelp<br>(BP.AdventureFramework.Interpretation.CommandHelp.html) | other | An object to compare with this object. |

>Returns

**Type** [BP.AdventureFramework.Com](#)

+ **BP.AdventureFramework.** [learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool](https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the [current object](https://learn.microsoft.com/dotnet/api/system.bool) is equal to the other parameter; otherwise, [true](https://learn.microsoft.com/dotnet/api/system.bool) (<https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool>).  
+ **BP.AdventureFramework.**

**Conversations.Instructions**

**(BP.AdventureFramework.Con**

**Implements**

+ **BP.AdventureFramework.**

**IComparable** (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

**(BP.AdventureFramework.Exte**

- **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Inter**

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rend**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rend**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

**(BP.AdventureFramework.Rend**

# Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

([BP.AdventureFramework.Com](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [BP.AdventureFramework](#)

↳ CustomCommandInterpreter

Conversations

Implements

([BP.AdventureFramework.Com](#))

IInterpreter ([BP.AdventureFramework.Interpretation.IInterpreter.html](#))

+ [BP.AdventureFramework](#).

Inherited Members

Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Extensions

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Inter](#))

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Interpretation

([BP.AdventureFramework.Interpretation.html](#))

([BP.AdventureFramework.Interpret](#))

Assembly: BP.AdventureFramework.dll

CustomCommandInterpreter

Syntax

([BP.AdventureFramework.Interpret](#))

IInterpreter

public class CustomCommandInterpreter : IInterpreter

([BP.AdventureFramework.Interpret](#))

InterpretationResult

([BP.AdventureFramework.Interpret](#))

+ [BP.AdventureFramework](#).

Properties

([BP.AdventureFramework.Logi](#))

SupportedCommands

Rendering

Get an array of all supported commands.

([BP.AdventureFramework.Render](#))

Declaration

+ [BP.AdventureFramework](#).

RenderingFrameBuilders

public CommandHelp[] SupportedCommands { get; }

([BP.AdventureFramework.Render](#))

+ [BP.AdventureFramework](#).

RenderingFrameBuilders

Type

Color

CommandHelp ([BP.AdventureFramework.Interpretation.CommandHelp.html](#))[]

([BP.AdventureFramework.Render](#))

Description

# Methods

## GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

(**BP.AdventureFramework.Com**

```
+ public CommandHelp[] GetContextualCommandHelp(Game game)
```

**Conversations**

Parameters  
(**BP.AdventureFramework.Com**

| Type   | Name | Description |
|--|------|-------------|
| Game (BP.AdventureFramework.Logic.Game.html) | game | The game.   |

(**BP.AdventureFramework.Com**

Returns

+ **BP.AdventureFramework.**

**Extensions**

(**BP.AdventureFramework.Exte**

```
CommandHelp[] GetContextualCommandHelp(BP.AdventureFramework.Interpretation.CommandHelp.html)[]
```

Description

The contextual help.

- **BP.AdventureFramework.**

**Interpretation**

Interpret(string, Game)

(**BP.AdventureFramework.Inter**

InterpretCommandHelp

(**BP.AdventureFramework.Interpret**

Declaration

CustomCommandInterpreter

(**BP.AdventureFramework.Interpret**

```
+ public InterpretationResult Interpret(string input, Game game)
```

(**BP.AdventureFramework.Interpret**

InterpretationResult

Parameters  
(**BP.AdventureFramework.Interpret**

| Type   | Name  | Description              |
|--|-------|--------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | input | The string to interpret. |
| Game (BP.AdventureFramework.Logic.Game.html)   | game  | The game.                |

+ **BP.AdventureFramework.**

Returns

**Rendering**

(**BP.AdventureFramework.Render**

| Type                 | Description                       |
|----------------------|-----------------------------------|
| InterpretationResult | The result of the interpretation. |

+ **BP.AdventureFramework.**

(**BP.AdventureFramework.Interpretation.InterpretationResult.html**)

**Rendering.FrameBuilders**

(**BP.AdventureFramework.Render**

**Implementation**

Rendering.FrameBuilders

IInterpreter ([BP.AdventureFramework.Interpretation.IInterpreter.html](#))

**Color**

(**BP.AdventureFramework.Render**

▼

- (BP.AdventureFramework.Com
- + BP.AdventureFramework.  
Conversations  
(BP.AdventureFramework.Con
- + BP.AdventureFramework.  
Conversations.Instructions  
(BP.AdventureFramework.Con
- + BP.AdventureFramework.  
Extensions  
(BP.AdventureFramework.Exte
- BP.AdventureFramework.  
Interpretation  
(BP.AdventureFramework.Inter  
    CommandHelp  
    (BP.AdventureFramework.Interpret  
    CustomCommandInterpreter  
    (BP.AdventureFramework.Interpret  
    IInterpreter  
    (BP.AdventureFramework.Interpret  
    InterpretationResult  
    (BP.AdventureFramework.Interpret
- + BP.AdventureFramework.  
Logic  
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.  
Rendering  
(BP.AdventureFramework.Rende
- + BP.AdventureFramework.  
Rendering.FrameBuilders  
(BP.AdventureFramework.Rende
- + BP.AdventureFramework.  
Rendering.FrameBuilders.  
Color  
(BP.AdventureFramework.Rende

# Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation  
(BP.AdventureFramework.html)

Assembly: BPAdventureFramework.dll

+ BP.AdventureFramework.

Syntax

## Conversations

(BP.AdventureFramework.Conversation)  
public interface IInterpreter

+ BP.AdventureFramework.

## Conversations.Instructions

(BP.AdventureFramework.Conversation.Instruction)

Properties

SupportedCommands

- BP.AdventureFramework.  
Get an array of all supported commands.

## Interpretation

Declaration

(BP.AdventureFramework.Interpreter)  
CommandHelp[] SupportedCommands { get; }  
(BP.AdventureFramework.Interpreter)  
CustomCommandInterpreter

Property Value

| Type          | Description  |
|---------------|--|
| CommandHelp[] | (BP.AdventureFramework.Interpreter)<br>(BP.AdventureFramework.Interpreter) |

+ BP.AdventureFramework.

## Logic

Methods

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

GetContextualCommandHelp(Game)

(BP.AdventureFramework.Renderer)

Get contextual command help for a game, based on its current state.

+ BP.AdventureFramework.

Declaration

## Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

CommandHelp[] GetContextualCommandHelp(Game game)

+ BP.AdventureFramework.

Parameters

## Color

(BP.AdventureFramework.Rendering)

| Type   | Name | Description |
|--|------|-------------|
| Game (BP.AdventureFramework.Logic.Game.html) | game | The game.   |

Returns

| Type   | Description          |
|--|----------------------|
| CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[] (BP.AdventureFramework.CommandHelp.html) | The contextual help. |

+ BP.AdventureFramework.

Conversations  
Interpret(String, Game)  
(BP.AdventureFramework.Conversations)

Interpret a string.

+ BP.AdventureFramework.

Declaration  
Conversations.Instructions

(BP.AdventureFramework.Conversations)

InterpretationResult Interpret(string input, Game game)

+ BP.AdventureFramework.

Extensions

Parameters  
(BP.AdventureFramework.Extensions)

Type

- BP.AdventureFramework.

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

input

The string to interpret.

Interpretation

Game (BP.AdventureFramework.Logic.Game.html)

game

The game.

CommandHelp

Return  
(BP.AdventureFramework.Interpretation)

Type  
CustomCommandInterpreter

(BP.AdventureFramework.Interpretation)

InterpretationResult

(BP.AdventureFramework.Interpretation)

InterpretationResult

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering)

# Class InterpretationResult

Represents the result of an interpretation.

 Filter by title

Inheritance

**(BP.AdventureFramework.Com)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ InterpretationResult

**Conversations**

Inherited Members

**(BP.AdventureFramework.Com)**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

↳ Conversations.Instruction

**(BP.AdventureFramework.Com)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

↳ Extensions

**(BP.AdventureFramework.Exten**

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object1, object2) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **BP.AdventureFramework.**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation

(BP.AdventureFramework.Interpretation.html)

**(BP.AdventureFramework.Inter**

Assembly: BP.AdventureFramework.dll

Syntax

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

public class InterpretationResult

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

**BP.AdventureFramework.**

**InterpretationResult(bool, ICommand)**

Logic

Initializes a new instance of the InterpretationResult class.

**(BP.AdventureFramework.Logi**

Declaration

+ **BP.AdventureFramework.**

Rendering

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

**(BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders

Type

**(BP.AdventureFramework.Render**

bool

+ **BP.AdventureFramework.**

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Rendering.FrameBuilders.

n)

Color

**(BP.AdventureFramework.Render**

| Type | Name                       | Description                       |
|------|----------------------------|-----------------------------------|
| bool | wasInterpretedSuccessfully | If interpretation was successful. |

| Type   | Name    | Description  |
|--|---------|--------------|
| ICommand<br>(BP.AdventureFramework.Commands.ICommand.html) | command | The command. |

▼

## (BP.AdventureFramework.Com Properties

+ BP.AdventureFramework.

Conversations

Command  
(BP.AdventureFramework.Com

Conversations

Instructions  
Declaration

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Extensions

Properties  
(BP.AdventureFramework.Exte

- Type  
BP.AdventureFramework.

Description

Interpretation

ICOMMAND (BP.AdventureFramework.Commands.ICommand.html)

(BP.AdventureFramework.Inter

CommandHelp

Fail  
(BP.AdventureFramework.Interpret

CustomCommandInterpreter

Get a failure  
(BP.AdventureFramework.Interpret

IInterpreter

Declaration  
(BP.AdventureFramework.Interpret

InterpretationResult

public static InterpretationResult Fail { get; }

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Property Value

Logic

Type  
(BP.AdventureFramework.Logi

Description

InterpretationResult (BP.AdventureFramework.Interpretation.InterpretationResult.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

WasInterpretedSuccessfully

+ BP.AdventureFramework.

RenderingFrameBuilders

(BP.AdventureFramework.Ren

Declaration

+ BP.AdventureFramework.

RenderingFrameBuilders

Color

Properties  
(BP.AdventureFramework.Ren

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

▼

**(BP.AdventureFramework.Com**

- + **BP.AdventureFramework.**  
**Conversations**  
**(BP.AdventureFramework.Con**
- + **BP.AdventureFramework.**  
**Conversations.Instructions**  
**(BP.AdventureFramework.Con**
- + **BP.AdventureFramework.**  
**Extensions**  
**(BP.AdventureFramework.Exte**
- **BP.AdventureFramework.**  
**Interpretation**  
**(BP.AdventureFramework.Inter**
  - CommandHelp  
 (BP.AdventureFramework.Interpret
  - CustomCommandInterpreter  
 (BP.AdventureFramework.Interpret
  - IInterpreter  
 (BP.AdventureFramework.Interpret
  - InterpretationResult  
 (BP.AdventureFramework.Interpret
- + **BP.AdventureFramework.**  
**Logic**  
**(BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**  
**Rendering**  
**(BP.AdventureFramework.Rend**
- + **BP.AdventureFramework.**  
**Rendering.FrameBuilders**  
**(BP.AdventureFramework.Rend**
- + **BP.AdventureFramework.**  
**Rendering.FrameBuilders.**  
**Color**  
**(BP.AdventureFramework.Rend**

# Namespace BP.AdventureFramework.Logic

## Classes

Filter by title ▾

(BP.AdventureFramework.Con  
**EndCheckResult** (BP.AdventureFramework.Logic.EndCheckResult.html)

+ **BP.AdventureFramework.** End check.

Conversations.Instructions

(BP.AdventureFramework.Con  
**Game** (BP.AdventureFramework.Logic.Game.html)

+ **BP.AdventureFramework.** Represents a game.

Extensions

(BP.AdventureFramework.Exte  
**Enums**

+ **BP.AdventureFramework.**

Interpretation

**ExitMode** (BP.AdventureFramework.Logic.ExitMode.html)

(BP.AdventureFramework.Inter

Enumeration of exit modes.

- **BP.AdventureFramework.**

Logic

**GameState** (BP.AdventureFramework.Logic.GameState.html)

(BP.AdventureFramework.Logi

Enumeration of game states.

EndCheck

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

ExitMode

**EndCheck** (BP.AdventureFramework.Logic.EndCheck.html)

(BP.AdventureFramework.Logic.Ex

Represents the callback used for end checks.

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

**GameCreationCallback** (BP.AdventureFramework.Logic.GameCreationCallback.html)

(BP.AdventureFramework.Logic.Ga

Represents the callback used for Game creation.

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

**OverworldCreationCallback** (BP.AdventureFramework.Logic.OverworldCreationCallback.html)

(BP.AdventureFramework.Logic.Overw

Represents a callback for Overworld creation.

+ **BP.AdventureFramework.**

Rendering

**PlayerCreationCallback** (BP.AdventureFramework.Render

(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

+ **BP.AdventureFramework.**

Represents a callback for Player creation.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

▼

(BP.AdventureFramework.Con

+ BP.AdventureFramework.  
Conversations.Instructions  
(BP.AdventureFramework.Con

+ BP.AdventureFramework.  
Extensions  
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.  
Interpretation  
(BP.AdventureFramework.Inter

- BP.AdventureFramework.  
Logic  
(BP.AdventureFramework.Logi

EndCheck  
(BP.AdventureFramework.Logic.En  
EndCheckResult  
(BP.AdventureFramework.Logic.En  
ExitMode  
(BP.AdventureFramework.Logic.Ex  
Game  
(BP.AdventureFramework.Logic.Ga  
GameCreationCallback  
(BP.AdventureFramework.Logic.Ga  
GameState  
(BP.AdventureFramework.Logic.Ga  
OverworldCreationCallback  
(BP.AdventureFramework.Logic.Ov  
PlayerCreationCallback  
(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.  
Rendering  
(BP.AdventureFramework.Render

+ BP.AdventureFramework.  
Rendering.FrameBuilders  
(BP.AdventureFramework.Render

+ BP.AdventureFramework.

# Delegate EndCheck

Represents the callback used for end checks.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

**(BP.AdventureFramework.Con**

**+ BP.AdventureFramework.**

public delegate EndCheckResult EndCheck(Game game)

**(BP.AdventureFramework.Exte**

Parameters

**+ BP.AdventureFramework.**

| Type                                  | Name | Description                |
|---------------------------------------|------|----------------------------|
| (BP.AdventureFramework.Interpretation | game | The game to check for end. |

**- BP.AdventureFramework.**

Returns

**Logic**

| Type   | Description                      |
|--|----------------------------------|
| EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html) | Returns a result from the check. |

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

**+ BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rende**

**+ BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rende**

# Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [BP.AdventureFramework.](#)

↳ EndCheckResult

[Conversations.Instructions](#)

Inherited Members

([BP.AdventureFramework.Con](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [BP.AdventureFramework.](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([BP.AdventureFramework.Exte](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ [BP.AdventureFramework.](#)

[Interpretation](#)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- [BP.AdventureFramework.](#)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Logic ([BP.AdventureFramework.Logic.html](#))

[Logic](#)

Assembly: BPAdventureFramework.dll

([BP.AdventureFramework.Logi](#))

Syntax

```
EndCheck  
  (BP.AdventureFramework.Logic.EndCheckResult)  
public class EndCheckResult  
  {  
    (BP.AdventureFramework.Logic.EndCheckResult)  
    ExitMode  
  }
```

[Constructors](#)

Game

(BP.AdventureFramework.Logic.Game)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

Plat

(BP.AdventureFramework.Logic.Platform)

Parameters

+ [BP.AdventureFramework.](#)

[Rendering](#)

([BP.AdventureFramework.Render](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

isCompleted

If the game has ended.

+ [BP.AdventureFramework.](#)

[Rendering.FrameBuilders](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

title

A title to describe the end.

([BP.AdventureFramework.Render](#))

description

A description of the end.

+ [BP.AdventureFramework.](#)

# Properties

## Description

Get a description of the end.

Declaration

(**BP.AdventureFramework.Con**

```
    public string Description { get; }
```

+ **BP.AdventureFramework.**

**Conversations.Instructions**

Property Value

(**BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

**Extensions**

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

**HasEnded**

**Interpretation**

(**BP.AdventureFramework.Inter**

Get if the game has come to an end.

- **BP.AdventureFramework.**

Declaration

**Logic**

(**BP.AdventureFramework.Logic**

EndCheck

Property Value

EndCheckResult

Type

(**BP.AdventureFramework.Logic.En**

ExitMode

```
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
```

(**BP.AdventureFramework.Logic.Ex**

Game

(**BP.AdventureFramework.Logic.Ga**

**NotEnded**

CancelCreationCallback

(**BP.AdventureFramework.Logic.Ga**

Get a default result for not ended.

GameState

Declaration

OverworldCreationCallback

(**BP.AdventureFramework.Logic.Ov**

```
public static EndCheckResult NotEnded { get; }
```

PlayerCreationCallback

(**BP.AdventureFramework.Logic.Pla**

Property Value

+ **BP.AdventureFramework.**

**Rendering**

E

(**BP.AdventureFramework.Render**

EndCheckResult (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Title

(**BP.AdventureFramework.Render**

Get a title to describe the end.

+ **BP.AdventureFramework.**

**Rendering.Renderers**

EndCheckResult (<https://learn.microsoft.com/dotnet/api/system.boolean>)

**Description**

**Description**

**Description**

## Declaration

```
public string Title { get; }
```

### Property Value

| Type   | Description |
|--|-------------|
| ( <a href="#">BP.AdventureFramework.Conversations.Instructions</a> )<br>string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |
| + <b>BP.AdventureFramework.</b>  |             |
| <b>Conversations.Instructions</b>  |             |
| ( <a href="#">BP.AdventureFramework.Conversations.Instructions</a> )   |             |
| + <b>BP.AdventureFramework.</b>  |             |
| <b>Extensions</b>  |             |
| ( <a href="#">BP.AdventureFramework.Extensions</a> )   |             |
| + <b>BP.AdventureFramework.</b>  |             |
| <b>Interpretation</b>  |             |
| ( <a href="#">BP.AdventureFramework.Interpretation</a> )   |             |
| - <b>BP.AdventureFramework.</b>  |             |
| <b>Logic</b>   |             |
| ( <a href="#">BP.AdventureFramework.Logic</a> )  |             |
| EndCheck   |             |
| ( <a href="#">BP.AdventureFramework.Logic.EndCheck</a> )   |             |
| EndCheckResult   |             |
| ( <a href="#">BP.AdventureFramework.Logic.EndCheckResult</a> )   |             |
| ExitMode   |             |
| ( <a href="#">BP.AdventureFramework.Logic.ExitMode</a> )   |             |
| Game   |             |
| ( <a href="#">BP.AdventureFramework.Logic.Game</a> )   |             |
| GameCreationCallback   |             |
| ( <a href="#">BP.AdventureFramework.Logic.GameCreationCallback</a> )   |             |
| GameState  |             |
| ( <a href="#">BP.AdventureFramework.Logic.GameState</a> )  |             |
| OverworldCreationCallback  |             |
| ( <a href="#">BP.AdventureFramework.Logic.OverworldCreationCallback</a> )  |             |
| PlayerCreationCallback   |             |
| ( <a href="#">BP.AdventureFramework.Logic.PlayerCreationCallback</a> )   |             |
| + <b>BP.AdventureFramework.</b>  |             |
| <b>Rendering</b>   |             |
| ( <a href="#">BP.AdventureFramework.Rendering</a> )  |             |
| + <b>BP.AdventureFramework.</b>  |             |
| <b>Rendering.FrameBuilders</b>   |             |
| ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders</a> )  |             |
| + <b>BP.AdventureFramework.</b>  |             |

# Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

(BP.AdventureFramework.Con-

Assembly: BP.AdventureFramework.dll

Syntax

## Extensions

public enum ExitMode

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

## Interpretation

(BP.AdventureFramework.Inter

## Fields

- BP.AdventureFramework.

| Name                | Description                 |
|---------------------|-----------------------------|
| Logic               | Exit the application.       |
| ReturnToTitleScreen | Return to the title screen. |

EndCheckResult

(BP.AdventureFramework.Logic.

EndCheck

(BP.AdventureFramework.Logic.

ExitMode

(BP.AdventureFramework.Logic.

Game

(BP.AdventureFramework.Logic.

GameCreationCallback

(BP.AdventureFramework.Logic.

GameState

(BP.AdventureFramework.Logic.

OverworldCreationCallback

(BP.AdventureFramework.Logic.

PlayerCreationCallback

(BP.AdventureFramework.Logic.

+ BP.AdventureFramework.

## Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

## Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

# Class Game

Represents the structure of the game

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BPAdventureFramework.**

↳ Game

**Conversations.Instructions**

Inherited Members

([BP.AdventureFramework.Con](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **BPAdventureFramework.**

↳ Extensions

([BP.AdventureFramework.Exte](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BPAdventureFramework.**

↳ Interpretation

([BP.AdventureFramework.inter](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Log

([BP.AdventureFramework.Logi](#))

EndCheck

public sealed class Game

([BP.AdventureFramework.Logic.En](#))

EndCheckResult

([BP.AdventureFramework.Logic.En](#))

ExitMode

([BP.AdventureFramework.Logic.Ex](#))

Game

([BP.AdventureFramework.Logic.Ga](#))

GameCreationCallback

([BP.AdventureFramework.Logic.Ga](#))

GetGameState error prefix.

([BP.AdventureFramework.Logic.Ga](#))

Declaration

OverworldCreationCallback

([BP.AdventureFramework.Logic.Ov](#))

public const string DefaultErrorPrefix = "Oops"

PlayerCreationCallback

([BP.AdventureFramework.Logic.Pla](#))

Field Value

([BP.AdventureFramework.](#))

Rendering

Description

([BP.AdventureFramework.Ren](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([BP.AdventureFramework.Ren](#))

**Properties**

+ **BP.AdventureFramework.**

## ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

**(BP.AdventureFramework.Converser)**

Property Value

+ **BP.AdventureFramework.**

Type

**Conversations.Instructions**

IConverser (BP.AdventureFramework.Assets.Characters.IConverser.html)

**(BP.AdventureFramework.Converser)**

+ **BP.AdventureFramework.**

**Extensions**

**Author**

**(BP.AdventureFramework.Extensions.Author)**

Get or set the name of the author.

+ **BP.AdventureFramework.**

Declaration

**Interpretation**

**(BP.AdventureFramework.Interpretation)**

```
public string Author { get; set; }
```

- **BP.AdventureFramework.**

**Logic**

Property Value

**(BP.AdventureFramework.Logic)**

Type

**EndCheck**

(BP.AdventureFramework.Logic.EndCheck)

string (BP.AdventureFramework.Interop.CSharpComNet/api/system.string)

**EndCheckResult**

(BP.AdventureFramework.Logic.EndCheckResult)

**ExitMode**

**DefaultInterpreter**

(BP.AdventureFramework.Logic.DefaultInterpreter)

**Game**

Get the default interpreter.

(BP.AdventureFramework.Logic.Game)

Declaration

**GameStateCreationCallback**

(BP.AdventureFramework.Logic.GameStateCreationCallback)

**GameState**

```
public static IInterpreter DefaultInterpreter { get; }
```

(BP.AdventureFramework.Logic.GameState)

**OverworldCreationCallback**

Property Value

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Type

**PlayerCreationCallback**

(BP.AdventureFramework.Logic.PlayerCreationCallback)

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rendering)**

**DefaultSize**

+ **BP.AdventureFramework.**

Get the default size.

**Rendering.FrameBuilders**

Declaration

**(BP.AdventureFramework.Rendering)**

+ **BP.AdventureFramework.**

```
public static Size DefaultSize { get; }
```

## Property Value

| Type   | Description |
|--|-------------|
| Size (BP.AdventureFramework.Assets.Size.html)<br><b>(BP.AdventureFramework.Con</b> |             |

## + BP.AdventureFramework.

### Descriptions.Instructions

**(BP.AdventureFramework.Con**  
Get the description.

## + BP.AdventureFramework.

Declaration  
**Extensions**

**(BP.AdventureFramework.Exte**  
public string Description { get; }

## + BP.AdventureFramework.

### Interpretation

Property Value  
**(BP.AdventureFramework.Inter**

| Type                     | Description  |
|--------------------------|--|
| - BP.AdventureFramework. | string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |

### Logic

**(BP.AdventureFramework.Logi**

## DisplayCommandListInSceneFrames

**(BP.AdventureFramework.Logic.E**  
Get EndCheckResult

EndCheckResult - hand list is displayed in scene frames.

**(BP.AdventureFramework.Logic.E**  
Declaration  
ExitMode

**(BP.AdventureFramework.Logic.Ex**  
Game  
public bool DisplayCommandListInSceneFrames { get; set; }

**(BP.AdventureFramework.Logic.Ga**

GameCreationCallback  
**(BP.AdventureFramework.Logic.Ga**

GameState  
**(BP.AdventureFramework.Logic.Ga**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

OverworldCreationCallback  
**(BP.AdventureFramework.Logic.Ov**

PlayerCreationCallback  
**(BP.AdventureFramework.Logic.Pla**

DisplaySize  
**(BP.AdventureFramework.Logic.Pla**

## + BP.AdventureFramework.

Declaration  
**(BP.AdventureFramework.Render**

+ **public Size DisplaySize { get; }**

### Rendering.FrameBuilders

**(BP.AdventureFramework.Render**

## + BP.AdventureFramework.

| Type  | Description |
|---|-------------|
| Size (BP.AdventureFramework.Assets.Size.html) |             |

## ErrorPrefix

Get or set the error prefix.

(BP.AdventureFramework.Con-

Declaration:

Conversations.Instructions

```
public string ErrorPrefix { get; set; }
```

(BP.AdventureFramework.Con-

## + BP.AdventureFramework.

Property Value

Extensions

Type (BP.AdventureFramework.Exte

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

## FrameBuilders

### - BP.AdventureFramework.

Get or set the collection of frame builders used to render this game.

Logic

(BP.AdventureFramework.Logi

Declaration:

EndCheck

(BP.AdventureFramework.Logic.Fram FrameBuilders { get; set; }

EndCheckResult

(BP.AdventureFramework.Logic.En

Property Value

ExitMode

Type (BP.AdventureFramework.Logic.Ex

Description

Game

FrameBuilderCollection

(BP.AdventureFramework.Logic.Ga

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

Introduction

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

Declaration:

(BP.AdventureFramework.Logic.Pla

## + BP.AdventureFramework.

```
public Logic.FrameBuilders { get; }
```

Rendering

(BP.AdventureFramework.Render

Property Value

## + BP.AdventureFramework.

Rendering\_FrameBuilders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Render

## + BP.AdventureFramework.

## IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

(BP.AdventureFramework.Conversations.Instructions)

Property Value

+ BP.AdventureFramework.

Type

Conversations.Instructions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Conversations.Instructions)

Description

+ BP.AdventureFramework.

Extensions

Name

(BP.AdventureFramework.Extensions)

Get the name.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

```
public string Name { get; }
```

- BP.AdventureFramework.

Logic

Property Value

(BP.AdventureFramework.Logic)

Type

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

Overworld

(BP.AdventureFramework.Logic.ExitMode)

Game

Get the overworld.

(BP.AdventureFramework.Logic.Game)

Declaration

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

```
public Overworld Overworld { get; }
```

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

Property Value

(BP.AdventureFramework.Logic.Overworld)

Type

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Player

+ BP.AdventureFramework.

Get the player.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

```
public PlayableCharacter Player { get; }
```

## Property Value

| Type  | Description |
|---|-------------|
| PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)<br><b>(BP.AdventureFramework.Con</b> |             |

## + BP.AdventureFramework.

### SceneMapKeyTypeStructures

#### (BP.AdventureFramework.Con

Get or set the type of key to use on the scene map.

## + BP.AdventureFramework.

Declaration

### Extensions

#### (BP.AdventureFramework.Exte

```
public KeyType SceneMapKeyType { get; set; }
```

## + BP.AdventureFramework.

### Interpretation

#### (BP.AdventureFramework.Inter

Type

#### - BP.AdventureFramework.

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

### Logic

#### (BP.AdventureFramework.Logi

EndCheck

### Methods

#### (BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

## Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback,

### EndCheck, EndCheck)

Game

Create a new callback for generating instances of a game.

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

```
public static GameCreationCallback Create(string name, string introduction, string d  
(BP.AdventureFramework.Logic.Ga  
escription, OverworldCreationCallback overworldGenerator, PlayerCreationCallback pla  
yerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)  
(BP.AdventureFramework.Logic.Ov
```

PlayerCreationCallback

Parameters

(BP.AdventureFramework.Logic.Pla

| Type  | Name                | Description                  |
|---|---------------------|------------------------------|
| + BP.AdventureFramework.  |                     |                              |
| <b>Rendering</b>  |                     |                              |
| ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | <i>name</i>         | The name of the game.        |
| + BP.AdventureFramework.  |                     |                              |
| <b>RenderingFrameBundles</b>  |                     |                              |
| ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | <i>introduction</i> | An introduction to the game. |
| + BP.AdventureFramework.  |                     |                              |
| <b>Rendering</b>  |                     |                              |
| ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | <i>description</i>  | A description of the game.   |
| + BP.AdventureFramework.  |                     |                              |

| Type  | Name                       | Description                                 |
|---|----------------------------|---|
| OverworldCreationCallback<br>(BP.AdventureFramework.Logic.OverworldCreationCallback.html)                       | <i>overworldGenerator</i>  | A function to generate the overworld with.  |
| PlayerCreationCallback<br>(BP.AdventureFramework.Logic.PlayerCreationCallback.html)                             | <i>playerGenerator</i>     | The function to generate the player with.   |
| + BPAdventureFramework.<br>Conversations.Instructions<br>(BPAdventureFramework.Conversations.Instructions.html) | <i>completionCondition</i> | The callback used to check game completion. |
| - BPAdventureFramework.<br>EndCheck<br>(BPAdventureFramework.Logic.EndCheck.html)                               | <i>gameOverCondition</i>   | The callback used to check game over.       |

### Extensions

Returns

(BP.AdventureFramework.Extensions.html)

| Type  | Description  |
|---|--|
| + BPAdventureFramework.<br>GameCreationHelper<br>(BPAdventureFramework.Logic.GameCreationHelper.html) | A new GameCreationHelper that will create a GameCreator with the parameters specified. |

### - BPAdventureFramework.

#### Logic

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, EndCheck, Size, FrameBuilderCollection, ExitMode, string, IInterpreter)  
(BPAdventureFramework.Logic.Create.html)

Create a new callback for generating instances of a game.  
(BPAdventureFramework.Logic.Create.html)

#### Declaration

(BP.AdventureFramework.Logic.Ex)

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, FrameBuilderCollection frameBuilders, ExitMode exitMode, string errorPrefix, IGameState interpreter)
```

(BP.AdventureFramework.Logic.GameCreationCallback.html)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback.html)

| Type   | Name                | Description                  |
|--|---------------------|------------------------------|
| PlayerCreationCallback<br>(BP.AdventureFramework.Logic.PlayerCreationCallback.html)                          | <i>name</i>         | The name of the game.        |
| + BPAdventureFramework.<br>Rendering.FrameBuilders<br>(https://learn.microsoft.com/dotnet/api/system.string) | <i>introduction</i> | An introduction to the game. |
| + BPAdventureFramework.<br>Rendering.FrameBuilders<br>(https://learn.microsoft.com/dotnet/api/system.string) | <i>description</i>  | A description of the game.   |

### + BPAdventureFramework.

| Type  | Name                       | Description   |
|---|----------------------------|---|
| OverworldCreationCallback<br>(BP.AdventureFramework.Logic.OverworldCreationCallback.html)                                       | <i>overworldGenerator</i>  | A function to generate the overworld with.                  |
| PlayerCreationCallback<br>(BP.AdventureFramework.Logic.PlayerCreationCallback.html)   | <i>playerGenerator</i>     | The function to generate the player with.                   |
| + BPAdventureFramework.<br>Conversations.Instructions<br>(BPAdventureFramework.Conversations.Instructions.html)                 | <i>completionCondition</i> | The callback used to check game completion.                 |
| + BPAdventureFramework.Con<br>EndCheck<br>(BPAdventureFramework.Logic.EndCheck.html)  | <i>gameOverCondition</i>   | The callback used to check game over.                       |
| Extensions<br>(BPAdventureFramework.Assets.Size.html)   | <i>displaySize</i>         | The display size.   |
| + BPAdventureFramework.<br>FrameBuilderCollection<br>(BPAdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html) | <i>frameBuilders</i>       | The collection of frame builders to use to render the game. |
| + BPAdventureFramework.<br>Interpretation<br>(BPAdventureFramework.Interpretation.html)   | <i>exitMode</i>            | The exit mode.  |
| - BPAdventureFramework.<br>Logic<br>(https://learn.microsoft.com/dotnet/api/system.string)                                      | <i>errorPrefix</i>         | A prefix to use when displaying errors.                     |
| IIInterpreter<br>(BPAdventureFramework.Interpreter.IIInterpreter.html)  | <i>interpreter</i>         | The interpreter.  |

| Type   | Description  |
|--|--|
| Game<br>(BPAdventureFramework.Logic.Game.html)                                 | A new GameCreationHelper that will create a GameCreator with the parameters specified. |
| GameCreationCallback<br>(BPAdventureFramework.Logic.GameCreationCallback.html) |  |
| GameState<br>(BPAdventureFramework.Logic.GameState.html)                       |  |

**DisplayAbout()**  
(BPAdventureFramework.Logic.DisplayAbout.html)

Display the about frame.  
(BPAdventureFramework.Logic.DisplayAbout.html)

Declaration  
+ BPAdventureFramework.

**Rendering**  
public void DisplayAbout()  
(BPAdventureFramework.Rendering.DisplayAbout.html)

+ BPAdventureFramework.

**Rendering**  
FrameBuilders  
DisplayHelp()  
(BPAdventureFramework.Rendering.DisplayHelp.html)

Display the help frame.

+ BPAdventureFramework.

Declaration

```
public void DisplayHelp()
```

## DisplayMap()

(**BP.AdventureFramework.Conversation**)  
Display the map frame.

+ **BP.AdventureFramework.**

Declaration

**Conversations.Instructions**

(**BP.AdventureFramework.Conversation**)

+ **BP.AdventureFramework.**

**Extensions**

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

Declaration

**Interpretation**

(**BP.AdventureFramework.Interpretation**)

- **BP.AdventureFramework.Transition**(string title, string message)

**Logic**

(**BP.AdventureFramework.Logic**)

Parameters

| Type  | Name           | Description  |
|---|----------------|--------------|
| EndCheck<br>( <b>BP.AdventureFramework.Logic.EndCheck</b> )   |                |              |
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | <i>title</i>   | The title.   |
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | <i>message</i> | The message. |

(**BP.AdventureFramework.GameCreationCallback**)

**GameCreationCallback**

Execute(**BP.AdventureFramework.Logic.Game**)

**GameState**

Declaration  
(**BP.AdventureFramework.Logic.GameState**)

OverworldCreationCallback

```
public static void Execute(GameCreationCallback creator)  
(BP.AdventureFramework.Logic.OverworldCreationCallback)
```

**PlayerCreationCallback**

Parameters  
(**BP.AdventureFramework.Logic.PlayerCreationCallback**)

+ **BP.AdventureFramework.**

**Rendering**

GameCreationCallback

(**BP.AdventureFramework.Rendering.GameCreationCallback**)

(**BP.AdventureFramework.Rendering.GameCreationCallback.html**)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

(**BP.AdventureFramework.Rendering.FrameBuilder**)

+ **BP.AdventureFramework.**

**FindAdventureTarget**(string)

Find an interaction target within the current scope for this Game.

## Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```



### Parameters

| Type   | Name | Description       |
|--|------|-------------------|
| + <a href="#">BP.AdventureFramework</a> . <a href="#">String</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | name | The targets name. |

### Conversations.Instructions

### Returns

| Type                                      | Description  |
|---|--|
| + <a href="#">BP.AdventureFramework</a> . |  |
| <b>Extensions</b><br>IInteractWithItem    | The first IInteractWithItem object which has a name that matches the name parameter. |

### + BP.AdventureFramework.

#### Interpretation

### (BP.AdventureFramework.Inter

### GetAllPlayerVisibleExaminables()

### - BP.AdventureFramework.

Get all Examinables that are currently visible to the player.

#### Logic

### (BP.AdventureFramework.Logi

#### Declaration

EndCheck

```
p(BP.AdventureFramework.Logic.IPlayerVisibleExaminables)
```

EndCheckResult

(BP.AdventureFramework.Logic.End

#### Returns

ExitMode

| Type        | Description   |
|-------------|---|
| IExaminable | An array of all examinables that are currently visible to the player. |

### [ ] (BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.Game

OverworldCreationCallback

(BP.AdventureFramework.Logic.Over

PlayerCreationCallback

(BP.AdventureFramework.Logic.Player

### + BP.AdventureFramework.

#### Rendering

### (BP.AdventureFramework.Render

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

### (BP.AdventureFramework.Render

### + BP.AdventureFramework.

# Delegate GameCreationCallback

Represents the callback used for Game creation.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

## Extensions

public delegate Game GameCreationCallback()

+ BP.AdventureFramework.

Returns

### Interpretation

| Type   | Description                     |
|--|---------------------------------|
| Game (BP.AdventureFramework.Logic.Game.html) | A game created by the callback. |

### Logic

(BP.AdventureFramework.Logic)

EndCheck  
(BP.AdventureFramework.Logic.EndCheck)  
EndCheckResult  
(BP.AdventureFramework.Logic.EndCheckResult)  
ExitMode  
(BP.AdventureFramework.Logic.ExitMode)  
Game  
(BP.AdventureFramework.Logic.Game)  
GameCreationCallback  
(BP.AdventureFramework.Logic.GameCreationCallback)  
GameState  
(BP.AdventureFramework.Logic.GameState)  
OverworldCreationCallback  
(BP.AdventureFramework.Logic.OverworldCreationCallback)  
PlayerCreationCallback  
(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

### Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

# Enum GameState

Enumeration of game states.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

(**BP.AdventureFramework**.Con

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax  
Conversations.Instructions

(**BP.AdventureFramework**.Con

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework**.Exte

Fields

+ **BP.AdventureFramework.**

| Name       | Interpretation                        | Description  |
|------------|---------------------------------------|--------------|
| Active     | ( <b>BP.AdventureFramework</b> .Inter | Active.      |
| Finished   | - <b>BP.AdventureFramework.</b>       | Finished.    |
| NotStarted | ( <b>BP.AdventureFramework</b> .Logi  | Not started. |

EndCheck

(**BP.AdventureFramework**.Logic.Em

EndCheckResult

(**BP.AdventureFramework**.Logic.Em

ExitMode

(**BP.AdventureFramework**.Logic.Ex

Game

(**BP.AdventureFramework**.Logic.Ga

GameCreationCallback

(**BP.AdventureFramework**.Logic.Ga

GameState

(**BP.AdventureFramework**.Logic.Ga

OverworldCreationCallback

(**BP.AdventureFramework**.Logic.Ov

PlayerCreationCallback

(**BP.AdventureFramework**.Logic.Pla

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework**.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework**.Ren

+ **BP.AdventureFramework.**

# Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

## Extensions

public delegate Overworld OverworldCreationCallback(PlayableCharacter pC)

+ BP.AdventureFramework.

Parameters

## Interpretation

| Type              | Name | Description   |
|-------------------|------|---|
| PlayableCharacter | pC   | The playable character that will appear in the Overworld. |

Returns

| Type     | Description                                  |
|----------|--|
| EndCheck | (BP.AdventureFramework.Logic.EndCheckResult) |

EndCheck

|                           |   |                        |
|---------------------------|---|------------------------|
| Overworld                 | (BP.AdventureFramework.Logic.Overworld)                 | A generated Overworld. |
| ExitMode                  | (BP.AdventureFramework.Logic.ExitMode)                  |                        |
| Game                      | (BP.AdventureFramework.Logic.Game)                      |                        |
| GameCreationCallback      | (BP.AdventureFramework.Logic.GameCreationCallback)      |                        |
| GameState                 | (BP.AdventureFramework.Logic.GameState)                 |                        |
| OverworldCreationCallback | (BP.AdventureFramework.Logic.OverworldCreationCallback) |                        |
| PlayerCreationCallback    | (BP.AdventureFramework.Logic.PlayerCreationCallback)    |                        |

+ BP.AdventureFramework.

## Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

## Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

# Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

(BP.AdventureFramework.Con

Assembly: BP.AdventureFramework.dll

Syntax

## Extensions

public delegate PlayableCharacter PlayerCreationCallback()

+ BP.AdventureFramework.

Returns

## Interpretation

| Type   | Description         |
|--|---------------------|
| PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html) | A generated Player. |

- BP.AdventureFramework.

## Logic

(BP.AdventureFramework.Logic)

EndCheck  
(BP.AdventureFramework.Logic.EndCheck)  
EndCheckResult  
(BP.AdventureFramework.Logic.EndCheckResult)  
ExitMode  
(BP.AdventureFramework.Logic.ExitMode)  
Game  
(BP.AdventureFramework.Logic.Game)  
GameCreationCallback  
(BP.AdventureFramework.Logic.GameCreationCallback)  
GameState  
(BP.AdventureFramework.Logic.GameState)  
OverworldCreationCallback  
(BP.AdventureFramework.Logic.OverworldCreationCallback)  
PlayerCreationCallback  
(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

## Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

## Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

# Namespace BP.AdventureFramework. Rendering

▼ Filter by title

## Enums

+ **BP.AdventureFramework.**

    Conversations

**KeyType** (BP.AdventureFramework.Rendering.KeyType.html)

    Enumeration of key types.

+ **BP.AdventureFramework.**

    Conversations.Instructions

**RegionMapMode** (BP.AdventureFramework.Rendering.RegionMapMode.html)

    Enumeration of region map modes.

+ **BP.AdventureFramework.**

    Extensions

    (BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

    Interpretation

    (BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

    Logic

    (BP.AdventureFramework.Logi

- **BP.AdventureFramework.**

    Rendering

    (BP.AdventureFramework.Render

        KeyType

        (BP.AdventureFramework.Renderin

        RegionMapMode

        (BP.AdventureFramework.Renderi

+ **BP.AdventureFramework.**

    Rendering.FrameBuilders

    (BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

    Rendering.FrameBuilders.

        Color

        (BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

    Renderina.Frames

# Enum KeyType

Enumeration of key types.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html)

## Commands

Assembly: BP.AdventureFramework.dll

**(BP.AdventureFramework.Commands)**

Syntax

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.**

**Conversations.Instructions**

**(BP.AdventureFramework.Conversations.Instructions)**

## Fields

+ **BP.AdventureFramework.**

**Extensions**

        Dynamic      Dynamic key, only show relevant key items.

**(BP.AdventureFramework.Extensions)**

        Full      Full key.

+ **BP.AdventureFramework.**

**None**      No key.

**Interpretation**

**(BP.AdventureFramework.Interpretation)**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logic)**

- **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rendering)**

        KeyType

**(BP.AdventureFramework.Rendering.KeyType)**

        RegionMapMode

**(BP.AdventureFramework.Rendering.RegionMapMode)**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rendering.FrameBuilders)**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

        Color

**(BP.AdventureFramework.Rendering.FrameBuilders.Color)**

+ **BP.AdventureFramework.**

**Rendering.Frames**

# Enum RegionMapMode

Enumeration of region map modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html)

## Commands

Assembly: BP.AdventureFramework.dll

**(BP.AdventureFramework.Com**

Syntax

+ **BP.AdventureFramework.**

**Conversations**  
        RegionMapMode

**(BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

**Conversations.Instructions**

**(BP.AdventureFramework.Con**

## Fields

+ **BP.AdventureFramework.**

**Descriptions**

    Detailed Shows rooms at a detailed level.

**(BP.AdventureFramework.Exte**

    Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

+ **BP.AdventureFramework.**

    Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

**Interpretation**

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

- **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Render**

        KeyType

**(BP.AdventureFramework.Renderin**

        RegionMapMode

**(BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

        Color

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

**Renderina.Frames**

# Namespace BP.AdventureFramework.Rendering.FrameBuilders

▼ Filter by title

## Classes

+ [BP.AdventureFramework.](#)

  Extensions

[FrameBuilderCollection.Exte](#)

([BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html](#))  
+ [BP.AdventureFramework.](#)

  Provides a collection of all of the frame builders required to run a game.  
  [Interpretation](#)

  ([BP.AdventureFramework.Inter](#)

[FrameBuilderCollections](#)

+ [BP.AdventureFramework.](#)

([BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

  ) [Logic](#)

  ([BP.AdventureFramework.Logi](#)

  Provides a container from frame builder collections.

+ [BP.AdventureFramework.](#)

[Rendering](#)

[GridStringBuilder](#)

([BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html](#))

- [BP.AdventureFramework.](#) Provides a class for building strings as part of a grid.

[Rendering.FrameBuilders](#)

[Interfaces](#)

[BP.AdventureFramework.Render](#)

  FrameBuilderCollection

  ([BP.AdventureFramework.Renderir](#)

[IAboutFrameBuilder](#)

  ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

  ([BP.AdventureFramework.Renderir](#)

  Represents any object that can build about frames.

  ([BP.AdventureFramework.Renderir](#)

[ICompletionFrameBuilder](#)

  ([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.h](#)

  ml) ([BP.AdventureFramework.Renderir](#)

  Represents any object that can build completion frames.

  ([BP.AdventureFramework.Renderir](#)

[IConversationFrameBuilder](#)

  ([BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.h](#)

  tml) ([BP.AdventureFramework.Renderir](#)

  Represents any object that can build conversation frames.

  ([BP.AdventureFramework.Renderir](#)

[IGameOverFrameBuilder](#)

  ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

  ) ([BP.AdventureFramework.Renderir](#)

  Represents any object that can build game over frames.

## IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Represents any object that can build help frames.

## IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

## IRoomMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapFrameBuilder.htm

+ BP.AdventureFramework.

### I) Interpretation

Represents any object that can build region map frames.

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

## IRoomMapBuilder

Logic

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

(BP.AdventureFramework.Logi

Represents any object that can build room maps.

+ BP.AdventureFramework.

Rendering

## ISceneFrameBuilder

(BP.AdventureFramework.Render

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

- BP.AdventureFramework.

Represents any object that can build scene frames.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

## ITitleFrameBuilder

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(BP.AdventureFramework.Renderin

Represents any object that can build title frames.

FrameBuilderCollections

(BP.AdventureFramework.Renderin

GridStringBuilder

(BP.AdventureFramework.Renderin

IAboutFrameBuilder

Represents any object that can build transition frames.

(BP.AdventureFramework.Renderin

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

IRoomMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

# Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance structure framework

## Extensions

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(BP.AdventureFramework.Exte

↳ FrameBuilderCollection

Inheritance structure framework

## Interpretation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(BP.AdventureFramework.Inter

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ BP.AdventureFramework.

## Logic

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(BP.AdventureFramework.Logic

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>)

## Rendering

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(BP.AdventureFramework.Render

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

- BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll

## Rendering.FrameBuilders

Syntax

(BP.AdventureFramework.Render

```
FrameBuilderCollection  
public class FrameBuilderCollection  
(BP.AdventureFramework.Renderin
```

FrameBuilderCollections

(BP.AdventureFramework.Renderin

## Constructors

(BP.AdventureFramework.Renderin

IAboutFrameBuilder

**FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,  
IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,  
IGameOverFrameBuilder, IAboutFrameBuilder, ITransitionFrameBuilder,  
IConversationFrameBuilder)**

(BP.AdventureFramework.Renderin

Initializes a new instance of the FrameBuilderCollection class.

IGameOverFrameBuilder

Declaration

IHelpFrameBuilder

```
(BP.AdventureFramework.Renderin  
public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneBuild  
IRegionMapBuilder  
er ISceneFrameBuilder, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuil  
(BP.AdventureFramework.Renderin  
r IHelpFrameBuilder, ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu  
iRegionMapFrameBuilder  
iRegionMapFrameBuilder, IAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBu  
iTransitionFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)
```

IRoomMapBuilder

(BP.AdventureFramework.Renderin

Parameters

ISceneFrameBuilder

/BP.AdventureFramework.Renderin

| Type   | Name                            | Description  |
|--|---------------------------------|--|
| ITitleFrameBuilder<br>(BP.AdventureFramework.Rendering.FrameBuilders<br>.ITitleFrameBuilder.html)  | <i>titleFrameBuilder</i>        | The builder to use for building title frames.        |
| ISceneFrameBuilder<br>(BP.AdventureFramework.Rendering.FrameBuilders<br>.ISceneFrameBuilder.html)  | <i>sceneFrameBuilder</i>        | The builder to use for building scene frames.        |
| <b>Extensions</b>  |                                 |  |
| IRRegionMapFrameBuilder<br><b>(BP.AdventureFramework.Extensions.RegionMapFrameBuilder)</b><br>(BP.AdventureFramework.Rendering.FrameBuilders<br>.IRRegionMapFrameBuilder.html)       | <i>regionMapFrameBuilder</i>    | The builder to use for building region map frames.   |
| <b>+ BP.AdventureFramework.</b>  |                                 |  |
| <b>Interpretation</b>  |                                 |  |
| IHelpFrameBuilder<br><b>(BP.AdventureFramework.Interpretation.HelpFrameBuilder)</b><br>(BP.AdventureFramework.Rendering.FrameBuilders<br>.IHelpFrameBuilder.html)                    | <i>helpFrameBuilder</i>         | The builder to use for building help frames.         |
| <b>+ BP.AdventureFramework.</b>  |                                 |  |
| <b>Logic</b>   |                                 |  |
| ICompletionFrameBuilder<br><b>(BP.AdventureFramework.Logic.CompletionFrameBuilder)</b><br>(BP.AdventureFramework.Rendering.FrameBuilders<br>.ICompletionFrameBuilder.html)           | <i>completionFrameBuilder</i>   | The builder to use for building completion frames.   |
| <b>+ BP.AdventureFramework.</b>  |                                 |  |
| <b>Rendering</b>   |                                 |  |
| IGameOverFrameBuilder<br><b>(BP.AdventureFramework.Rendering.GameOverFrameBuilder)</b><br>(BP.AdventureFramework.Rendering.FrameBuilders<br>.IGameOverFrameBuilder.html)             | <i>gameOverFrameBuilder</i>     | The builder to use for building game over frames.    |
| <b>- BP.AdventureFramework.</b>  |                                 |  |
| <b>Rendering_FrameBuilders</b>   |                                 |  |
| IAboutFrameBuilder<br><b>(BP.AdventureFramework.Rendering_AboutFrameBuilder)</b><br>(BP.AdventureFramework.Rendering.FrameBuilders<br>.IAboutFrameBuilder.html)                      | <i>aboutFrameBuilder</i>        | The builder to use for building about frames.        |
| FrameBuilderCollection   |                                 |  |
| ITransitionFrameBuilder<br><b>(BP.AdventureFramework.Rendering_TransitionFrameBuilder)</b><br>(BP.AdventureFramework.Rendering.FrameBuilders<br>.ITransitionFrameBuilder.html)       | <i>transitionFrameBuilder</i>   | The builder to use for building transition frames.   |
| IConversationFrameBuilder<br><b>(BP.AdventureFramework.Rendering_ConversationFrameBuilder)</b><br>(BP.AdventureFramework.Rendering.FrameBuilders<br>.IConversationFrameBuilder.html) | <i>conversationFrameBuilder</i> | The builder to use for building conversation frames. |

## Properties

### AboutFrameBuilder

```
Get the AboutFrameBuilder
(BP.AdventureFramework.Renderer)
    IRegionMapBuilder
Declaration
    (BP.AdventureFramework.Renderer)
        IRegionMapFrameBuilder
    public IRegionMapFrameBuilder AboutFrameBuilder { get; }
```

```
    IRoomMapBuilder
    (BP.AdventureFramework.Renderer)
    Property value
        ISceneFrameBuilder
    /BP_AdventureFramework_Renderer
```

| Type  | Description |
|---|-------------|
| IAboutFrameBuilder<br>(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html) |             |

## CompletionFrameBuilder

Get the builder to use for completion frames.

**(BP.AdventureFramework.Extensions.ICompletionFrameBuilder CompletionFrameBuilder { get; })**  
Declaration

+ **BP.AdventureFramework.**

**Interpretation** CompletionFrameBuilder CompletionFrameBuilder { get; }

**(BP.AdventureFramework.Interpretation.ICompletionFrameBuilder CompletionFrameBuilder { get; })**

+ **BP.AdventureFramework.**

**Type**

**(BP.AdventureFramework.Logic.ICompletionFrameBuilder CompletionFrameBuilder { get; })**

**(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)**

**Rendering**

**(BP.AdventureFramework.Rendering.ICompletionFrameBuilder CompletionFrameBuilder { get; })**

**ConversationFrameBuilder**

- **BP.AdventureFramework.**

Get the builder to use for conversation frames.

**(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })**  
Declaration

FrameBuilderCollection

**(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })**

FrameBuilderCollections

**(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })**

Property Value

**ConversationBuilder**

**(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })**

**IAboutFrameBuilder**

**(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })**

**(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)**

**(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })**

**IConversationFrameBuilder**

**(BP.AdventureFramework.Renderer.IConversationFrameBuilder ConversationFrameBuilder { get; })**

**GameOverFrameBuilder**

**IGameOverFrameBuilder**

Get the builder to use for game over frames.

**(BP.AdventureFramework.Renderer.IGameOverFrameBuilder GameOverFrameBuilder { get; })**  
Declaration

**(BP.AdventureFramework.Renderer.IGameOverFrameBuilder GameOverFrameBuilder { get; })**

**IRegionMapBuilder**

**(BP.AdventureFramework.Renderer.IGameOverFrameBuilder GameOverFrameBuilder { get; })**

**IRegionMapFrameBuilder**

**(BP.AdventureFramework.Renderer.IGameOverFrameBuilder GameOverFrameBuilder { get; })**

Property Value

**IRoomMapBuilder**

**(BP.AdventureFramework.Renderer.IGameOverFrameBuilder GameOverFrameBuilder { get; })**

**ISceneFrameBuilder**

**(BP.AdventureFramework.Renderer.IGameOverFrameBuilder GameOverFrameBuilder { get; })**

| Type  | Description |
|---|-------------|
| IGameOverFrameBuilder<br>(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html) |             |

## HelpFrameBuilder

Extensions to use for help frames.  
**(BP.AdventureFramework.Extensions.IHelpFrameBuilder)**  
 Declaration

### + BP.AdventureFramework.

**Interpreter** FrameBuilder HelpFrameBuilder { get; }  
**(BP.AdventureFramework.Interpreter.IHelpFrameBuilder)**

### + BP.AdventureFramework.

**Type** Logic  
**(BP.AdventureFramework.Logic.IHelpFrameBuilder)**  
 Declaration

### + BP.AdventureFramework.

**Rendering**

**RegionMapFrameBuilder** RegionMapFrameBuilder { get; }

Get the adventure's region map frames.

**Rendering.FrameBuilders**  
 Declaration  
**(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)**

FrameBuilderCollection<RegionMapFrameBuilder> RegionMapFrameBuilder { get; }  
**(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)**

**Type** GridStringBuilder  
**(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)**  
 Declaration

**SceneFrameBuilder** SceneFrameBuilder { get; }  
**(BP.AdventureFramework.Rendering.SceneFrameBuilder.IRegionMapBuilder)**  
 Declaration

Get the scene frame builder frames.  
**(BP.AdventureFramework.Rendering.SceneFrameBuilder.IHelpFrameBuilder)**

**Type** CompletionFrameBuilder  
**(BP.AdventureFramework.Rendering.SceneFrameBuilder.IHelpFrameBuilder)**  
 Declaration

**ConversationFrameBuilder** ConversationFrameBuilder { get; }  
**(BP.AdventureFramework.Rendering.SceneFrameBuilder.IHelpFrameBuilder)**

**Type** RoomFrameBuilder  
**(BP.AdventureFramework.Rendering.SceneFrameBuilder.IRoomMapBuilder)**  
 Declaration

**Type** RegionFrameBuilder  
**(BP.AdventureFramework.Rendering.SceneFrameBuilder.IRegionMapBuilder)**  
 Declaration

**Type** SceneFrameBuilder  
**(BP.AdventureFramework.Rendering.SceneFrameBuilder.ISceneFrameBuilder)**  
 Declaration

**Type** RegionFrameBuilder  
**(BP.AdventureFramework.Rendering.SceneFrameBuilder.IRegionMapBuilder)**  
 Declaration

| Type  | Description |
|---|-------------|
| ISceneFrameBuilder<br>(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html) |             |

## TitleFrameBuilder

Extensions  
Get the builder to use for title frames.  
**(BP.AdventureFramework.Exte**  
Declaration

+ **BP.AdventureFramework.**

**Interpretation** FrameBuilder TitleFrameBuilder { get; }

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Type**

**(BP.AdventureFramework.Logi**

ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

**Description**

+ **BP.AdventureFramework.**

**Rendering**

**TransitionFrameBuilder.Ren**

Get the builder to use for transition frames.

**Rendering.FrameBuilders**

Declaration

**(BP.AdventureFramework.Ren**

FrameBuilderCollection  
public ITransitionFrameBuilder TransitionFrameBuilder { get; }

**(BP.AdventureFramework.Render**

FrameBuilderCollections

Property Value  
**(BP.AdventureFramework.Render**

**Type** GridStringBuilder

**(BP.AdventureFramework.Render**

**Description**

**ITransitionFrameBuilder**

**IAboutFrameBuilder**

**(BP.AdventureFramework.Render**

**(BP.AdventureFramework.Render**

**ICompletionFrameBuilder**

**(BP.AdventureFramework.Render**

**IConversationFrameBuilder**

**(BP.AdventureFramework.Render**

**IGameOverFrameBuilder**

**(BP.AdventureFramework.Render**

**IHelpFrameBuilder**

**(BP.AdventureFramework.Render**

**IRegionMapBuilder**

**(BP.AdventureFramework.Render**

**IRegionMapViewBuilder**

**(BP.AdventureFramework.Render**

**IRoomMapBuilder**

**(BP.AdventureFramework.Render**

**ISceneFrameBuilder**

**(BP.AdventureFramework.Render**

**/BP\_AdventureFramework\_Render**

# Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance structure framework

## Extensions

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(BP.AdventureFramework.Exte

Inheritance framework

## Interpretation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(BP.AdventureFramework.Inter

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ BP.AdventureFramework.

## Logic

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(BP.AdventureFramework.Logi

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

## Rendering

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(BP.AdventureFramework.Ren

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

- BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll

## Rendering.FrameBuilders

Syntax

(BP.AdventureFramework.Ren

```
FrameBuilderCollection  
public static class FrameBuilderCollections  
(BP.AdventureFramework.Renderin
```

FrameBuilderCollections

(BP.AdventureFramework.Renderin

GridStringBuilder

(BP.AdventureFramework.Renderin

IAboutFrameBuilder

(BP.AdventureFramework.Renderin

## Default

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

Get the default frame builder collection.

(BP.AdventureFramework.Renderin

Declaration

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

```
public static FrameBuilderCollection Default { get; }  
IHelpFrameBuilder
```

(BP.AdventureFramework.Renderin

## Properties

IRegionMapBuilder

(BP.AdventureFramework.Renderin

Type IRegionMapFrameBuilder

Description

FrameBuilderCollection

(BP.AdventureFramework.Renderin

(BP.RoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

/BP\_AdventureFramework\_Bondorin

▼

- **BP.AdventureFramework**
  - Extensions**  
**(BP.AdventureFramework.Extensions)**
  - + **BP.AdventureFramework.**  
**Interpretation**  
**(BP.AdventureFramework.Interpretation)**
  - + **BP.AdventureFramework.**  
**Logic**  
**(BP.AdventureFramework.Logic)**
  - + **BP.AdventureFramework.**  
**Rendering**  
**(BP.AdventureFramework.Rendering)**
  - **BP.AdventureFramework.**  
**Rendering.FrameBuilders**  
**(BP.AdventureFramework.Rendering.FrameBuilders)**
    - FrameBuilderCollection  
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)
    - FrameBuilderCollections  
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)
    - GridStringBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)
    - IAboutFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)
    - ICompletionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)
    - IConversationFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)
    - IGameOverFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)
    - IHelpFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)
    - IRegionMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)
    - IRegionMapViewBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapViewBuilder)
    - IRoomMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)
    - ISceneFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

# Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance structure framework

## Extensions

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(BP.AdventureFramework.Exte**  
↳ GridStringBuilder

Inheritance framework

## Interpretation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))  
**(BP.AdventureFramework.Inter**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
+ **BP.AdventureFramework.**

## Logic

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
**(BP.AdventureFramework.Logi**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
+ **BP.AdventureFramework.**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
- **BP.AdventureFramework.**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
**(BP.AdventureFramework.Ren**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)  
- **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

## Rendering.FrameBuilders

Syntax

**(BP.AdventureFramework.Ren**

FrameBuilderCollection  
public class GridStringBuilder  
(BP.AdventureFramework.Renderir

FrameBuilderCollections

(BP.AdventureFramework.Renderir

## Constructors

Initialization

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

## GridStringBuilder(char, char, char)

ICompletionFrameBuilder

Initializes a new instance of the GridStringBuilder class.  
(BP.AdventureFramework.Renderir

IConversationFrameBuilder

(BP.AdventureFramework.Renderir

IGameOverFrameBuilder

public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharact  
(BP.AdventureFramework.Renderir  
er = '|', char horizontalDIViderCharacter = '-')

IHelpFrameBuilder

(BP.AdventureFramework.Renderir

Parameters

IRegionMapBuilder

(BP.AdventureFramework.Renderir

IRegionMapFrameBuilder

char (BP.AdventureFramework.Renderir

(<https://learn.microsoft.com/dotnet/api/system.char>)  
m.ch (BP.AdventureFramework.Renderir

IRegionMapBuilder

(BP.AdventureFramework.Renderir

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

| Type  | Name                  | Description                               |
|---|-----------------------|---|
| char (BP.AdventureFramework.Renderir<br>( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )<br>m.ch (BP.AdventureFramework.Renderir | leftBoundaryCharacter | The character to use for left boundaries. |

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

| Type  | Name                              | Description                                   |
|---|-----------------------------------|---|
| char<br>( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) | <i>rightBoundaryCharacter</i>     | The character to use for right boundaries.    |
| char<br>( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) | <i>horizontalDividerCharacter</i> | The character to use for horizontal dividers. |

## Extensions

### (BP.AdventureFramework.Extensions)

#### + BP.AdventureFramework.

## Properties

### (BP.AdventureFramework.Interfaces)

## DisplaySize

### Logic

Get the display size.

### (BP.AdventureFramework.Logic)

Declaration

#### + BP.AdventureFramework.

### Rendering

```
public Size DisplaySize { get; }
```

### (BP.AdventureFramework.Rendering)

## Properties

### Rendering.FrameBuilders

#### Type

### (BP.AdventureFramework.Rendering)

Size (<https://learn.microsoft.com/dotnet/api/system.size.html>)  
FrameBuilderCollection

#### Description

## HorizontalDividerCharacter

### GridStringBuilder

Get or set the character used for horizontal dividers.  
(<https://learn.microsoft.com/dotnet/api/system.char>)

Declaration

### (BP.AdventureFramework.Renderer)

#### ICompletionFrameBuilder

```
public char HorizontalDividerCharacter { get; set; }
```

### (BP.AdventureFramework.Renderer)

#### IConversationFrameBuilder

## Properties

### (BP.AdventureFramework.Renderer)

#### IGameOverFrameBuilder

### (BP.AdventureFramework.Renderer)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

#### Description

## LeftBoundaryCharacter

### IRoomMapBuilder

Get or set the character used for left boundary.

#### IRoomMapBuilder

Declaration

### (BP.AdventureFramework.Renderer)

#### ISceneFrameBuilder

/BP\_AdventureFramework\_Renderer

```
public char LeftBoundaryCharacter { get; set; }
```

## Property Value

| Type   | Description |
|--|-------------|
| char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) |             |

## Extensions

([BP.AdventureFramework.Extensions](#))

## LineTerminator

+ [BP.AdventureFramework.](#)

Get the line terminator.

([BP.AdventureFramework.Interpreters](#))

Declaration

+ [BP.AdventureFramework.](#)

```
public string LineTerminator { get; set; }
```

[Logic](#)

([BP.AdventureFramework.Logics](#))

## Property Value

+ [BP.AdventureFramework.](#)

### Type

[Rendering](#)

Description

([BP.AdventureFramework.Renderings](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- [BP.AdventureFramework.](#)

[Rendering.FrameBuilders](#)

[RightBoundaryCharacter](#)

([BP.AdventureFramework.Renderings](#))

Get or set the character used for right boundary.

([BP.AdventureFramework.Renderings](#))

Declaration

[FrameBuilderCollections](#)

([BP.AdventureFramework.Renderings](#))

```
public string RightBoundaryCharacter { get; set; }
```

([BP.AdventureFramework.Renderings](#))

[IAboutFrameBuilder](#)

## Property Value

([BP.AdventureFramework.Renderings](#))

### Type

[CompletionFrameBuilder](#)

Description

([BP.AdventureFramework.Renderings](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[IConversationFrameBuilder](#)

([BP.AdventureFramework.Renderings](#))

[IGameOverFrameBuilder](#)

([BP.AdventureFramework.Renderings](#))

[IHelpFrameBuilder](#)

([BP.AdventureFramework.Renderings](#))

[IRegionMapBuilder](#)

[DrawBoundary\(AnsiColor\)](#)

([BP.AdventureFramework.Renderings](#))

[IRegionMapFrameBuilder](#)

Draw the boundary.

([BP.AdventureFramework.Renderings](#))

Declaration

[IRandomMapBuilder](#)

([BP.AdventureFramework.Renderings](#))

[ISceneFrameBuilder](#)

([BP.AdventureFramework.Renderings](#))

```
public void DrawBoundary(AnsiColor color)
```

## Parameters

| Type   | Name  | Description                     |
|--|-------|---------------------------------|
| AnsiColor<br>· <a href="#">BP.AdventureFramework</a><br>· <a href="#">BP.AdventureFramework.Rendering</a><br>· <a href="#">BP.AdventureFramework.Rendering.FrameBuilders</a><br>· <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color</a><br>· <a href="#">BP.AdventureFramework.Extensions</a><br>I) <a href="#">(BP.AdventureFramework.Extensions)</a> | color | The color to draw the boundary. |

## + BP.AdventureFramework.

### DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int)

(BP.AdventureFramework.Inter

Draw a wrapped string.

## + BP.AdventureFramework.

Declaration

### Logic

(BP.AdventureFramework.Logi

```
public void DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor
```

## + BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Render

## Parameters

| Type   | Name     | Description                  |
|--|----------|------------------------------|
| - BP.AdventureFramework.   |          |                              |
| Rendering FrameBuilders  |          |                              |
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | value    | The string.                  |
| (BP.AdventureFramework.Render  |          |                              |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )      | startY   | The start y position.        |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )      | maxWidth | The max width of the string. |
| (BP.AdventureFramework.Renderir  |          |                              |
| AnsiColor  | color    | The color to draw the text.  |
| GridStringBuilder  |          |                              |
| (BP.AdventureFramework.Rendering   |          |                              |
| FrameBuilders  |          |                              |
| Color  |          |                              |
| AnsiColor.htm  |          |                              |
| (BP.AdventureFramework.Renderir  |          |                              |
| I) IAboutFrameBuilder  |          |                              |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )      | endX     | The end x position.          |
| ICompletionFrameBuilder  |          |                              |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )      | endY     | The end y position.          |

## IConversationFrameBuilder

(BP.AdventureFramework.Renderir

DrawHorizontalDivider.

## IHorizontalFrameBuilder

(BP.AdventureFramework.Renderir

Declaration

### IRegionMapBuilder

(BP.AdventureFramework.Renderir

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ParallelRegionsMapBuilder

(BP.AdventureFramework.Renderir

ISceneFrameBuilder

/BP.AdventureFramework.Rendering

| Type  | Name  | Description                     |
|---|-------|---------------------------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | y     | The y position of the divider.  |
| AnsiColor<br>(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm<br>l)<br>▼                                    | color | The color to draw the boundary. |

## - BP.AdventureFramework

### Extensions

## DrawUnderline(int, int, int, AnsiColor)

Draws an underline.

### BP.AdventureFramework.

#### Interpretation

Declaration

### (BP.AdventureFramework.Inter

+ BP.AdventureFramework.

### Logic

Parameters

### (BP.AdventureFramework.Logi

| Type                     | Name   | Description                          |
|--------------------------|--------|--------------------------------------|
| + BP.AdventureFramework. |        |                                      |
| - BP.AdventureFramework. | x      | The position of the underline, in x. |
| - BP.AdventureFramework. | y      | The position of the underline, in y. |
| - BP.AdventureFramework. | length | The length of the underline.         |
| - BP.AdventureFramework. | color  | The color of the underline.          |

## DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

Draws a wrapped string.

### ICompletionFrameBuilder

Declaration

### IConversationFrameBuilder

Declaration

### IGameOverFrameBuilder

```
public void DrawWrapped(string value, int startX, int startY, int maxWidth, AnsiColo
r color, out int endX, out int endY)
(BP.AdventureFramework.Renderir
```

### IHelpFrameBuilder

Parameters

### (BP.AdventureFramework.Renderir

| Type   | Name   | Description           |
|--|--------|-----------------------|
| IRegionMapBuilder<br>(BP.AdventureFramework.Renderir   |        |                       |
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | value  | The string.           |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )      | startX | The start x position. |

### IRoomMapBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

startY The start y position.

### ISceneFrameBuilder

### /BP.AdventureFramework.Renderir

| Type  | Name     | Description                  |
|---|----------|------------------------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | maxWidth | The max width of the string. |
| AnsiColor<br>( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a> )                           | color    | The color to draw the text.  |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | endX     | The end x position.          |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | endY     | The end y position.          |

## + BP.AdventureFramework.

Interpretation  
[BP.AdventureFramework.Interpretation](#)

## # BP.AdventureFramework.

Logic  
Declaration  
[BP.AdventureFramework.Logic](#)

## + BP.AdventureFramework.

Rendering  
[BP.AdventureFramework.Rendering](#)

## GetCellColor(int, int)

Rendering.FrameBuilders  
Get a color for a cell.  
[BP.AdventureFramework.Rendering](#)

Declaration  
FrameBuilderCollection

```
(BP.AdventureFramework.Renderer
public AnsiColor GetCellColor(int x, int y)
FrameBuilderCollections
```

GridStringBuilder  
Parameters

```
(BP.AdventureFramework.Renderer
```

Type  
AboutFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

ICompletionFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

IConversationFrameBuilder

Return  
(BP.AdventureFramework.Renderer

Type  
IGameOverFrameBuilder

(BP.AdventureFramework.Renderer

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(BP.AdventureFramework.Renderer

IRegionMapBuilder

(BP.AdventureFramework.Renderer

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer

IRoomMapBuilder

Declaration  
(BP.AdventureFramework.Renderer

ISceneFrameBuilder

/BP.AdventureFramework.Rendering

## GetCharacter(int, int)

Get a character from the buffer.

IRoomMapBuilder

Declaration  
(BP.AdventureFramework.Renderer

ISceneFrameBuilder

/BP.AdventureFramework.Rendering

| Type                    | Name | Description                 |
|-------------------------|------|-----------------------------|
| AboutFrameBuilder       | x    | The x position of the cell. |
| ICompletionFrameBuilder | y    | The y position of the cell. |

| Type   | Description     |
|--|-----------------|
| AnsiColor ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a> ) | The cell color. |

```
public char GetCharacter(int x, int y)
```

## Parameters

| Type  | Name | Description                      |
|---|------|----------------------------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | x    | The x position of the character. |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | y    | The y position of the character. |

## (BP.AdventureFramework.Extensions)

### Returns

## + BP.AdventureFramework.

| Type   | Description    |
|--|----------------|
| <a href="#">Interpretation</a> ( <a href="#">BP.AdventureFramework.Interpreter</a> ) | The character. |

## + BP.AdventureFramework.

### Logic

## GetNumberOfLines(string, int, int)

Gets the number of lines the string will take up.

### Rendering

#### Declaration

## (BP.AdventureFramework.Renderer)

```
- public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

### Rendering.FrameBuilders

#### Parameters

## (BP.AdventureFramework.Renderer)

| Type   | Name     | Description                  |
|--|----------|------------------------------|
| FrameBuilderCollection   |          |                              |
| (BP.AdventureFramework.Renderer)   |          |                              |
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | value    | The string.                  |
| FrameBuilderCollections  |          |                              |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )      | startX   | The start x position.        |
| GridStringBuilder  |          |                              |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )      | startY   | The start y position.        |
| (BP.AdventureFramework.Renderer)   |          |                              |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )      | maxWidth | The max width of the string. |
| (BP.AdventureFramework.Renderer)   |          |                              |

### ICompletionFrameBuilder

#### Returns

## (BP.AdventureFramework.Renderer)

| Type  | Description                                  |
|---|--|
| ConversationFrameBuilder  |  |
| (BP.AdventureFramework.Renderer)  |  |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | The number of lines the string will take up. |
| IGameOverFrameBuilder   |  |

### (BP.AdventureFramework.Renderer)

#### IRegionMapBuilder

#### Resizes this builder.

## (BP.AdventureFramework.Renderer)

### IRegionMapFrameBuilder

#### Declaration

## (BP.AdventureFramework.Renderer)

### IRoomMapBuilder

```
public void Resize(Size displaySize)
```

## (BP.AdventureFramework.Renderer)

### ISceneFrameBuilder

## (BP.AdventureFramework.Renderer)

## Parameters

| Type  | Name        | Description   |
|---|-------------|---------------|
| Size (BP.AdventureFramework.Assets.Size.html) | displaySize | The new size. |

## SetCell(int, int, char, AnsiColor)

Set a cell.

(**BP.AdventureFramework.Extensions**)  
Declaration

+ **BP.AdventureFramework.**

**Interpretation** SetCell(int x, int y, char character, AnsiColor color)

(**BP.AdventureFramework.Interpretation**)

Parameters

+ **BP.AdventureFramework.**

| Type  | Name      | Description                 |
|---|-----------|-----------------------------|
| ( <b>BP.AdventureFramework.Logic</b> )<br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )   | x         | The x position of the cell. |
| + <b>BP.AdventureFramework.</b>   |           |                             |
| ( <b>BP.AdventureFramework.Rendering</b> )<br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )   | y         | The y position of the cell. |
| - <b>BP.AdventureFramework.Renderer</b><br>( <b>BP.AdventureFramework.Rendering</b> )<br>AnsiColor ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )  | character | The character.              |
| ( <b>BP.AdventureFramework.Rendering.FrameBuilders</b> )<br>( <b>BP.AdventureFramework.Rendering</b> )<br>FrameBuilderCollection<br>( <b>BP.AdventureFramework.Renderer</b> )<br>FrameBuilderCollections<br>( <b>BP.AdventureFramework.Renderer</b> )<br>GridStringBuilder<br>( <b>BP.AdventureFramework.Renderer</b> )<br>IAboutFrameBuilder<br>( <b>BP.AdventureFramework.Renderer</b> )<br>ICompletionFrameBuilder<br>( <b>BP.AdventureFramework.Renderer</b> )<br>IConversationFrameBuilder<br>( <b>BP.AdventureFramework.Renderer</b> )<br>IGameOverFrameBuilder<br>( <b>BP.AdventureFramework.Renderer</b> )<br>IHelpFrameBuilder<br>( <b>BP.AdventureFramework.Renderer</b> )<br>IRegionMapBuilder<br>( <b>BP.AdventureFramework.Renderer</b> )<br>IRegionMapViewBuilder<br>( <b>BP.AdventureFramework.Renderer</b> )<br>IRoomMapBuilder<br>( <b>BP.AdventureFramework.Renderer</b> )<br>ISceneFrameBuilder<br>( <b>BP.AdventureFramework.Renderer</b> )<br>ISceneMapViewBuilder | color     | The color of the character. |

FrameBuilderCollection  
(**BP.AdventureFramework.Renderer**)  
FrameBuilderCollections  
(**BP.AdventureFramework.Renderer**)  
GridStringBuilder  
(**BP.AdventureFramework.Renderer**)  
IAboutFrameBuilder  
(**BP.AdventureFramework.Renderer**)  
ICompletionFrameBuilder  
(**BP.AdventureFramework.Renderer**)  
IConversationFrameBuilder  
(**BP.AdventureFramework.Renderer**)  
IGameOverFrameBuilder  
(**BP.AdventureFramework.Renderer**)  
IHelpFrameBuilder  
(**BP.AdventureFramework.Renderer**)  
IRegionMapBuilder  
(**BP.AdventureFramework.Renderer**)  
IRegionMapViewBuilder  
(**BP.AdventureFramework.Renderer**)  
IRoomMapBuilder  
(**BP.AdventureFramework.Renderer**)  
ISceneFrameBuilder  
(**BP.AdventureFramework.Renderer**)  
ISceneMapViewBuilder

(**BP.AdventureFramework.Renderer**)

# Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

## Extensions

Assembly: BP.AdventureFramework.dll  
**(BP.AdventureFramework.Exten**

Syntax

+ **BP.AdventureFramework.**

Interpretation interface IAboutFrameBuilder

**(BP.AdventureFramework.Inte**

+ **BP.AdventureFramework.**

Logic

## Methods

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Build(string, Game, int, int)**

**(BP.AdventureFramework.Render**

Build a frame.

- **BP.AdventureFramework.**

Declaration

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rep**

IFrameBuilder(string title, Game game, int width, int height)

FrameBuilderCollection

**(BP.AdventureFramework.Renderin**

Parameters

FrameBuilderCollections

| Type  | Name   | Description              |
|---|--------|--------------------------|
| BP.AdventureFramework.Renderer  |        |                          |
| GridStringBuilder<br>string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>(BP.AdventureFramework.Renderer) | title  | The title.               |
| Game (BP.AdventureFramework.Logic.Game.html)<br>(BP.AdventureFramework.Renderer)  | game   | The game.                |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br>ICompletionFrameBuilder                                    | width  | The width of the frame.  |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br>IConversationFrameBuilder                                  | height | The height of the frame. |

Returns

IGameOverFrameBuilder

| Type   | Description |
|--|-------------|
| IFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html)<br>(BP.AdventureFramework.Renderer) |             |

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

/BP\_AdventureFramework\_Renderer

# Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: BP.BP.html.AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

## Extensions

Assembly: BP.AdventureFramework.dll  
**(BP.AdventureFramework.Exten**

Syntax

+ **BP.AdventureFramework.**

Interpretation interface ICompletionFrameBuilder

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

## Methods

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(string, string, int, int)

(BP.AdventureFramework.Render

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

IFrameBuilder(string message, string reason, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

| Type   | Name    | Description                         |
|--|---------|-------------------------------------|
| BP.AdventureFramework.Renderin   | message | The message to display to the user. |
| GridStringBuilder<br>string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>(BP.AdventureFramework.Renderin | reason  | The reason the game ended.          |
| StringBuilder<br>string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>(BP.AdventureFramework.Renderin     | width   | The width of the frame.             |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br>ICompletionFrameBuilder                                   | height  | The height of the frame.            |

Returns

IGameOverFrameBuilder

| Type                           | Description  |
|--------------------------------|--|
| BP.AdventureFramework.Renderin | IHelpFrameBuilder<br>IFrame ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>(BP.AdventureFramework.Renderin |

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

/BP\_AdventureFramework\_Renderin

# Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: BP.BP.html.AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

## Extensions

Assembly: BP.AdventureFramework.dll  
**(BP.AdventureFramework.Exten**

Syntax

+ **BP.AdventureFramework.**

Interpretation interface IConversationFrameBuilder

(BP.AdventureFramework.Interpr

+ **BP.AdventureFramework.**

Logic

Methods

+ **BP.AdventureFramework.**

**Build(string, IConverser, CommandHelp[], int, int)**

(BP.AdventureFramework.Renderin

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

IframeBuilder(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(BP.AdventureFramework.Renderin

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderin

Type

String

String

IAboutFrameBuilder

(https://learn.microsoft.com/dotnet/api/system.string)

(BP.AdventureFramework.Renderin

Name

title

converser

contextualCommands

width

height

Description

The title to display to the user.

The converser.

The contextual commands to display.

The width of the frame.

The height of the frame.

Returns

IRegionMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

/BP.AdventureFramework.Renderin

| Type  | Description |
|---|-------------|
| IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) |             |

▼

|  |  |
|--|--|
| - <b>BP.AdventureFramework.</b>        |  |
| <b>Extensions</b>                      |  |
| <b>(BP.AdventureFramework.Exte</b>     |  |
| + <b>BP.AdventureFramework.</b>        |  |
| <b>Interpretation</b>                  |  |
| <b>(BP.AdventureFramework.Inter</b>    |  |
| + <b>BP.AdventureFramework.</b>        |  |
| <b>Logic</b>                           |  |
| <b>(BP.AdventureFramework.Logi</b>     |  |
| + <b>BP.AdventureFramework.</b>        |  |
| <b>Rendering</b>                       |  |
| <b>(BP.AdventureFramework.Render</b>   |  |
| - <b>BP.AdventureFramework.</b>        |  |
| <b>Rendering.FrameBuilders</b>         |  |
| <b>(BP.AdventureFramework.Render</b>   |  |
| FrameBuilderCollection                 |  |
| <b>(BP.AdventureFramework.Renderin</b> |  |
| FrameBuilderCollections                |  |
| <b>(BP.AdventureFramework.Renderin</b> |  |
| GridStringBuilder                      |  |
| <b>(BP.AdventureFramework.Renderin</b> |  |
| IAboutFrameBuilder                     |  |
| <b>(BP.AdventureFramework.Renderin</b> |  |
| ICompletionFrameBuilder                |  |
| <b>(BP.AdventureFramework.Renderin</b> |  |
| IConversationFrameBuilder              |  |
| <b>(BP.AdventureFramework.Renderin</b> |  |
| IGameOverFrameBuilder                  |  |
| <b>(BP.AdventureFramework.Renderin</b> |  |
| IHelpFrameBuilder                      |  |
| <b>(BP.AdventureFramework.Renderin</b> |  |
| IRegionMapBuilder                      |  |
| <b>(BP.AdventureFramework.Renderin</b> |  |
| IRegionMapViewBuilder                  |  |
| <b>(BP.AdventureFramework.Renderin</b> |  |
| IRoomMapBuilder                        |  |
| <b>(BP.AdventureFramework.Renderin</b> |  |
| ISceneFrameBuilder                     |  |
| <b>(BP.AdventureFramework.Renderin</b> |  |

# Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

## Extensions

Assembly: BP.AdventureFramework.dll  
**(BP.AdventureFramework.Exten**

Syntax

+ **BP.AdventureFramework.**

Interpretation interface IGameOverFrameBuilder

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

## Methods

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

**Build(string, string, int, int)**

(BP.AdventureFramework.Render

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

IFrameBuilder(string message, string reason, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Render

Parameters

FrameBuilderCollections

| Type  | Name    | Description                         |
|---|---------|-------------------------------------|
| BP.AdventureFramework.Renderir  |         |                                     |
| GridStringBuilder<br>string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>(BP.AdventureFramework.Renderir  | message | The message to display to the user. |
| StringFrameBuilder<br>string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>(BP.AdventureFramework.Renderir | reason  | The reason the game ended.          |
| CompletionFrameBuilder<br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br>(CompletionFrameBuilder          | width   | The width of the frame.             |
| ConversationFrameBuilder<br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br>(ConversationFrameBuilder      | height  | The height of the frame.            |

Returns IGameOverFrameBuilder

| Type   | Description |
|--|-------------|
| IHelpFrameBuilder<br>IFrameBuilder ( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.frames.iframe.html">BP.AdventureFramework.Rendering.Frames.IFrame.html</a> )<br>(BP.AdventureFramework.Renderir |             |

IRegionMapBuilder

(BP.AdventureFramework.Renderir

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

/BP\_AdventureFramework\_Renderir

# Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

## Extensions

Assembly: BP.AdventureFramework.dll  
**(BP.AdventureFramework.Exten**

Syntax

+ **BP.AdventureFramework.**

**Interpretation**face IHelpFrameBuilder  
**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Logic**  
**Methods**  
**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Build(string, string, CommandHelp[], int, int)**

**(BP.AdventureFramework.Render**  
Build a frame.

- **BP.AdventureFramework.**

Declaration

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**  
IFrameBuilder(string title, String description, CommandHelp[] commandHelp, int width,  
IHelpFrameBuilderCollection  
(BP.AdventureFramework.Renderin

Parameters  
(BP.AdventureFramework.Renderin

| Type   | Name               | Description              |
|--|--------------------|--------------------------|
| String   | <b>title</b>       | The title.               |
| String   | <b>description</b> | The description.         |
| ICompletionFrameBuilder<br>CommandHelp<br>(BP.AdventureFramework.Renderin<br>(BP.AdventureFramework.Interpretation.CommandHelp.html)<br>IConversationFrameBuilder<br>()          | <b>commandHelp</b> | The command help.        |
| int<br>(BP.AdventureFramework.Renderin<br>(BP.AdventureFramework.Renderin<br>IRoomMapBuilder<br>ISceneFrameBuilder<br>(BP.AdventureFramework.Renderin<br>IRegionMapBuilder<br>() | <b>width</b>       | The width of the frame.  |
| int<br>(BP.AdventureFramework.Renderin<br>(BP.AdventureFramework.Renderin<br>IRoomMapBuilder<br>ISceneFrameBuilder<br>(BP.AdventureFramework.Renderin<br>IRegionMapBuilder<br>() | <b>height</b>      | The height of the frame. |

Returns  
IRegionMapFrameBuilder

| Type   | Description |
|--|-------------|
| IFrame<br>(BP.AdventureFramework.Rendering.Frames.IFrame.html) |             |

ISceneFrameBuilder  
(BP.AdventureFramework.Renderin

▼

- **BP.AdventureFramework**
  - Extensions**  
**(BP.AdventureFramework.Extensions)**
  - + **BP.AdventureFramework.**  
**Interpretation**  
**(BP.AdventureFramework.Interpretation)**
  - + **BP.AdventureFramework.**  
**Logic**  
**(BP.AdventureFramework.Logic)**
  - + **BP.AdventureFramework.**  
**Rendering**  
**(BP.AdventureFramework.Rendering)**
  - **BP.AdventureFramework.**  
**Rendering.FrameBuilders**  
**(BP.AdventureFramework.Rendering.FrameBuilders)**
    - FrameBuilderCollection  
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)
    - FrameBuilderCollections  
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)
    - GridStringBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)
    - IAboutFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)
    - ICompletionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)
    - IConversationFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)
    - IGameOverFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)
    - IHelpFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)
    - IRegionMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)
    - IRegionMapViewBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapViewBuilder)
    - IRoomMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)
    - ISceneFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

# Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

## Extensions

Assembly: BP.AdventureFramework.dll  
**(BP.AdventureFramework.Exten**

Syntax

+ **BP.AdventureFramework.**

**Interpretation**face IRegionMapBuilder  
**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Logic**  
**Methods**  
**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**BuildRegionMap(GridStringBuilder, Region, int, int, int, int)**

**(BP.AdventureFramework.Render**  
Build a map of a region.

- **BP.AdventureFramework.**

Declaration

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int  
yFrameBuilderCollection) maxHeight)

**(BP.AdventureFramework.Render**

FrameBuilderCollections

Parameters

**(BP.AdventureFramework.Render**

Type GridStringBuilder

Name

Description

**(BP.AdventureFramework.Render**  
GridStringBuilder gridStringBuilder  
IAutoFrameBuilder

gridStringBuilder

The string builder to use.

**(BP.AdventureFramework.Render**  
IRegionMapBuilder

region

The region.

**(BP.AdventureFramework.Render**

x

The x position to start building at.

**(BP.AdventureFramework.Render**

y

The y position to start building at.

**(BP.AdventureFramework.Render**

maxWidth

The maximum horizontal space

**(BP.AdventureFramework.Render**  
IRoomMapBuilder

available in which to build the map.

**(BP.AdventureFramework.Render**

| Type   | Name             | Description   |
|--|------------------|---|
| int<br>( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>maxHeight</i> | The maximum vertical space available in which to build the map. |

▼

- **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpretation)**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logic)**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rendering)**

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rendering.FrameBuilders)**

FrameBuilderCollection

**(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)**

FrameBuilderCollections

**(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)**

GridStringBuilder

**(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)**

IAboutFrameBuilder

**(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)**

ICompletionFrameBuilder

**(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)**

IConversationFrameBuilder

**(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)**

IGameOverFrameBuilder

**(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)**

IHelpFrameBuilder

**(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)**

IRegionMapBuilder

**(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)**

IRoomMapBuilder

**(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)**

ISceneFrameBuilder

**(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)**

**/BP.AdventureFramework.Rendering.FrameBuilders**

# Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

## Extensions

Assembly: BP.AdventureFramework.dll  
**(BP.AdventureFramework.Exten**

Syntax

+ **BP.AdventureFramework.**

**Interpretation**face IRegionMapFrameBuilder

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Build(Region, int, int)**

**(BP.AdventureFramework.Render**

Build a frame.

- **BP.AdventureFramework.**

Declaration

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

IFrameBuilder(Region region, int width, int height)

FrameBuilderCollection

**(BP.AdventureFramework.Renderin**

Parameters

FrameBuilderCollections

| Type  | Name   | Description              |
|---|--------|--------------------------|
| BP.AdventureFramework.Renderin  |        |                          |
| GridStringBuilder<br>Region (BP.AdventureFramework.Assets.Locations.Region.html)<br>(BP.AdventureFramework.Renderin | region | The region.              |
| int (https://api.framebuilder.com/dotnet/api/system.int32)<br>(BP.AdventureFramework.Renderin                       | width  | The width of the frame.  |
| int (https://learn.microsoft.com/dotnet/api/system.int32)<br>CompletionFrameBuilder                                 | height | The height of the frame. |

**(BP.AdventureFramework.Renderin**

Returns

**ConversationFrameBuilder**

| Type                           | Description |
|--------------------------------|-------------|
| BP.AdventureFramework.Renderin |             |

IGameOverFrameBuilder

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

/BP\_AdventureFramework\_Renderin

# Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

## Extensions

Assembly: BP.AdventureFramework.dll  
**(BP.AdventureFramework.Exten**

Syntax

+ **BP.AdventureFramework.**

Interpretation interface IRoomMapBuilder  
**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Logic  
**Methods**  
Method AdventureFramework.Logi

+ **BP.AdventureFramework.**

**BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)**  
**(BP.AdventureFramework.Render**

Builds a map for a room.

**BP.AdventureFramework.**

**Rendering.FrameBuilders**

Declaration  
**(BP.AdventureFramework.Render**

virtual void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin  
t(BP.AdventureFramework.Renderin

FrameBuilderCollections

(BP.AdventureFramework.Renderin

Parameters  
GridStringBuilder

| Type                      | Description                  |
|---------------------------|------------------------------|
| IBuilder<IRoomMapBuilder> | The string builder to use.   |
| Room                      | The room.                    |
| ViewPoint                 | The viewpoint from the room. |
| KeyType                   | The key type.                |
| int                       | The start position, x.       |
| int                       | The start position, x.       |
| int                       | The end position, x.         |
| int                       | The end position, x.         |

ISceneFrameBuilder

/BP\_AdventureFramework\_Renderin

▼

- **BP.AdventureFramework**
  - Extensions**  
**(BP.AdventureFramework.Extensions)**
  - + **BP.AdventureFramework.**  
**Interpretation**  
**(BP.AdventureFramework.Interpretation)**
  - + **BP.AdventureFramework.**  
**Logic**  
**(BP.AdventureFramework.Logic)**
  - + **BP.AdventureFramework.**  
**Rendering**  
**(BP.AdventureFramework.Rendering)**
  - **BP.AdventureFramework.**  
**Rendering.FrameBuilders**  
**(BP.AdventureFramework.Rendering.FrameBuilders)**
    - FrameBuilderCollection  
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)
    - FrameBuilderCollections  
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)
    - GridStringBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)
    - IAboutFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)
    - ICompletionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)
    - IConversationFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)
    - IGameOverFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)
    - IHelpFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)
    - IRegionMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)
    - IRegionMapViewBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapViewBuilder)
    - IRoomMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)
    - ISceneFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

# Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

## Extensions

Assembly: BP.AdventureFramework.dll  
  (BP.AdventureFramework.Exten

Syntax

+ BP.AdventureFramework.

Interpretation interface ISceneFrameBuilder  
(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic Methods  
(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)  
(BP.AdventureFramework.Render

BuildFrame

BP.AdventureFramework.

Rendering.FrameBuilders

Declaration  
(BP.AdventureFramework.Render

IFrameBuilder<Room> Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

FrameBuilderCollections

Parameters  
GridStringBuilder

| Type                    | Description  |
|-------------------------|--|
| IAboutFrameBuilder      | Specify the Room.  |
| Room                    | (BP.AdventureFramework.Render<br>(BP.AdventureFramework.Assets.Locations.Room.html)                                    |
| ICompletionFrameBuilder |  |
| ViewPoint               | Specify the viewpoint from the room.   |
|                         | (BP.AdventureFramework.Render<br>(BP.AdventureFramework.Assets.Locations.ViewPoint.html) (BP.AdventureFramework.Render |
| PlayableCharacter       | Specify the player.  |
|                         | (BP.AdventureFramework.Render<br>(BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)                      |
| IRRegionMapBuilder      |  |
| string                  | Any additional message.  |
|                         | (BP.AdventureFramework.Render<br>(http://schemas.microsoft.com/xaml/system.string)                                     |
| IRRegionMapFrameBuilder |  |
| CommandHelp             | The contextual commands to display.  |
|                         | (BP.AdventureFramework.Render<br>(BP.AdventureFramework.Interpretation.CommandHelp.html)                               |
| IRoomMapBuilder         |  |
| ISceneFrameBuilder      |  |

/BP.AdventureFramework.Rendering

| Type  | Name    | Description              |
|---|---------|--------------------------|
| KeyType<br>(BP.AdventureFramework.Rendering.KeyType.html) | keyType | The type of key to use.  |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | width   | The width of the frame.  |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | height  | The height of the frame. |

## BP.AdventureFramework

### Extensions

| Type  | Description |
|---|-------------|
| + BP.AdventureFramework.<br>IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) |             |

### Interpretation

#### (BP.AdventureFramework.Interpretation)

### + BP.AdventureFramework.

#### Logic

#### (BP.AdventureFramework.Logic)

### + BP.AdventureFramework.

#### Rendering

#### (BP.AdventureFramework.Rendering)

### - BP.AdventureFramework.

#### Rendering.FrameBuilders

#### (BP.AdventureFramework.Rendering.FrameBuilders)

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

/BP.AdventureFramework.Rendering.FrameBuilders

# Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: BP.BPhtml.AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

## Extensions

Assembly: BP.AdventureFramework.dll  
**(BP.AdventureFramework.Exten**

Syntax

+ **BP.AdventureFramework.**

Interpretation interface ITitleFrameBuilder

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Logic

## Methods

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Build(string, string, int, int)**

**(BP.AdventureFramework.Render**

Build a frame.

- **BP.AdventureFramework.**

Declaration

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rep**

IFrameBuilder(string title, String description, int width, int height)

FrameBuilderCollection

**(BP.AdventureFramework.Renderin**

Parameters

FrameBuilderCollections

| Type  | Name        | Description              |
|---|-------------|--------------------------|
| BP.AdventureFramework.Renderer  |             |                          |
| GridStringBuilder<br>string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>(BP.AdventureFramework.Renderer)   | title       | The title.               |
| StringStringBuilder<br>string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>(BP.AdventureFramework.Renderer) | description | The description.         |
| CompletionFrameBuilder<br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br>(CompletionFrameBuilder)           | width       | The width of the frame.  |
| ConversationFrameBuilder<br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br>(ConversationFrameBuilder)       | height      | The height of the frame. |

Returns

IGameOverFrameBuilder

| Type   | Description |
|--|-------------|
| IFrameBuilder ( <a href="https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html">BP.AdventureFramework.Rendering.Frames.IFrame.html</a> )<br>(BP.AdventureFramework.Renderer) |             |

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

/BP\_AdventureFramework\_Renderer

# Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: BP.BP.html.AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

## Extensions

Assembly: BP.AdventureFramework.dll  
**(BP.AdventureFramework.Exten**

Syntax

+ **BP.AdventureFramework.**

Interpretation interface ITransitionFrameBuilder

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

Methods

+ **BP.AdventureFramework.**

**Build(string, string, int, int)**

(BP.AdventureFramework.Render

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

IFrameBuilder(string title, String message, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

| Type   | Name    | Description                         |
|--|---------|-------------------------------------|
| BP.AdventureFramework.Renderir   |         |                                     |
| GridStringBuilder<br>string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>(BP.AdventureFramework.Renderir   | title   | The title to display to the user.   |
| StringStringBuilder<br>string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br>(BP.AdventureFramework.Renderir | message | The message to display to the user. |
| CompletionFrameBuilder<br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br>(ICompletionFrameBuilder          | width   | The width of the frame.             |
| ConversationFrameBuilder<br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br>(IConversationFrameBuilder      | height  | The height of the frame.            |

Returns

IGameOverFrameBuilder

| Type  | Description |
|---|-------------|
| IFrameBuilder ( <a href="https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html">BP.AdventureFramework.Rendering.Frames.IFrame.html</a> )<br>(BP.AdventureFramework.Renderir |             |

IRegionMapBuilder

(BP.AdventureFramework.Renderir

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

/BP\_AdventureFramework\_Renderir

# Namespace BP.AdventureFramework.Rendering.FrameBuilders.Color

▼ Filter by title

## Classes

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

ColorAboutFrameBuilder

Extensions  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder  
(BP.AdventureFramework.Exte  
er.html)

+ BP.AdventureFramework.

Provides a builder of color about frames.

Interpretation

(BP.AdventureFramework.Inte  
ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrame  
Builder.html)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.CompletionFrameBuilder.html)

+ BP.AdventureFramework.

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFra  
meBuilder.html)

+ BP.AdventureFramework.

Provides a builder of color conversation frames.

Rendering.FrameBuilders

(BP.AdventureFramework.Render  
ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameB  
uiBuilder.html)

Color

Provides a builder of color game over frames.

(BP.AdventureFramework.Render

AnsiColor

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder  
.html)

(BP.AdventureFramework.Renderir

Provides a builder of color help frames.

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapBuild  
er.html)

(BP.AdventureFramework.Renderir

Provides a color builder for region maps.

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

Provides a builder of color region map frames.

## ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html](#))

Provides a color room map builder.

([BP.AdventureFramework.Con](#)

## ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuild](#)  
er.html)

([BP.AdventureFramework.Exte](#)

Provides a builder for color scene frames.

+ [BP.AdventureFramework.](#)

Interpretation

## ColorTitleFrameBuilder

([BP.AdventureFramework.Inter](#)

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuild](#)

er.html)

([BP.AdventureFramework.](#)

Logic

Provides a builder of color title frames.

([BP.AdventureFramework.Logi](#)

+ [BP.AdventureFramework.](#)

## ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameB](#)

uilder.html)

([BP.AdventureFramework.Render](#)

Provides a builder of color transition frames.

+ [BP.AdventureFramework.](#)

Rendering.FrameBuilders

## Enums

([BP.AdventureFramework.Render](#)

- [BP.AdventureFramework.](#)

## AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([BP.AdventureFramework.Render](#)

AnsiColor

([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

# Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color (BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

+ **BP.AdventureFramework**  
Assembly: BP.AdventureFramework.dll

**Extensions**

Syntax  
**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Fields**  
Logic

| Name          | Description          |
|---------------|----------------------|
| Black         | Black (30).          |
| Blue          | Blue (34).           |
| BrightBlack   | Bright black (90).   |
| BrightBlue    | Bright blue (94).    |
| BrightCyan    | Bright cyan (96).    |
| BrightGreen   | Bright green (92).   |
| BrightMagenta | Bright magenta (95). |
| BrightRed     | Bright red (91).     |
| BrightWhite   | Bright white (97).   |
| BrightYellow  | Bright yellow (93).  |
| Cyan          | Cyan (36).           |
| Green         | Green (32).          |
| Magenta       | Magenta (35).        |
| Red           | Red (31).            |
| Reset         | Reset (0).           |
| White         | White (37).          |
| Yellow        | Yellow (33).         |

▼

(BP.AdventureFramework.Core)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)

# Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorAboutFrameBuilder

**Extensions**

Implements

([BP.AdventureFramework.Exte](#))

IAboutFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

↳ **BP.AdventureFramework.** ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

**Logic**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

↳ **BP.AdventureFramework.** (<https://learn.microsoft.com/dotnet/api/system.object.referenceeequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Assembly: BP.AdventureFramework.dll

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder

**Rendering.FrameBuilders.**

**Color**

([BP.AdventureFramework.Render](#))

**Constructors**

AnsiColor

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder([GridStringBuilder](#))

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorAboutFrameBuilder class.

ColorComptonFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorAboutFrameBuilder([GridStringBuilder](#) gridStringBuilder)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

Type ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

| Type                  | Name              | Description                             |
|-----------------------|-------------------|---|
| ColorRegionMapBuilder | gridStringBuilder | A builder to use for the string layout. |

# Properties

## AuthorColor

Get or set the author color.

Declaration  
Type  
`(BP.AdventureFramework.Core.IAdventureFrameBuilder)`

+ `BP.AdventureFramework.Core.IAdventureFrameBuilder`

### Extensions

Property Value  
`(BP.AdventureFramework.Extensions.IAdventureFrameBuilder)`

+ `BP.AdventureFramework.Extensions.IAdventureFrameBuilder`

### Interpretation

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

`(BP.AdventureFramework.Interpretation.IAdventureFrameBuilder)`

+ `BP.AdventureFramework.Interpretation.IAdventureFrameBuilder`

### BackgroundColor

#### Log

`(BP.AdventureFramework.Logging.IAdventureFrameBuilder)`

Get or set the background color.

+ `BP.AdventureFramework.Logging.IAdventureFrameBuilder`

Declaration  
Type  
`(BP.AdventureFramework.Renderer.IAdventureFrameBuilder)`

### Rendering

`(BP.AdventureFramework.Renderer.IAdventureFrameBuilder)`

+ `BP.AdventureFramework.Renderer.IAdventureFrameBuilder`

Property Value  
`(BP.AdventureFramework.Rendering.FrameBuilders.IAdventureFrameBuilder)`

+ `BP.AdventureFramework.Rendering.FrameBuilders.IAdventureFrameBuilder`

### Rendering.FrameBuilders

`(BP.AdventureFramework.Rendering.FrameBuilders.IAdventureFrameBuilder)`

- `BP.AdventureFramework.Rendering.FrameBuilders.IAdventureFrameBuilder`

### Color

`(BP.AdventureFramework.Rendering.FrameBuilders.Color.IAdventureFrameBuilder)`

AnsiColor  
Get or set the border color.

`(BP.AdventureFramework.Rendering.FrameBuilders.Color.IAdventureFrameBuilder)`

Declaration  
Type  
`(BP.AdventureFramework.Renderer.IAdventureFrameBuilder)`

### ColorAboutFrameBuilder

`(BP.AdventureFramework.Renderer.IAdventureFrameBuilder)`

ColorCompletionFrameBuilder

`public AnsiColor BorderColor { get; set; }`

`(BP.AdventureFramework.Renderer.IAdventureFrameBuilder)`

### ColorConversationFrameBuilder

Property Value  
`(BP.AdventureFramework.Renderer.IAdventureFrameBuilder)`

`Type`  
`ColorGameOverFrameBuilder`

`(BP.AdventureFramework.Renderer.IAdventureFrameBuilder)`

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

`ColorHelpFrameBuilder`

`(BP.AdventureFramework.Renderer.IAdventureFrameBuilder)`

### ColorRegionFrameBuilder

`(BP.AdventureFramework.Renderer.IAdventureFrameBuilder)`

### ColorRegionMapFrameBuilder

`(BP.AdventureFramework.Renderer.IAdventureFrameBuilder)`

Get or set the description color.

`ColorDescriptionFrameBuilder`

`(BP.AdventureFramework.Renderer.IAdventureFrameBuilder)`

`DescriptionColor`

`(BP.AdventureFramework.Renderer.IAdventureFrameBuilder)`

Get or set the description color.

`ColorDescriptionFrameBuilder`

`(BP.AdventureFramework.Renderer.IAdventureFrameBuilder)`

## Description

## Description

## Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

### Property Value

| Type                                    | Description  |
|---|--|
| (BP.AdventureFramework.Color.AnsiColor) | AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) |

## + BP.AdventureFramework.

### Extensions

#### NameColor

## + BP.AdventureFramework.

### Get or set the name color.

#### Interpretation

##### Declaration

```
(BP.AdventureFramework.Interpretation)
```

```
+ public AnsiColor NameColor { get; set; }
```

### Logic

#### (BP.AdventureFramework.Logic)

## + BP.AdventureFramework.

### Rendering

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

```
(BP.AdventureFramework.Rendering)
```

## + BP.AdventureFramework.

### TitleColor

#### (BP.AdventureFramework.Rendering.FrameBuilders)

##### (BP.AdventureFramework.Rendering)

Get or set the title color.

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

```
public AnsiColor TitleColor { get; set; }
```

```
(BP.AdventureFramework.Rendering)
```

### Property Value

#### AnsiColor

##### (BP.AdventureFramework.Rendering)

Type

colorAboutFrameBuilder

### Description

(BP.AdventureFramework.Rendering)

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering)

ColorHelpFrameBuilder

## Build(string Game, int int)

(BP.AdventureFramework.Rendering)

Build a frame.

(BP.AdventureFramework.Rendering)

Declaration

colorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering)

ColorRegionMapFrameBuilder

```
public IFrame Build(string title, Game game, int width, int height)
```

## Parameters

| Type   | Name          | Description              |
|--|---------------|--------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )<br><b>(BP.AdventureFramework.Core.Game.html)</b>          | <i>title</i>  | The title.               |
| Game ( <a href="#">BP.AdventureFramework.Logic.Game.html</a> )   | <i>game</i>   | The game.                |
| + <b>BP.AdventureFramework.Extensions</b>  |               |                          |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br><b>(BP.AdventureFramework.Extensions.FrameBuilder.html)</b> | <i>width</i>  | The width of the frame.  |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br><b>(BP.AdventureFramework.Extensions.FrameBuilder.html)</b> | <i>height</i> | The height of the frame. |

## + BP.AdventureFramework.

Returns

### Interpretation

| Type  | Description |
|---|-------------|
| IFrame ( <a href="#">BP.AdventureFramework.Rendering.Frames.IFrame.html</a> ) |             |

## + BP.AdventureFramework.

### Logic

## Implements

## + BP.AdventureFramework.

IAboutFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))  
**Rendering**

## (BP.AdventureFramework.Rendering.IAboutFrameBuilder)

## + BP.AdventureFramework.

### Rendering.FrameBuilders

## (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

## (BP.AdventureFramework.Rendering.FrameBuilders.IColorAboutFrameBuilder)

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.IColorAboutFrameBuilder)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorRegionMapFrameBuilder)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorRoomMapBuilder)

# Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework**

↳ ColorCompletionFrameBuilder

**Extensions**

Implements

([BP.AdventureFramework.Exte](#))

ICompletionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace: [BP.AdventureFramework](#) ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering](#))

FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Assembly: [BP.AdventureFramework.dll](#)

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder

**Rendering.FrameBuilders.**

**Color**

([BP.AdventureFramework.Render](#))

**Constructors**

AnsiColor

([BP.AdventureFramework.Render](#))

**ColorCompletionFrameBuilder(GridStringBuilder)**

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorCompletionFrameBuilder class.

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

Type: ColorRegionMapBuilder

**Name**

**Description**

GridStringBuilder

**gridStringBuilder**

A builder to use for the

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

string layout.

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

# Properties

## BackgroundColor

Get or set the background color.

Declaration  
Type  
`(BP.AdventureFramework.Con...`

+ **BP.AdventureFramework.**

### Extensions

Property Value  
`(BP.AdventureFramework.Exte...`

+ **Type**  
`(BP.AdventureFramework...`

Description

### Interpretation

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

`(BP.AdventureFramework.Inter...`

+ **BP.AdventureFramework.**

### BorderColor

Logic  
Declaration

`(BP.AdventureFramework.Logi...`

Get or set the border color.

+ **BP.AdventureFramework.**

Declaration  
Rendering

`(BP.AdventureFramework.Render...`

+ **BP.AdventureFramework.**

Property Value  
`(BP.AdventureFramework.Render...`

Description

### Type

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

`(BP.AdventureFramework.Render...`

- **BP.AdventureFramework.**

### Rendering.FrameBuilders

Color  
Declaration

`(BP.AdventureFramework.Render...`

### DescriptionColor

AnsiColor  
Get or set the description color.

`(BP.AdventureFramework.Render...`

Declaration  
ColorAboutFrameBuilder

`(BP.AdventureFramework.Render...`

ColorCompletionFrameBuilder

`public ANSIColor DescriptionColor { get; set; }`

`(BP.AdventureFramework.Render...`

ColorConversationFrameBuilder

Property Value  
`(BP.AdventureFramework.Render...`

### Type

`(BP.AdventureFramework.Render...`

Description

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

`(BP.AdventureFramework.Render...`

ColorGameOverFrameBuilder

`(BP.AdventureFramework.Render...`

- **TitleColor**

ColorRegionMapBuilder  
`(BP.AdventureFramework.Render...`

ColorRegionMapFrameBuilder

`(BP.AdventureFramework.Render...`

Get or set the title color.

`(BP.AdventureFramework.Render...`

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

### Property Value

| Type  | Description  |
|---|--|
| ( <a href="#">BP.AdventureFramework.Color.AnsiColor</a> ) | AnsiColor ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a> ) |

### + BP.AdventureFramework.

#### Extensions

#### ([BP.AdventureFramework.Exten](#)

### Methods

#### + BP.AdventureFramework.

#### Interpretation

#### Build(string, string, int, int)

### BP.AdventureFramework.

#### Logic

### Declaration

#### ([BP.AdventureFramework.Logi](#)

+ BP.AdventureFramework.

#### Rendering

### Parameters

#### ([BP.AdventureFramework.Render](#)

| Type  | Name    | Description                         |
|---|---------|-------------------------------------|
| + BP.AdventureFramework.  |         |                                     |
| Rendering.FrameBuilders.  |         |                                     |
| string ( <a href="#">https://learn.microsoft.com/dotnet/api/system.string</a> ) | message | The message to display to the user. |
| ( <a href="#">BP.AdventureFramework.Render</a>                                  |         |                                     |
| string ( <a href="#">https://learn.microsoft.com/dotnet/api/system.string</a> ) | reason  | The reason the game ended.          |
| - BP.AdventureFramework.  |         |                                     |
| int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )     | width   | The width of the frame.             |
| <b>Rendering.FrameBuilders.</b>   |         |                                     |
| int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )     | height  | The height of the frame.            |

#### ([BP.AdventureFramework.Render](#)

### Returns

AnsiColor

| Type   | Description |
|--|-------------|
| ( <a href="#">BP.AdventureFramework.Render</a> |             |

#### ColorAboutFrameBuilder

#### IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame](#))

#### ([BP.AdventureFramework.Render](#)

#### ColorCompletionFrameBuilder

#### ([BP.AdventureFramework.Render](#)

#### ColorConversationFrameBuilder

#### ([BP.AdventureFramework.Render](#)

#### ICompletionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder](#))

#### ColorGameOverFrameBuilder

#### ([BP.AdventureFramework.Render](#)

#### ColorHelpFrameBuilder

#### ([BP.AdventureFramework.Render](#)

#### ColorRegionMapBuilder

#### ([BP.AdventureFramework.Render](#)

#### ColorRegionMapFrameBuilder

#### ([BP.AdventureFramework.Render](#)

#### ColorRegionMapBuilder

#### ([BP.AdventureFramework.Render](#)

# Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance

(**BP.AdventureFramework.Con**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework**

↳ ColorConversationFrameBuilder

**Extensions**

Implements

(**BP.AdventureFramework.Exte**)

IConversationFrameBuilder

(**BP.AdventureFramework**) (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.FrameBuilders.IConversationFrameBuilder.html>)

**Interpretation**

Inherited Members

(**BP.AdventureFramework.Inter**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Logi**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (<https://learn.microsoft.com/BP.html>).AdventureFramework (<https://learn.microsoft.com/BP.AdventureFramework.html>).Rendering

(**BP.AdventureFramework**) (<https://learn.microsoft.com/BP.AdventureFramework.html>).FrameBuilders (<https://learn.microsoft.com/BP.AdventureFramework.Rendering.FrameBuilders.html>).Color

(<https://learn.microsoft.com/BP.AdventureFramework.Rendering.FrameBuilders.Color.html>)

**Rendering.FrameBuilders**

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**)

Syntax

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

    public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

**Color**

(**BP.AdventureFramework.Render**)

**Constructors**

(<https://learn.microsoft.com/BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder.html>)

    ColorAboutFrameBuilder

(<https://learn.microsoft.com/BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder.html>)

**ColorConversationFrameBuilder(GridStringBuilder)**

    ColorCompletionFrameBuilder

Initializes a new instance of the ColorConversationFrameBuilder class.

(<https://learn.microsoft.com/BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder.html>)

    ColorConversationFrameBuilder

(<https://learn.microsoft.com/BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder.html>)

    ColorGameOverFrameBuilder

    public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)

(<https://learn.microsoft.com/BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder.html>)

    ColorHelpFrameBuilder

(<https://learn.microsoft.com/BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder.html>)

    ColorRegionMapBuilder

(<https://learn.microsoft.com/BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder.html>)

    ColorRegionMapFrameBuilder

(<https://learn.microsoft.com/BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder.html>)

    ColorRegionMapBuilder

| Type  | Name                     | Description                             |
|---|--------------------------|---|
| GridStringBuilder<br>(BP.AdventureFramework.Rendering.FrameBuilders.GridString<br>Builder.html) | <i>gridStringBuilder</i> | A builder to use for the string layout. |

▼

## (BP.AdventureFramework.Con Properties

+ BP.AdventureFramework.

### Extensions

BackgroundColor  
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Get or set the background color.

### Interpretation

Declaration

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

### Logic

Property Value

+ BP.AdventureFramework.

### Rendering

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

BorderColorFrameBuilders

(BP.AdventureFramework.Render

Get or set the border color.

- BP.AdventureFramework.

Rendering.FrameBuilders.

### Color

public AnsiColor BorderColor { get; set; }

(BP.AdventureFramework.Render

AnsiColor

Property Value

(BP.AdventureFramework.Render

Type colorAboutFrameBuilder

Description

AnsiColor (BP.AdventureFramework.Render

Description

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

InputColor  
(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

Get or set the input color.  
(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

public AnsiColor InputColor { get; set; }

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

Property Value  
(BP.AdventureFramework.Render

ColorRegionMapBuilder

| Type   | Description |
|--|-------------|
| AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) |             |

## NonPlayerMessageColor

Get the non player message color.

Declaration

### Extensions

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

## + BP.AdventureFramework.

Property Value

### Interpretation

Type (BP.AdventureFramework.Inter

Description

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

## + BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logi

## PlayerMessageColor

## + BP.AdventureFramework.

Get the player message color.

Declaration

## + BP.AdventureFramework.

```
public AnsiColor PlayerMessageColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

## - BP.AdventureFramework.

Type (BP.AdventureFramework.Render

Description

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

## (BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

Get (BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

```
public AnsiColor ResponseColor { get; set; }
```

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Type (BP.AdventureFramework.Renderin

Description

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

## TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

([BP.AdventureFramework](#).ConsoleBuilder)

Property Value

+ [BP.AdventureFramework](#).

Type

[Extensions](#)

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

+ [BP.AdventureFramework](#).

Interpretation

([BP.AdventureFramework](#).Interpretation)

Methods

+ [BP.AdventureFramework](#).

Logic

[Builder](#)(string, IConverser, CommandHelp[], int, int)  
([BP.AdventureFramework.Logic](#))

Build a frame.

+ [BP.AdventureFramework](#).

Declaration

[Rendering](#)

([BP.AdventureFramework](#).Rendering)

public IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

+ [BP.AdventureFramework](#).

[Rendering](#).FrameBuilders

([BP.AdventureFramework](#).Rendering.FrameBuilders)

Parameters

- [BP.AdventureFramework](#).

[Rendering](#).FrameBuilders.

string

[Color](#)

(<https://learn.microsoft.com/dotnet/api/system.string>)

([BP.AdventureFramework](#).Rendering.FrameBuilders)

IConverser

[Ansicolor](#)

([BP.AdventureFramework](#).Assets.Characters.IConverser  
([BP.AdventureFramework.Renderer](#))

ColorAboutFrameBuilder

CommandHelp

([BP.AdventureFramework](#).Rendering.FrameBuilders)

([BP.AdventureFramework](#).Rendering.FrameBuilders.CommandHelp)

html([BP.AdventureFramework](#).Rendering.FrameBuilders)

[] ColorConversationFrameBuilder

([BP.AdventureFramework](#).Rendering.FrameBuilders)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

ColorGameOverFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([BP.AdventureFramework](#).Rendering.FrameBuilders)

ColorHelpFrameBuilder

([BP.AdventureFramework](#).Rendering.FrameBuilders)

ColorRegionMapBuilder

Type ([BP.AdventureFramework](#).Rendering.FrameBuilders)

ColorRegionMapFrameBuilder

IFrame ([BP.AdventureFramework](#).Rendering.Frames.IFrame.html)

([BP.AdventureFramework](#).Rendering.FrameBuilders)

ColorRegionMapBuilder

Returns

ColorRegionMapBuilder

Type ([BP.AdventureFramework](#).Rendering.FrameBuilders)

ColorRegionMapFrameBuilder

IFrame ([BP.AdventureFramework](#).Rendering.Frames.IFrame.html)

([BP.AdventureFramework](#).Rendering.FrameBuilders)

ColorRegionMapBuilder

Description

ColorRegionMapBuilder

Type ([BP.AdventureFramework](#).Rendering.FrameBuilders)

ColorRegionMapFrameBuilder

IFrame ([BP.AdventureFramework](#).Rendering.Frames.IFrame.html)

([BP.AdventureFramework](#).Rendering.FrameBuilders)

ColorRegionMapBuilder

# Implements

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

▼

**(BP.AdventureFramework.ConversationFrameBuilder)**

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpretation)**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logic)**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rendering)**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rendering.FrameBuilders)**

- **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

**(BP.AdventureFramework.Rendering.FrameBuilders.Color)**

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)

# Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorGameOverFrameBuilder

**Extensions**

Implements

([BP.AdventureFramework.Exte](#))

IGameOverFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace: [BP.AdventureFramework](#) ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering](#))

([BP.AdventureFramework.Rendering.FrameBuilders](#))

Assembly: [BP.AdventureFramework.dll](#)

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder  
Rendering.FrameBuilders.

**Color**

([BP.AdventureFramework.Render](#))

**Constructors**

AnsiColor

([BP.AdventureFramework.Render](#))

**ColorGameOverFrameBuilder(GridStringBuilder)**

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorGameOverFrameBuilder class.

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)  
ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

Parameters

gridStringBuilder ([BP.AdventureFramework.Render](#))

GridStringBuilder

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

| Type                  | Name              | Description                             |
|-----------------------|-------------------|---|
| ColorRegionMapBuilder | gridStringBuilder | A builder to use for the string layout. |

# Properties

## BackgroundColor

Get or set the background color.

Declaration  
Type  
`(BP.AdventureFramework.Con...`

+ `BP.AdventureFramework...`

### Extensions

Property Value  
`(BP.AdventureFramework.Exte...`

+ `Type`  
`BP.AdventureFramework...`

Description

### Interpretation

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Inter...`

+ `BP.AdventureFramework...`

### BorderColor

Logic  
Declaration

`(BP.AdventureFramework.Logi...`

Get or set the border color.

+ `BP.AdventureFramework...`

Declaration  
Type  
`(BP.AdventureFramework.Render...`

### Rendering

`(BP.AdventureFramework.Render...`

+ `BP.AdventureFramework...`

Property Value  
`BP.AdventureFramework.Render...`

+ `Type`  
`BP.AdventureFramework.Render...`

Description

### Rendering.FrameBuilders

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Render...`

### Color

`(BP.AdventureFramework.Render...`

### DescriptionColor

AnsiColor

Get or set the description color.

`(BP.AdventureFramework.Render...`

Declaration  
Type  
`(BP.AdventureFramework.Render...`

ColorAboutFrameBuilder

`(BP.AdventureFramework.Render...`

ColorCompletionFrameBuilder

`public AnsiColor DescriptionColor { get; set; }`

`(BP.AdventureFramework.Render...`

ColorConversationFrameBuilder

Property Value  
`(BP.AdventureFramework.Render...`

`Type`  
`ColorGameOverFrameBuilder`

Description

`(BP.AdventureFramework.Render...`

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Render...`

ColorRegionMapBuilder

`(BP.AdventureFramework.Render...`

ColorRegionMapFrameBuilder

`(BP.AdventureFramework.Render...`

Get or set the title color.

`ColorRegionMapBuilder`

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

### Property Value

| Type  | Description  |
|---|--|
| ( <a href="#">BP.AdventureFramework.Color.AnsiColor</a> ) | AnsiColor ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a> ) |

## + BP.AdventureFramework.

### Extensions

#### ([BP.AdventureFramework.Extensions](#))

## Methods

### + BP.AdventureFramework.

#### Interpretation

#### Build(string, string, int, int)

BuildFrame

### - BP.AdventureFramework.

#### Logic

#### ([BP.AdventureFramework.Logic](#))

### + BP.AdventureFramework.

#### Rendering

#### ([BP.AdventureFramework.Rendering](#))

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

Name

Description

([BP.AdventureFramework.Rendering.FrameBuilders](#))

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

message

The message to display to the user.

- BP.AdventureFramework.

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

width

The width of the frame.

#### Rendering.FrameBuilders.

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

height

The height of the frame.

#### ([BP.AdventureFramework.Rendering.FrameBuilders](#))

Returns

AnsiColor

| Type  | Description |
|---|-------------|
| ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders</a> ) |             |

ColorAboutFrameBuilder

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

([BP.AdventureFramework.Rendering.FrameBuilders](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders](#))

ColorConversationFrameBuilder

IGameOverFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders](#))

ColorRegionMapFrameBuilder

## Implements

# Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorHelpFrameBuilder

**Extensions**

Implements

([BP.AdventureFramework.Exte](#))

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Assembly: BP.AdventureFramework.dll

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder

**Rendering.FrameBuilders.**

**Color**

([BP.AdventureFramework.Render](#))

**Constructors**

AnsiColor

([BP.AdventureFramework.Render](#))

**ColorHelpFrameBuilder(GridStringBuilder)**

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorHelpFrameBuilder class.

ColorComptonFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

Type ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

| Type                  | Name              | Description                             |
|-----------------------|-------------------|---|
| ColorRegionMapBuilder | gridStringBuilder | A builder to use for the string layout. |

# Properties

## BackgroundColor

Get or set the background color.

Declaration

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

Property Value

(BP.AdventureFramework.Exte

| Type   | Description |
|--|-------------|
| AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) |             |

+ BP.AdventureFramework.

BorderColor

(BP.AdventureFramework.Logi

Get or set the border color.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Property Value

Rendering.FrameBuilders

| Type   | Description |
|--|-------------|
| AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) |             |

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

CommandColor

AnsiColor

Get or set the command color.

(BP.AdventureFramework.Render

Declaration

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

public AnsiColor CommandColor { get; set; }

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

Property Value

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRegionWordBuilder

Get or set the description color.

(BP.AdventureFramework.Render

ColorRegionWordBuilder

| Type   | Description |
|--|-------------|
| AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) |             |

CommandDescriptionColor

Get or set the description color.

(BP.AdventureFramework.Render

ColorRegionWordBuilder

## Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

### Property Value

| Type                                    | Description  |
|---|--|
| (BP.AdventureFramework.Color.AnsiColor) | AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) |

## + BP.AdventureFramework.

### Extensions

## DescriptionOfFramework.Exten

## + BP.AdventureFramework.

### Interpretation

#### Declaration

(BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

### Logic

## (BP.AdventureFramework.Logic)

## + BP.AdventureFramework.

### Rendering

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Rendering)

## + BP.AdventureFramework.

### TitleColor

## FrameBuilders

(BP.AdventureFramework.Rendering)

Get or set the title color.

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

```
public AnsiColor TitleColor { get; set; }
```

(BP.AdventureFramework.Rendering)

### AnsiColor

#### Property Value

(BP.AdventureFramework.Rendering)

### Type

colorAboutFrameBuilder

### Description

(BP.AdventureFramework.Rendering)

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering)

ColorHelpFrameBuilder

## Build(string string CommandHelp[], int, int)

Build a frame.

(BP.AdventureFramework.Rendering)

DeclarationRegionMapFrameBuilder

(BP.AdventureFramework.Rendering)

ColorRegionMapFrameBuilder

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

## Parameters

| Type   | Name               | Description              |
|--|--------------------|--------------------------|
| <b>(BP.AdventureFramework.Con</b><br>string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )                      | <i>title</i>       | The title.               |
| <b>+ BP.AdventureFramework.</b><br>string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )                        | <i>description</i> | The description.         |
| <b>Extensions</b><br>CommandHelp<br><b>(BP.AdventureFramework.Exte</b><br>(BP.AdventureFramework.Interpretation.CommandHelp.html)  | <i>commandHelp</i> | The command help.        |
| <b>+ BP.AdventureFramework.</b>  |                    |                          |
| <b>Interpretation</b><br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br><b>(BP.AdventureFramework.Inte</b> | <i>width</i>       | The width of the frame.  |
| <b>+ BP.AdventureFramework.</b><br><b>Logic</b><br><b>(BP.AdventureFramework.Logi</b>  | <i>height</i>      | The height of the frame. |

## Returns

| Type  | Description |
|---|-------------|
| <b>Rendering</b><br>IFrame ( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.frames.iframe.html">BP.AdventureFramework.Rendering.Frames.IFrame.html</a> ) |             |

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### Implementations

##### **(BP.AdventureFramework.Render**

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.ihelpframebuilder.html))

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

##### **(BP.AdventureFramework.Render**

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

# Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorRegionMapBuilder

**Extensions**

Implements

([BP.AdventureFramework.Exte](#))

IRegionMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework](#)) ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering](#)) ([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Assembly: BP.AdventureFramework.dll

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorRegionMapBuilder : IRegionMapBuilder

**Rendering.FrameBuilders.**

**Color**

([BP.AdventureFramework.Render](#))

## Properties

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder

Get ([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

public char CurrentFloorIndicator { get; set; }

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

PropertyValue

ColorRegionMapBuilder

Type ([BP.AdventureFramework.Render](#))

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

## EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

(**BP.AdventureFramework.Core**)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ **BP.AdventureFramework.**

Interpretation

HorizontalBoundary

(**BP.AdventureFramework.Interpretation**)

Get or set the character to use for horizontal boundaries.

+ **BP.AdventureFramework.**

Declaration

Log

(**BP.AdventureFramework.Log**)

```
public char HorizontalBoundary { get; set; }
```

+ **BP.AdventureFramework.**

Rendering

Property Value

(**BP.AdventureFramework.Rendering**)

Type

+ **BP.AdventureFramework.**

Declaration

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

- **BP.AdventureFramework.**

LockedExit

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Get Color the character used for representing a locked exit.

(**BP.AdventureFramework.Rendering**)

Declaration

AnsiColor

```
public char LockedExit { get; set; }
```

ColorAboutFrameBuilder

(**BP.AdventureFramework.Rendering**)

Property Value

ColorCompletionFrameBuilder

Type

(**BP.AdventureFramework.Rendering**)

ColorConversationFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

LockedExitColor

(**BP.AdventureFramework.Rendering**)

Get ColorRegionMapBuilder.

(**BP.AdventureFramework.Rendering**)

Declaration

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Rendering**)

ColorRegionMapBuilder

```
public AnsiColor LockedExitColor { get; set; }
```

## Property Value

| Type  | Description |
|---|-------------|
| AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)<br><b>(BP.AdventureFramework.Con</b> |             |

## + BP.AdventureFramework.

### LowerLevel

#### (BP.AdventureFramework.Exte

Get or set the character to use for lower levels.

## + BP.AdventureFramework.

Declaration

### Interpretation

#### (BP.AdventureFramework.Inte

```
public char LowerLevel { get; set; }
```

## + BP.AdventureFramework.

### Logic

#### Property Value

| Type   | Description |
|--|-------------|
| char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) |             |

### Rendering

#### (BP.AdventureFramework.Render

### LowerLevelColor

#### Rendering.FrameBuilders

Get or set the lower level color.

#### (BP.AdventureFramework.Render

Declaration

## - BP.AdventureFramework.

#### Rendering.FrameBuilders.

```
public AnsiColor LowerLevelColor { get; set; }
```

### Color

#### (BP.AdventureFramework.Render

#### Property Value

AnsiColor

| Type   | Description |
|--|-------------|
| AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)<br><b>(BP.AdventureFramework.Render</b> |             |

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

### Player

or ConversationFrameBuilder

#### (BP.AdventureFramework.Renderin

Get or set the character to use for indicating the player.

ColorGameOverFrameBuilder

#### (BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

#### (BP.AdventureFramework.Renderin

```
public char Player { get; set; }
```

ColorRegionMapBuilder

#### (BP.AdventureFramework.Renderin

#### Property Value

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

| Type   | Description |
|--|-------------|
| char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) |             |

## PlayerColor

Get or set the player color.

([BP.AdventureFramework.Const](#))

Declaration:

### Extensions

```
public AnsiColor PlayerColor { get; set; }
```

## + BP.AdventureFramework.

Property Value:

### Interpretation

Type ([BP.AdventureFramework.Inter](#))

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

## Logic

([BP.AdventureFramework.Logi](#))

## ShowLowerFloors

## + BP.AdventureFramework.

Get whether lower floors should be shown.

([BP.AdventureFramework.Render](#))

Declaration:

## + BP.AdventureFramework.

```
public bool ShowLowerFloors { get; set; }
```

([BP.AdventureFramework.Render](#))

Property Value:

## - BP.AdventureFramework.

Type ([BP.AdventureFramework.Render](#))

## Color

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([BP.AdventureFramework.Render](#))

AnsiColor

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder

Get ([BP.AdventureFramework.Render](#)) representing an unlocked exit.

ColorCompletionFrameBuilder

Declaration ([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

```
public char UnlockedExit { get; set; }
```

([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

Type ([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

## Description

| Type   | Description |
|--|-------------|
| char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) |             |

## UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

([BP.AdventureFramework](#).ConsoleFrameBuilder)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

+ **BP.AdventureFramework.**

Interpretation

VerticalBoundary

([BP.AdventureFramework.Interpretation](#).VerticalBoundary)

Get or set the character to use for vertical boundaries.

+ **BP.AdventureFramework.**

Log

([BP.AdventureFramework.Log](#))

```
public char VerticalBoundary { get; set; }
```

+ **BP.AdventureFramework.**

Rendering

Property Value

([BP.AdventureFramework.Rendering](#).VerticalBoundary)

Type

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

- **BP.AdventureFramework.**

VisitedBoundaryColor

([BP.AdventureFramework.Rendering](#).FrameBuilders)

Get the visited room boundary color.

([BP.AdventureFramework.Renderer](#))

Declaration

AnsiColor

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderer](#).ColorAboutFrameBuilder)

Property Value

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer](#).ColorCompletionFrameBuilder)

Type

ColorConversationFrameBuilder

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer](#).ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#).ColorHelpFrameBuilder)

## Methods

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#).ColorRegionMapBuilder)

**BuildRegionMap(OneStringBuilder, Region, int, int, int, int)**

([BP.AdventureFramework.Renderer](#).BuildRegionMap)

ColorRegionMapBuilder

Build a map of a region.

## Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```

▼

## Parameters

### (BP.AdventureFramework.Con

| + Type   | Name                     | Description   |
|--|--------------------------|---|
| + <b>Type</b> <a href="#">AdventureFramework.Extensions.GridStringBuilder</a><br>( <a href="#">BP.AdventureFramework.Extensions.GridStringBuilder.html</a> )                                       | <i>gridStringBuilder</i> | The string builder to use.  |
| + <b>BP.AdventureFramework.</b><br><b>Interpretation</b><br>( <a href="#">BP.AdventureFramework.Actors.Locations.Region.html</a> )   | <i>region</i>            | The region.   |
| + <b>BP.AdventureFramework.</b><br>int <b>Logic</b><br>( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )                   | <i>x</i>                 | The x position to start building at.                              |
| + <b>BP.AdventureFramework.</b><br>int <b>Rendering</b><br>( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )               | <i>y</i>                 | The y position to start building at.                              |
| + <b>BP.AdventureFramework.</b><br><b>Rendering.FrameBuilders</b><br>( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.html</a> )  | <i>maxWidth</i>          | The maximum horizontal space available in which to build the map. |
| - <b>BP.AdventureFramework.</b><br>int <b>Rendering.FrameBuilders</b><br>( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>maxHeight</i>         | The maximum vertical space available in which to build the map.   |

## Color

### (BP.AdventureFramework.Renderin

## Implements

(BP.AdventureFramework.Renderer.IRegionMapBuilder) ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html](#))  
ColorAboutFrameBuilder

(BP.AdventureFramework.Renderer

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderer

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderer

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer

ColorRegionMapBuilder

# Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework**

↳ ColorRegionMapFrameBuilder

**Extensions**

Implements

([BP.AdventureFramework.Exte](#))

IRegionMapFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

**Rendering.FrameBuilders.**

**Color**

([BP.AdventureFramework.Render](#))

**Constructors**

AnsiColor

([BP.AdventureFramework.Render](#))

**ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)**

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorRegionMapFrameBuilder class.

**Declaration**

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

```
public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder colorGameOverFrameBuilder, IRegionMapBuilder regionMapBuilder)
```

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

**Parameters**

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

| Type  | Name                     | Description                             |
|---|--------------------------|---|
| GridStringBuilder<br>(BP.AdventureFramework.Rendering.FrameBuilders.GridString<br>Builder.html) | <i>gridStringBuilder</i> | A builder to use for the string layout. |
| IRegionMapBuilder<br>(BP.AdventureFramework.Rendering.FrameBuilders.IRegionM<br>apBuilder.html) | <i>regionMapBuilder</i>  | A builder for region maps.              |

## + BP.AdventureFramework.

### Extensions

## Properties

### + BP.AdventureFramework.

#### Interpretation

### BackgroundColor

(BP.AdventureFramework.Interpreta

Get or set the background color.

## + BP.AdventureFramework.

#### Declaration

### (BP.AdventureFramework.Logi

```
public AnsiColor BackgroundColor { get; set; }
```

### + BP.AdventureFramework.

#### Rendering

### Property Value

(BP.AdventureFramework.Renderin

#### Type

### + BP.AdventureFramework.

#### RenderingFrameBuilders

(BP.AdventureFramework.Renderin

### - BP.AdventureFramework.

#### BorderColor

### RenderingFrameBuilders.

#### Color

Get or set the border color.

### (BP.AdventureFramework.Renderin

Declaration

AnsiColor

```
public AnsiColor BorderColor { get; set; }
```

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

#### Property Value

(BP.AdventureFramework.Renderin

#### Type

### ColorConversationFrameBuilder

AnsiColor (BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

Declaration

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

### TitleColor

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

Declaration

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

### ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

```
public AnsiColor TitleColor { get; set; }
```

## Property Value

| Type  | Description |
|---|-------------|
| AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)<br><b>(BP.AdventureFramework.Con</b> |             |

## + BP.AdventureFramework.

### Extensions

## Methods

(BP.AdventureFramework.Exte

## + BP.AdventureFramework.

### Build(Region, int, int)

(BP.AdventureFramework.Inter  
Build a frame.

## + BP.AdventureFramework.

Declaration

### Logic

(BP.AdventureFramework.Logi  
public IFrame Build(Region region, int width, int height)

## + BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Render  
Type

## + BP.AdventureFramework.

Region (BP.AdventureFramework.Assets.Locations.Region.html)

Name

### FrameBuilders

int (https://learn.microsoft.com/dotnet/api/system.int32)

Description

(BP.AdventureFramework.Render

int (https://learn.microsoft.com/dotnet/api/system.int32)

region

- BP.AdventureFramework.

### Rendering.FrameBuilders.

Returns

### Color

Type (BP.AdventureFramework.Render

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Description

AnsiColor

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

# Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorRoomMapBuilder

**Extensions**

Implements

([BP.AdventureFramework.Exte](#))

IRoomMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

Name: BP.AdventureFramework.Render ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

**Rendering.FrameBuilders**

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorRoomMapBuilder : IRoomMapBuilder

**Rendering.FrameBuilders.**

**Color**

([BP.AdventureFramework.Render](#))

**Properties**

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder

Get ([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

public AnsiColor BoundaryColor { get; set; }

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

PropertyValue

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

AnsiCOLOR ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([BP.AdventureFramework.Render](#))

ColorRoomMapBuilder

| Type   | Description |
|--|-------------|
| AnsiCOLOR ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a> ) |             |

## Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

(**BP.AdventureFramework.Core**)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ **BP.AdventureFramework.**

Interpretation

HorizontalBoundary

(**BP.AdventureFramework.Interpretation**)

Get or set the character to use for horizontal boundaries.

+ **BP.AdventureFramework.**

Log

(**BP.AdventureFramework.Log**)

```
public char HorizontalBoundary { get; set; }
```

+ **BP.AdventureFramework.**

Rendering

Property Value

(**BP.AdventureFramework.Rendering**)

Type

+ **BP.AdventureFramework.**

HorizontalExitBorder

(**BP.AdventureFramework.Rendering.FrameBuilders**)

(**BP.AdventureFramework.Rendering.HorizontalExitBorder**)

- **BP.AdventureFramework.**

HorizontalExitBorder

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Get or set the character to use for horizontal exit borders.

(**BP.AdventureFramework.Rendering.HorizontalExitBorder**)

Declaration

AnsiColor

```
public char HorizontalExitBorder { get; set; }
```

ColorAboutFrameBuilder

(**BP.AdventureFramework.Rendering.HorizontalExitBorder**)

Property Value

ColorCompletionFrameBuilder

(**BP.AdventureFramework.Rendering.HorizontalExitBorder**)

Type

ColorConversationFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

(**BP.AdventureFramework.Rendering.HorizontalExitBorder**)

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Rendering.HorizontalExitBorder**)

ColorHelpFrameBuilder

(**BP.AdventureFramework.Rendering.HorizontalExitBorder**)

ItemOrCharacterColor

(**BP.AdventureFramework.Rendering.HorizontalExitBorder**)

Get or set the character color.

(**BP.AdventureFramework.Rendering.HorizontalExitBorder**)

Declaration

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Rendering.HorizontalExitBorder**)

ColorRegionMapFrameBuilder

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

| Type  | Description |
|---|-------------|
| AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)<br><b>(BP.AdventureFramework.Con</b> |             |

+ **BP.AdventureFramework.**

## ItemOrCharacterInRoom

**(BP.AdventureFramework.Exte**

Get or set the character used for representing there is an item or a character in the room.

+ **BP.AdventureFramework.**

Declaration

**Interpretation**

**(BP.AdventureFramework.Inte**

```
public char ItemOrCharacterInRoom { get; set; }
```

+ **BP.AdventureFramework.**

## Logic

Property Value

| Type   | Description |
|--|-------------|
| char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )<br><b>Rendering</b> |             |

**(BP.AdventureFramework.Render**

## KeyPadding

**Rendering.FrameBuilders**

Get or set the padding between the key and the map.

**(BP.AdventureFramework.Render**

Declaration

- **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

```
public int KeyPadding { get; set; }
```

**Color**

**(BP.AdventureFramework.Render**

Property Value

AnsiColor

| Type  | Description |
|---|-------------|
| ColorAboutFrameBuilder<br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br><b>(BP.AdventureFramework.Render</b> |             |

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

**LockedExit**

(BP.AdventureFramework.Renderin

Get or set the character used for representing a locked exit.

ColorGameOverFrameBuilder

Declaration

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

Property Value

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

| Type   | Description |
|--|-------------|
| char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) |             |

## LockedExitColor

Gets or sets the locked exit color.

([BP.AdventureFramework](#).[Color](#))

Declaration:

### Extensions

```
public AnsiColor LockedExitColor { get; set; }
```

## + BP.AdventureFramework.

Property Value:

### Interpretation

Type ([BP.AdventureFramework](#).[Interpretation](#))

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

## Logic

([BP.AdventureFramework](#).[Logic](#))

## UnvisitedExitColor

## + BP.AdventureFramework.

Gets or sets the unvisited exit color.

([BP.AdventureFramework](#).[Rendering](#))

Declaration:

## + BP.AdventureFramework.

```
public AnsiColor UnvisitedExitColor { get; set; }
```

([BP.AdventureFramework](#).[Rendering](#).[FrameBuilders](#))

Property Value:

## - BP.AdventureFramework.

Type ([BP.AdventureFramework](#).[Rendering](#).[FrameBuilders](#))

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([BP.AdventureFramework](#).[Rendering](#).[FrameBuilders](#))

AnsiColor

([BP.AdventureFramework](#).[Rendering](#).[FrameBuilders](#))

ColorAboutFrameBuilder

Get ([BP.AdventureFramework](#).[Rendering](#).[VerticalBoundary](#))

ColorCompletionFrameBuilder

Declaration ([BP.AdventureFramework](#).[Rendering](#).[VerticalBoundary](#))

ColorConversationFrameBuilder

```
public char VerticalBoundary { get; set; }
```

([BP.AdventureFramework](#).[Rendering](#).[VerticalBoundary](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework](#).[Rendering](#).[VerticalBoundary](#))

ColorHelpFrameBuilder

Type ([BP.AdventureFramework](#).[Rendering](#).[VerticalBoundary](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([BP.AdventureFramework](#).[Rendering](#).[VerticalBoundary](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework](#).[Rendering](#).[VerticalBoundary](#))

ColorRegionMapBuilder

([BP.AdventureFramework](#).[Rendering](#).[VerticalBoundary](#))

ColorRegionMapBuilder

## VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

([BP.AdventureFramework.Core](#))

Property Value

+ [BP.AdventureFramework.](#)

Type

Extensions

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ [BP.AdventureFramework.](#)

Interpretation

VisitedExitColor

([BP.AdventureFramework.Interpreters](#))

Get or set the visited exit color.

+ [BP.AdventureFramework.](#)

Log

([BP.AdventureFramework.Log](#))

```
public AnsiColor VisitedExitColor { get; set; }
```

+ [BP.AdventureFramework.](#)

Rendering

Property Value

([BP.AdventureFramework.Rendering](#))

Description

Type

+ [BP.AdventureFramework.](#)

RenderingFrameBuilders

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([BP.AdventureFramework.Rendering](#))

- [BP.AdventureFramework.](#)

RenderingFrameBuilders.

Color

([BP.AdventureFramework.Rendering](#))

**BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)**

AnsiColor ([BP.AdventureFramework.Renderers](#))

Build a map for a room.

([BP.AdventureFramework.Renderers](#))

Declaration

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderers](#))

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint v
```

```
isPoint, KeyType keyType, RenderInfo renderInfo, int startX, int startY, out int endX, out int endY)
```

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderers](#))

Parameters

ColorHelpFrameBuilder

Type ([BP.AdventureFramework.Renderers](#))

ColorRegionMapBuilder

GridStringBuilder ([BP.AdventureFramework.Renderers](#))

([BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorRoomMapBuilder

Name

Description

gridStringBuilder

The string builder to use.

| Type  | Name      | Description                  |
|---|-----------|------------------------------|
| Room (BP.AdventureFramework.Assets.Locations.Room.html)   | room      | The room.                    |
| ViewPoint<br>(BP.AdventureFramework.Assets.Locations.ViewPoint.html)  | viewPoint | The viewpoint from the room. |
| Key Type (BP.AdventureFramework.Rendering.KeyType.html)   | key       | The key type.                |
| + <b>BP.AdventureFramework</b><br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | startX    | The start position, x.       |
| + <b>BP.AdventureFramework</b><br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | startY    | The start position, x.       |
| <b>Extensions</b><br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )              | endX      | The end position, x.         |
| + <b>BP.AdventureFramework</b><br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | endY      | The end position, x.         |

### Interpretation

## Implements

### + **BP.AdventureFramework**

RoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

### Logic

## (BP.AdventureFramework.Logic)

### + **BP.AdventureFramework**.

### Rendering

## (BP.AdventureFramework.Rendering)

### + **BP.AdventureFramework**.

### Rendering.FrameBuilders

## (BP.AdventureFramework.Rendering.FrameBuilders)

### - **BP.AdventureFramework**.

### Rendering.FrameBuilders.

### Color

## (BP.AdventureFramework.Rendering.Color)

AnsiColor

(BP.AdventureFramework.Rendering.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapFrameBuilder)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.ColorRoomMapBuilder)

# Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorSceneFrameBuilder

**Extensions**

Implements

([BP.AdventureFramework.Exte](#))

ISceneFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Assembly: BP.AdventureFramework.dll

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder

**Rendering.FrameBuilders.**

**Color**

([BP.AdventureFramework.Render](#))

**Constructors**

AnsiColor

([BP.AdventureFramework.Render](#))

**ColorSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder)**

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorSceneFrameBuilder class.

ColorComptonFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder)

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

| Type   | Name                     | Description                             |
|--|--------------------------|---|
| GridStringBuilder<br>(BP.AdventureFramework.Rendering.FrameBuilders.GridString<br>Builder.html)                                  | <i>gridStringBuilder</i> | A builder to use for the string layout. |
| IRoomMapBuilder<br>(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMap<br>Builder.html)<br><b>(BP_AdventureFramework.Con</b> | <i>roomMapBuilder</i>    | A builder to use for room maps.         |

## + BP.AdventureFramework.

### Extensions

## Properties

### + BP.AdventureFramework.

#### Interpretation

### BackgroundColor

(BP.AdventureFramework.Inter

Get or set the background color.

## + BP.AdventureFramework.

#### Declaration

### (BP.AdventureFramework.Logi

```
public AnsiColor BackgroundColor { get; set; }
```

### + BP.AdventureFramework.

#### Rendering

### Property Value

(BP.AdventureFramework.Render

#### Type

### + BP.AdventureFramework.

RenderingFrameBuilders

(BP.AdventureFramework.Render

### - BP.AdventureFramework.

#### BorderColor

### RenderingFrameBuilders.

#### Color

Get or set the border color.

### (BP.AdventureFramework.Render

Declaration

AnsiColor

```
public AnsiColor BorderColor { get; set; }
```

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

### Property Value

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

AnsiColor(BP\_AdventureFramework.Render

ColorGameOverFrameBuilder  
(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

Get or set the commands color.

(BP.AdventureFramework.Render

Declaration

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

| Type                                   | Description |
|--|-------------|
| AnsiColor(BP_AdventureFramework.Render |             |

```
public AnsiColor CommandsColor { get; set; }
```

Property Value

| Type   | Description |
|--|-------------|
| AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)<br><b>(BP.AdventureFramework.CommandsColor)</b> |             |

## + BP.AdventureFramework.

### DisplayMessagesInIsolation

#### (BP.AdventureFramework.External)

Get or set if messages should be displayed in isolation.

## + BP.AdventureFramework.

Declaration

### Interpretation

#### (BP.AdventureFramework.Interpretation)

```
public bool DisplayMessagesInIsolation { get; set; }
```

## + BP.AdventureFramework.

### Logic

Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

## + BP.AdventureFramework.Renderer

### InputColor

#### (BP.AdventureFramework.Renderer)

Get or set the input color.

#### (BP.AdventureFramework.Renderer.InputColor)

Declaration

## - BP.AdventureFramework.

#### (BP.AdventureFramework.Renderer)

```
public AnsiColor InputColor { get; set; }
```

### Color

## (BP.AdventureFramework.Renderer)

Property Value

AnsiColor

| Type  | Description |
|---|-------------|
| AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)<br><b>(BP.AdventureFramework.Renderer.Color)</b> |             |

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

### SuppressMovementMessages

#### (BP.AdventureFramework.Renderer)

Get or set if movement messages should be suppressed.

ColorGameOverFrameBuilder

Declaration

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer)

```
public bool SuppressMovementMessages { get; set; }
```

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer)

Property Value

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

## TextColor

Gets or sets the text color.

([BP.AdventureFramework.Con](#))

Declaration

**BP.AdventureFramework.**

### Extensions

public AnsiColor TextColor { get; set; }

+ **BP.AdventureFramework.**

Property Value

### Interpretation

Type ([BP.AdventureFramework.Inter](#))

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BP.AdventureFramework.**

### Logic

([BP.AdventureFramework.Logi](#))

## Methods

Rendering

([BP.AdventureFramework.Render](#))

**Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)** ([BP.AdventureFramework.](#))

### Rendering.FrameBuilders

Build a frame.

([BP.AdventureFramework.Render](#))

Declaration

- **BP.AdventureFramework.**

### Rendering.FrameBuilders.

public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

([BP.AdventureFramework.Render](#))

AnsiColor

Parameters

([BP.AdventureFramework.Render](#))

Type ColorAboutFrameBuilder

Name

Description

Room ([BP.AdventureFramework.Render](#))

room

Specify the Room.

ColorCompletionFrameBuilder ([BP.AdventureFramework.Assets.Locations.Room.html](#))

([BP.AdventureFramework.Render](#))

ViewPoint ([BP.AdventureFramework.Render](#))

viewPoint

Specify the viewpoint from the room.

ColorConversationFrameBuilder ([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Render](#))

PlayableCharacter ([BP.AdventureFramework.Render](#))

player

Specify the player.

ColorHelpFrameBuilder ([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder ([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Render](#))

string ([BP.AdventureFramework.Render](#))

(<https://learn.microsoft.com/dotnet/api/system.string>)

message

Any additional message.

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Render](#))

| Type   | Name                      | Description                         |
|--|---------------------------|-------------------------------------|
| CommandHelp<br>(BP.AdventureFramework.Interpretation.CommandHelp.html)                     | <i>contextualCommands</i> | The contextual commands to display. |
| KeyType<br>(BP.AdventureFramework.Rendering.KeyType.html)                                  | <i>keyType</i>            | The type of key to use.             |
| BP.AdventureFramework.Extensions.int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>width</i>              | The width of the frame.             |
| BP.AdventureFramework.Extensions.int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>height</i>             | The height of the frame.            |

## BP.AdventureFramework.

| Type   | Description |
|--|-------------|
| (BP.AdventureFramework.Interpretation.IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)) |             |

### + BP.AdventureFramework.

#### Logic

#### Implementation

#### ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

#### Rendering

#### (BP.AdventureFramework.Rendering.FrameBuilders)

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

#### (BP.AdventureFramework.Rendering.FrameBuilders)

### - BP.AdventureFramework.

#### Rendering.FrameBuilders.

#### Color

#### (BP.AdventureFramework.Rendering.Color)

AnsiColor

(BP.AdventureFramework.Rendering.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapFrameBuilder)

ColorRegionMapFrameBuilder

# Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorTitleFrameBuilder

**Extensions**

Implements

([BP.AdventureFramework.Exte](#))

ITitleFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace: [BP.AdventureFramework](#) ([BP.AdventureFramework.html](#)).Rendering  
([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color  
([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorTitleFrameBuilder : ITitleFrameBuilder  
**Rendering.FrameBuilders.**

**Color**

([BP.AdventureFramework.Render](#))

**Constructors**

AnsiColor

([BP.AdventureFramework.Render](#))

**ColorTitleFrameBuilder(GridStringBuilder)**

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorTitleFrameBuilder class.

ColorComptonFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder)  
ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

Type: ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Render](#)).FrameBuilders.GridString

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

| Type                  | Name              | Description                             |
|-----------------------|-------------------|---|
| ColorRegionMapBuilder | gridStringBuilder | A builder to use for the string layout. |

# Properties

## BackgroundColor

Get or set the background color.

Declaration  
Type  
`(BP.AdventureFramework.Con`

+ `BP.AdventureFramework.`

### Extensions

Property Value  
`(BP.AdventureFramework.Exte`

+ `Type`  
`BP.AdventureFramework.`

Description

### Interpretation

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Inter`

+ `BP.AdventureFramework.`

### BorderColor

Logic  
Declaration

`(BP.AdventureFramework.Logi`

Get or set the border color.

+ `BP.AdventureFramework.`

Declaration  
Rendering

`(BP.AdventureFramework.Render`

+ `BP.AdventureFramework.`

Property Value  
`BP.AdventureFramework.Render`

+ `Type`  
`BP.AdventureFramework.Render`

Description

### Rendering.FrameBuilders

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`BP.AdventureFramework.Render`

### Color

`(BP.AdventureFramework.Render`

AnsiColor  
Get or set the description color.

`(BP.AdventureFramework.Render`

Declaration  
ColorAboutFrameBuilder

`(BP.AdventureFramework.Render`

ColorCompletionFrameBuilder

`public ANSIColor DescriptionColor { get; set; }`

`(BP.AdventureFramework.Render`

ColorConversationFrameBuilder

Property Value  
`(BP.AdventureFramework.Render`

ColorGameOverFrameBuilder

Description

`(BP.AdventureFramework.Render`

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Render`

ColorRegionMapBuilder

`(BP.AdventureFramework.Render`

ColorRegionMapFrameBuilder

`(BP.AdventureFramework.Render`

Get or set the title color.

`(BP.AdventureFramework.Render`

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

### Property Value

| Type  | Description  |
|---|--|
| ( <a href="#">BP.AdventureFramework.Color.AnsiColor</a> ) | AnsiColor ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a> ) |

## + BP.AdventureFramework.

### Extensions

([BP.AdventureFramework.Extensions](#))

## Methods

### + BP.AdventureFramework.

#### Interpretation

Build(string, string, int, int)

### + BP.AdventureFramework.

#### Logic

Declaration ([BP.AdventureFramework.Logic](#))

+ BP.AdventureFramework.  
public TFrame Build(string title, string description, int width, int height)

#### Rendering

Parameters ([BP.AdventureFramework.Rendering](#))

| Type  | Name        | Description              |
|---|-------------|--------------------------|
| + BP.AdventureFramework.  |             |                          |
| Rendering.FrameBuilders   |             |                          |
| string ( <a href="#">https://learn.microsoft.com/dotnet/api/system.string</a> ) | title       | The title.               |
| ( <a href="#">BP.AdventureFramework.Rendering</a> )                             |             |                          |
| string ( <a href="#">https://learn.microsoft.com/dotnet/api/system.string</a> ) | description | The description.         |
| - BP.AdventureFramework.  |             |                          |
| int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )     | width       | The width of the frame.  |
| Rendering.FrameBuilders   |             |                          |
| int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )     | height      | The height of the frame. |

### (BP.AdventureFramework.Rendering)

#### Returns

AnsiColor

| Type   | Description |
|--|-------------|
| ( <a href="#">BP.AdventureFramework.Renderer</a> ) |             |

ColorAboutFrameBuilder  
IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))  
([BP.AdventureFramework.Renderer](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorConversationFrameBuilder

ITitleFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))  
ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

# Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorTransitionFrameBuilder

**Extensions**

Implements

([BP.AdventureFramework.Exte](#))

ITransitionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace: [BP.AdventureFramework](#) ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Render](#)) FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Assembly: [BP.AdventureFramework.dll](#)

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorTransitionFrameBuilder : ITransitionFrameBuilder

**Rendering.FrameBuilders.**

**Color**

([BP.AdventureFramework.Render](#))

**Constructors**

AnsiColor

([BP.AdventureFramework.Render](#))

**ColorTransitionFrameBuilder(GridStringBuilder)**

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorTransitionFrameBuilder class.

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)

([BP.AdventureFramework.Render](#))

Parameters

gridStringBuilder ([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Render](#)) FrameBuilders.GridString

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

| Type |                       | Name              | Description                             |
|------|-----------------------|-------------------|---|
|      | ColorRegionMapBuilder | gridStringBuilder | A builder to use for the string layout. |

# Properties

## BackgroundColor

Get or set the background color.

Declaration  
Type  
`(BP.AdventureFramework.Con`

+ `BP.AdventureFramework.`

### Extensions

Property Value  
`(BP.AdventureFramework.Exte`

+ `Type`  
`BP.AdventureFramework.`

Description

### Interpretation

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Inter`

+ `BP.AdventureFramework.`

### BorderColor

Logic  
Get or set the border color.

+ `BP.AdventureFramework.`

Declaration  
Type  
`(BP.AdventureFramework.Render`

### Rendering

`(BP.AdventureFramework.Render`

+ `BP.AdventureFramework.`

Property Value  
`BP.AdventureFramework.Render`

+ `Type`  
`BP.AdventureFramework.Render`

Description

### Rendering.FrameBuilders

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Render`

### Color

`(BP.AdventureFramework.Render`

### MessageColor

AnsiColor  
Get or set the message color.

`(BP.AdventureFramework.Render`

Declaration  
Type  
`(BP.AdventureFramework.Render`

ColorAboutFrameBuilder

`(BP.AdventureFramework.Render`

ColorCompletionFrameBuilder

`(BP.AdventureFramework.Render`

ColorConversationFrameBuilder

Property Value  
`(BP.AdventureFramework.Render`

`Type`  
`(BP.AdventureFramework.Render`

Description

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Render`

ColorRegionMapBuilder

`(BP.AdventureFramework.Render`

ColorRegionMapFrameBuilder

`(BP.AdventureFramework.Render`

Get or set the title color.

`(BP.AdventureFramework.Render`

ColorRegionMapBuilder

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

### Property Value

| Type  | Description  |
|---|--|
| ( <a href="#">BP.AdventureFramework.Color.AnsiColor</a> ) | AnsiColor ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a> ) |

## + BP.AdventureFramework.

### Extensions

([BP.AdventureFramework.Extensions](#))

## Methods

### + BP.AdventureFramework.

#### Interpretation

Build(string, string, int, int)

#### BP.AdventureFramework.

#### Logic

([BP.AdventureFramework.Logic](#))

### + BP.AdventureFramework.

#### Rendering

([BP.AdventureFramework.Rendering](#))

### + BP.AdventureFramework.

#### Rendering FrameBuilders

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

([BP.AdventureFramework.Rendering.FrameBuilders](#))

#### Color

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

#### Color

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

| Type   | Name           | Description                         |
|--|----------------|-------------------------------------|
| ( <a href="#">BP.AdventureFramework.Renderer</a> ) | <i>title</i>   | The title to display to the user.   |
| ( <a href="#">BP.AdventureFramework.Renderer</a> ) | <i>message</i> | The message to display to the user. |
| - <a href="#">BP.AdventureFramework.Renderer</a>   | <i>width</i>   | The width of the frame.             |
| - <a href="#">BP.AdventureFramework.Renderer</a>   | <i>height</i>  | The height of the frame.            |

#### ([BP.AdventureFramework.Renderer](#))

##### Returns

AnsiColor

| Type   | Description |
|--|-------------|
| ( <a href="#">BP.AdventureFramework.Renderer</a> ) |             |

IColorAboutFrameBuilder

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

([BP.AdventureFramework.Renderer](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer](#))

ITransitionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

# Namespace BP.AdventureFramework. Rendering.Frames

▼ Filter by title

## Classes

Commands

(BP.AdventureFramework.Com

## GridTextFrame (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)

BP.AdventureFramework.

Provides a grid based frame for displaying a command based interface.

Conversations

(BP.AdventureFramework.Con

## TextFrame (BP.AdventureFramework.Rendering.Frames.TextFrame.html)

BP.AdventureFramework.

Conversations.Instructions for displaying a command based interface.

(BP.AdventureFramework.Con

## Interfaces

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

## IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

+ Represents any object that is a frame that can display a command based interface.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

GridTextFrame

(BP.AdventureFramework.Renderin

IFrame

/BP.AdventureFramework.Pandorin

# Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

## Commands

↳ [\(BP.AdventureFramework.Constructor\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ GridTextFrame

+ **BP.AdventureFramework.**

Implements

## Conversations

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

(**BP.AdventureFramework.Conversation**)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(**BP.AdventureFramework.Conversation**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

(**BP.AdventureFramework.**)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

(**BP.AdventureFramework.Extensions**)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ **BP.AdventureFramework.**

Namespace: [BP \(BP.html\)](#).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).Frames ([BP.AdventureFramework.Rendering.Frames.html](#))

Interpretation

Assembly: [BP.AdventureFramework.dll](#)

(**BP.AdventureFramework.Interpretation**)

Syntax

+ **BP.AdventureFramework.**

## Logic

public sealed class GridTextFrame : IFrame

(**BP.AdventureFramework.Logic**)

+ **BP.AdventureFramework.**

## Constructors

(**BP.AdventureFramework.Renderer**)

**GridTextFrame(GridStringBuilder, int, int, AnsiColor)**

### Rendering.FrameBuilders

Initializes a new instance of the GridTextFrame class.

(**BP.AdventureFramework.Renderer**)

Declaration

+ **BP.AdventureFramework.**

### Rendering.FrameBuilders.

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor  
color, backgroundColor)

(**BP.AdventureFramework.Renderer**)

+ **BP.AdventureFramework.**

## Rendering.Frames

Type (**BP.AdventureFramework.Renderer**)

GridStringBuilder  
GridTextFrame  
([BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html](#))  
IFrame

### Name

### Description

builder

The builder that creates the frame.

| Type  | Name                   | Description               |
|---|------------------------|---------------------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>cursorLeft</i>      | The cursor left position. |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>cursorTop</i>       | The cursor top position.  |
| AnsiColor<br>(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)   | <i>backgroundColor</i> | The background color.     |

## Commands

+ **BP.AdventureFramework.Com**

### + BP.AdventureFramework.

#### Properties

(BP.AdventureFramework.Com

### + BP.AdventureFramework.

#### AcceptsInput

Conversations.Instructions

Get or set if this Frame accepts input.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

#### Extensions

public bool AcceptsInput { get; set; }

(BP.AdventureFramework.Exte

### + BP.AdventureFramework.

Property Value

#### Interpretation

Type

(BP.AdventureFramework.Inter

Description

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

#### Logic

(BP.AdventureFramework.Logi

#### BackgroundColor

+ BP.AdventureFramework.

Get the background color.

(BP.AdventureFramework.Render

Declaration

+ BP.AdventureFramework.

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

- BP.AdventureFramework.

#### CursorLeft

Rendering.Frames

(BP.AdventureFramework.Render

Get the cursor left position.

Declaration

GridTextFrame

(BP.AdventureFramework.Renderin

IFrame

/BP\_AdventureFramework\_Renderin

```
public int CursorLeft { get; }
```

## Property Value

| Type  | Description |
|---|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) |             |

### Commands

(BP.AdventureFramework.Com

## BP.AdventureFramework.

### Conversations

Get the cursor top position.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

### Conversations.Instructions

```
public int CursorTop { get; }
```

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

### Extensions

Type

(BP.AdventureFramework.Exte

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Inter

ShowCursor

+ BP.AdventureFramework.

Get or set if the cursor should be shown.

### Logic

Declaration

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

```
public bool ShowCursor { get; set; }
```

### Rendering

(BP.AdventureFramework.Ren

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

## Methods

(BP.AdventureFramework.Ren

BP.AdventureFramework.

Render(TextWriter)

Rendering.Frames

Render this frame to a writer.

(BP.AdventureFramework.Ren

Declaration

BindTextFrame

(BP.AdventureFramework.Renderin

IFrame

/BP.AdventureFramework.Bondoriz

```
public void Render(TextWriter writer)
```

## Parameters

| Type   |  | Name   | Description |
|--|--|--------|-------------|
| TextWriter ( <a href="https://learn.microsoft.com/dotnet/api/system.io.textwriter">https://learn.microsoft.com/dotnet/api/system.io.textwriter</a> ) |  | writer | The writer. |

## (BP.AdventureFramework.Com

### Tostring()

#### Conversations

Returns a string that represents the current object.

#### (BP.AdventureFramework.Com

Declaration

### + BP.AdventureFramework.

#### Conversations.Instructions

```
public override string ToString()
```

#### (BP.AdventureFramework.Com

### + BP.AdventureFramework.

Returns

#### Extensions

##### Type

#### (BP.AdventureFramework.Exte

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### + BP.AdventureFramework.

#### Interpretation

Overrides

#### (BP.AdventureFramework Inter

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

### + BP.AdventureFramework.

## Implements

#### (BP.AdventureFramework.Logi

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

### + BP.AdventureFramework.

#### Rendering

#### (BP.AdventureFramework.Render

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

#### (BP.AdventureFramework.Render

### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

#### Color

#### (BP.AdventureFramework.Render

### - BP.AdventureFramework.

#### Rendering.Frames

#### (BP.AdventureFramework.Render

GridTextFrame

(BP.AdventureFramework.Renderin

IFrame

/BP\_AdventureFramework\_Ponderir

# Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

Assembly: BP.AdventureFramework.dll

Syntax

**BP.AdventureFramework.**  
Conversations

**BP.AdventureFramework.Conversations.**

+ **BP.AdventureFramework.**

Conversations.Instructions

**BP.AdventureFramework.Conversations.Instructions.**

Properties

+ **BP.AdventureFramework.**

Extensions

AcceptsInput

**BP.AdventureFramework.Extensions.AcceptsInput.**

Get or set if this Frame accepts input.

+ **BP.AdventureFramework.**

Interpretation

**BP.AdventureFramework.Interpretation.**

bool AcceptsInput { get; set; }

+ **BP.AdventureFramework.**

Logic

Property Value

**BP.AdventureFramework.Logic.**

Type

+ **BP.AdventureFramework.**

Rendering

**BP.AdventureFramework.Rendering.**

+ **BP.AdventureFramework.**

CursorLeft

**BP.AdventureFramework.Rendering.FrameBuilders.**

Get the cursor position.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color CursorLeft { get; }

**BP.AdventureFramework.Rendering.FrameBuilders.**

Property Value

- **BP.AdventureFramework.**

Rendering.Frames

**BP.AdventureFramework.Rendering.Frames.**

int (https://learn.microsoft.com/dotnet/api/system.int32)

GridTextFrame

**BP.AdventureFramework.Rendering.Frames.GridTextFrame.**

IFrame

/BP\_AdventureFramework\_Rendering\_Frames\_GridTextFrame\_IFrame.htm

| Type  | Description |
|---|-------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) |             |

| Type          | Description |
|---------------|-------------|
| GridTextFrame |             |

## CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

### Commands

Property Value  
[\(BP.AdventureFramework.Com](#)

Type

+ **BP.AdventureFramework.**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

**Conversations**

([BP.AdventureFramework.Com](#)

+ **BP.AdventureFramework.**

ShowCursor

Conversations.Instructions

([BP.AdventureFramework.Com](#)

- **BP.AdventureFramework.**

### Extensions

([BP.AdventureFramework.Exte](#)

+ **BP.AdventureFramework.**

Property Value

**Interpretation**

Type [\(BP.AdventureFramework.Inter](#)

Description

+ [\(BP.AdventureFramework.](#)

### Logic

([BP.AdventureFramework.Logi](#)

**Methods**

### Rendering

([BP.AdventureFramework.Ren](#)

**Render(TextWriter)**

+ **BP.AdventureFramework.**

Render this frame on a writer

**Rendering.FrameBuilders**

([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

void Render(TextWriter writer)

**Rendering.FrameBuilders.**

### Color

Part of [\(BP.AdventureFramework.Ren](#)

- Type [\(BP.AdventureFramework.](#)

**Rendering.Frames**

(<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Name

Description

writer

The writer.

([BP.AdventureFramework.Ren](#)

GridTextFrame

([BP.AdventureFramework.Renderin](#)

IFrame

([BP.AdventureFramework.Pandorin](#)

▼

## Commands

(BP.AdventureFramework.Com)

- + BP.AdventureFramework.  
Conversations  
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.  
Conversations.Instructions  
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.  
Extensions  
(BP.AdventureFramework.Exte)
- + BP.AdventureFramework.  
Interpretation  
(BP.AdventureFramework.Inter)
- + BP.AdventureFramework.  
Logic  
(BP.AdventureFramework.Logi)
- + BP.AdventureFramework.  
Rendering  
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.  
Rendering.FrameBuilders  
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.  
Rendering.FrameBuilders.  
Color  
(BP.AdventureFramework.Render)
- BP.AdventureFramework.  
Rendering.Frames  
(BP.AdventureFramework.Render)
  - GridTextFrame  
(BP.AdventureFramework.Render)
  - IFrame  
(BP.AdventureFramework.Render)

# Class TextFrame

Provides a simple text based frame for displaying a command based interface.

Filter by title

Inheritance

## Commands

↳ [\(BP.AdventureFramework.Constructor\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ TextFrame

## + BP.AdventureFramework.

Implements

## Conversations

IFrame ([\(BP.AdventureFramework.Rendering.Frames.IFrame.html\)](#))

**(BP.AdventureFramework.Constructor)**

Inherited Members

## + BP.AdventureFramework.

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

**(BP.AdventureFramework.Constructor)**

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](#))

## + BP.AdventureFramework.

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

**(BP.AdventureFramework.Extensions)**

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

## + BP.AdventureFramework.

Namespace: [BP](#) ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

([\(BP.AdventureFramework.Rendering.html\)](#)).Frames ([\(BP.AdventureFramework.Rendering.Frames.html\)](#))

## Interpretation

Assembly: [BP.AdventureFramework.dll](#)

**(BP.AdventureFramework.Interpreter)**

Syntax

## + BP.AdventureFramework.

### Logic

```
public sealed class TextFrame : IFrame
```

**(BP.AdventureFramework.Logic)**

## + BP.AdventureFramework.

## Constructors

**(BP.AdventureFramework.Renderer)**

**TextFrame(string)**

### Rendering.FrameBuilders

Initializes a new instance of the TextFrame class.

**(BP.AdventureFramework.Renderer)**

Declaration

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

```
public TextFrame(string frameData, int cursorLeft, int cursorTop)
```

#### Color

**(BP.AdventureFramework.Renderer)**

Parameters

## - BP.AdventureFramework.

### Type

#### Rendering.Frames

string ([\(https://learn.microsoft.com/dotnet/api/system.string\)](#))

Name

Description

frameData

The data the frame provides.

int ([\(https://learn.microsoft.com/dotnet/api/system.int32\)](#))

cursorLeft

The cursor left position.

**(BP.AdventureFramework.Renderer)**

int ([\(https://learn.microsoft.com/dotnet/api/system.int32\)](#))

cursorTop

The cursor top position.

# Properties

## AcceptsInput

Get or set if this Frame accepts input.

Declaration  
Commands

([BP.AdventureFramework.Conversation](#))

### + BP.AdventureFramework.

Property Value

#### Conversations

([BP.AdventureFramework.Conversation](#))

Type Description

+ [BP.AdventureFramework.Conversation](#)

Declarative (<https://learn.microsoft.com/dotnet/api/system.boolean>)

#### Conversations.Instructions

([BP.AdventureFramework.Conversation](#))

## CursorPositionLeft

### + BP.AdventureFramework.

#### Extensions

Get the cursor left position.

([BP.AdventureFramework.Extensions](#))

Declaration

### + BP.AdventureFramework.

#### Interpretation

([BP.AdventureFramework.Interpretation](#))

([BP.AdventureFramework.Interpretation](#))

Property Value

## CursorPositionLeft

Type

Description

([BP.AdventureFramework.Logic](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

### + BP.AdventureFramework.

#### Rendering

## CursorPositionTop

### + BP.AdventureFramework.

Get the cursor top position.

[Rendering.FrameBuilders](#)

Declaration

([BP.AdventureFramework.Rendering](#))

### + BP.AdventureFramework.

([BP.AdventureFramework.Rendering](#))

#### Rendering.FrameBuilders.

#### Color

Property Value

([BP.AdventureFramework.Rendering](#))

Type

Description

### - BP.AdventureFramework.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

#### Rendering.Frames

([BP.AdventureFramework.Rendering](#))

#### GridTextFrame

## ShowCursor

([BP.AdventureFramework.Rendering](#))

#### IFrame

Get or Set if the cursor should be shown.

/BP.AdventureFramework.Rendering

## Declaration

```
public bool ShowCursor { get; set; }
```

### Property Value

| Type  | Description |
|---|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )<br><b>(BP.AdventureFramework.Com</b> |             |

### + BP.AdventureFramework.

#### Conversations

### Methods

**(BP.AdventureFramework.Con**

### + BP.AdventureFramework.

#### Render(TextWriter)

#### Conversations.Instructions

**(BP.AdventureFramework.Con**

Render this frame on a writer.

### + BP.AdventureFramework.

Declaration

#### Extensions

**(BP.AdventureFramework.Exte**

### + BP.AdventureFramework.

Parameters

#### Interpretation

**(BP.AdventureFramework.Inter**

**+ BP.AdventureFramework.**

<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

#### Logic

**(BP.AdventureFramework.Logi**

### To String()

**(BP.AdventureFramework.**

#### Rendering

Returns a string that represents the current object.

**(BP.AdventureFramework.Render**

Declaration

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

**(BP.AdventureFramework.Renderin**

**Rendering.**

**Rendering.FrameBuilders.**

#### Type

**Color**  
string (<https://learn.microsoft.com/dotnet/api/system.string>)  
**(BP.AdventureFramework.Renderin**

### Overview

### BP.AdventureFramework.

**object** <https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**(BP.AdventureFramework.Render**

### Implements

**(BP.AdventureFramework.Renderir**  
**IFrame** (**BP.AdventureFramework.Rendering.Frames.IFrame.html**)  
**|Frame**

/BP\_AdventureFramework\_Renderir

▼

## Commands

(BP.AdventureFramework.Com)

- + BP.AdventureFramework.  
Conversations  
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.  
Conversations.Instructions  
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.  
Extensions  
(BP.AdventureFramework.Exte)
- + BP.AdventureFramework.  
Interpretation  
(BP.AdventureFramework.Inter)
- + BP.AdventureFramework.  
Logic  
(BP.AdventureFramework.Logi)
- + BP.AdventureFramework.  
Rendering  
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.  
Rendering.FrameBuilders  
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.  
Rendering.FrameBuilders.  
Color  
(BP.AdventureFramework.Render)
- BP.AdventureFramework.  
Rendering.Frames  
(BP.AdventureFramework.Render)
  - GridTextFrame  
(BP.AdventureFramework.Render)
  - IFrame  
(BP.AdventureFramework.Render)

# Namespace BP.AdventureFramework. Utilities

▼ Filter by title

## Classes

Conversations

(BP.AdventureFramework.Conversations)

OverworldMaker (BP.AdventureFramework.Utilities.OverworldMaker.html)

+ BP.AdventureFramework.

Provides a class for helping to make Regions.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)

+ BP.AdventureFramework.

Provides a class for helping to make Regions.

Extensions

(BP.AdventureFramework.Extensions)

## Interfaces

+ BP.AdventureFramework.

Interpretation

IAssetTemplate<T> (BP.AdventureFramework.Utilities.IAssetTemplate-1.html)

(BP.AdventureFramework.Interfaces)

Represents any object that is a template for an asset.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilities)

# Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

## Commands

Assembly: BP.AdventureFramework.dll

## (BP.AdventureFramework.Com

Syntax

### + BP.AdventureFramework.

#### Conversations

PUBLIC INTERFACE IAssetTemplate<out T>

#### (BP.AdventureFramework.Con

Type: BP.AdventureFramework.

#### Conversations.Instructions

Name Description

#### (BP.AdventureFramework.Con

T The type of asset being templated.

### + BP.AdventureFramework.

#### Extensions

#### (BP.AdventureFramework.Exte

## Methods

### + BP.AdventureFramework.

#### Interpretation

#### (BP.AdventureFramework.Inter

### + BP.AdventureFramework.

Instantiate a new instance of the templated asset.

#### Logic

Declaration

#### (BP.AdventureFramework.Logi

### + BP.AdventureFramework.

#### Rendering

#### (BP.AdventureFramework.Rend

### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

#### Color

#### (BP.AdventureFramework.Rend

### + BP.AdventureFramework.

#### Rendering.Frames

#### (BP.AdventureFramework.Rend

### - BP.AdventureFramework.

#### Utilities

#### (BP.AdventureFramework.Utili

# Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

## Commands

↳ [\(BP.AdventureFramework.OverworldMaker\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ OverworldMaker

+ **BP.AdventureFramework.**

Inherited Members

## Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ **BP.AdventureFramework.**

## Conversations.Instructions

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

+ **BP.AdventureFramework.**

## Extensions

(**BP.AdventureFramework.Exte**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

Assembly: BPAdventureFramework.dll

Interpretation

## (BP.AdventureFramework.Inter

public sealed class OverworldMaker

+ **BP.AdventureFramework.**

## Logic

## (BP.AdventureFramework.Logi

Constructors

+ **BP.AdventureFramework.**

## Rendering

OverworldMaker(Identifier, Description, params RegionMaker[])

## (BP.AdventureFramework.Ren

Initializes a new instance of the OverworldMaker class.

+ **BP.AdventureFramework.**

Decorators

## (BP.AdventureFramework.Ren

public OverworldMaker(Identifier identifier, Description description, params RegionM

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders

## (BP.AdventureFramework.Ren

public OverworldMaker(Identifier identifier, Description description, params RegionM

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders

## Color

Parameters

## (BP.AdventureFramework.Ren

Type

+ **BP.AdventureFramework.**

## Identifier

## Rendering.Frames

(BP.AdventureFramework.Assets.Identifier.html)

## (BP.AdventureFramework.Ren

Description

- **BP.AdventureFramework.**

(BP.AdventureFramework.Assets.Description.html)

## Utilities

## (BP.AdventureFramework.Utili

| Type        | Name        | Description                   |
|-------------|-------------|-------------------------------|
| Identifier  | identifier  | An identifier for the region. |
| Description | description | A description for the region. |

| Type  | Name         | Description                                   |
|---|--------------|---|
| RegionMaker<br>(BP.AdventureFramework.Utilities.RegionMaker.html)<br>[] | regionMakers | The region makes to use to construct regions. |

▼

## OverworldMaker(string, string, params RegionMaker[])

(BP.AdventureFramework.Constructor)

Initializes a new instance of the OverworldMaker class.

### + BP.AdventureFramework.

Declaration

#### Conversations

(BP.AdventureFramework.Constructor)

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)
```

### + BP.AdventureFramework.

#### Conversations.Instructions

(BP.AdventureFramework.Constructor)

Parameters

### + BP.AdventureFramework.

#### Extensions

string

(BP.AdventureFramework.Extensions)

(<https://learn.microsoft.com/dotnet/api/system.string>)

### + BP.AdventureFramework.

#### Interpretation

string

(BP.AdventureFramework.Interpretation)

(<https://learn.microsoft.com/dotnet/api/system.string>)

### + BP.AdventureFramework.

#### Logic

(BP.AdventureFramework.Logic)

### + BP.AdventureFramework.

## Methods

(BP.AdventureFramework.RenderOverworld)

### BP.AdventureFramework.

#### Rendering.FrameBuilders

Make an overworld.

(BP.AdventureFramework.RenderOverworld)

Declaration

### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

public Overworld Make()

#### Color

(BP.AdventureFramework.RenderOverworld)

Returns

### + BP.AdventureFramework.

Type

#### Rendering.Frames

(BP.AdventureFramework.RenderOverworld)

([https://learn.microsoft.com/dotnet/api/BP\\_AdventureFramework\\_Assets\\_Locations\\_Overworld.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Locations_Overworld.html))

#### Description

The created overworld.

### - BP.AdventureFramework.

#### Utilities

(BP.AdventureFramework.Utilities)

▼

## Commands

(BP.AdventureFramework.Com)

- + BP.AdventureFramework.  
Conversations  
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.  
Conversations.Instructions  
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.  
Extensions  
(BP.AdventureFramework.Exte)
- + BP.AdventureFramework.  
Interpretation  
(BP.AdventureFramework.Inter)
- + BP.AdventureFramework.  
Logic  
(BP.AdventureFramework.Logi)
- + BP.AdventureFramework.  
Rendering  
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.  
Rendering.FrameBuilders  
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.  
Rendering.FrameBuilders.  
Color  
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.  
Rendering.Frames  
(BP.AdventureFramework.Render)
- BP.AdventureFramework.  
Utilities  
(BP.AdventureFramework.Utilit)

# Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

## Commands

↳ [\(BP.AdventureFramework.Com\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ RegionMaker

## + BP.AdventureFramework.

Inherited Members

## Conversations

↳ [\(BP.AdventureFramework.Con\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

↳ [+ BP.AdventureFramework.](#) (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.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

## (BP.AdventureFramework.Exte

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

Assembly: BP.AdventureFramework.dll

## Interpretation

### (BP.AdventureFramework.Inter

public sealed class RegionMaker

## + BP.AdventureFramework.

### Logic

### (BP.AdventureFramework.Logi

## Constructors

### + BP.AdventureFramework.

#### Rendering

### RegionMaker(Identifier, Description)

(BP.AdventureFramework.Ren

Initializes a new instance of the RegionMaker class.

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

### (BP.AdventureFramework.Ren

public RegionMaker(Identifier identifier, Description description)

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

Parameters

#### Color

| Type  | Name        | Description                   |
|---|-------------|-------------------------------|
| Identifier (BP.AdventureFramework.Assets.Identifier.html)   | identifier  | An identifier for the region. |
| Description (BP.AdventureFramework.Assets.Description.html) | description | A description for the region. |

### - BP.AdventureFramework.

## RegionMaker(string, string)

(BP.AdventureFramework.Utili

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

| Commands                                     | Type   | Name               | Description                   |
|--|--|--------------------|-------------------------------|
| + <b>BP.AdventureFramework.Comversations</b> | ( <b>BP.AdventureFramework.Comversations</b> ) | <i>identifier</i>  | An identifier for the region. |
| + <b>BP.AdventureFramework.Comversations</b> | ( <b>BP.AdventureFramework.Comversations</b> ) | <i>description</i> | A description for the region. |

+ **BP.AdventureFramework.**

**Properties**

(**BP.AdventureFramework.Com**)

+ **BP.AdventureFramework.**

**Extensions**

Get or set the room at a location.

(**BP.AdventureFramework.Exte**)

Declaration

+ **BP.AdventureFramework.**

**Interpretation**

```
public Room this[int x, int y, int z] { get; set; }
```

(**BP.AdventureFramework.Inter**)

+ **BP.AdventureFramework.**

Parameters

| Logic                           | Type  | Name     | Description     |
|---------------------------------|---|----------|-----------------|
| + <b>BP.AdventureFramework.</b> | ( <b>BP.AdventureFramework.Logi</b> )   | <i>x</i> | The x position. |
| + <b>BP.AdventureFramework.</b> | int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>y</i> | The y position. |
| + <b>BP.AdventureFramework.</b> | int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>z</i> | The z position. |

+ **BP.AdventureFramework.**

Property Value

**Rendering.FrameBuilders**

| Type                            | Description                             |
|---------------------------------|---|
| + <b>BP.AdventureFramework.</b> | ( <b>BP.AdventureFramework.Render</b> ) |

+ **BP.AdventureFramework.**

(**BP.AdventureFramework.Render**)

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Render**)

**Methods**

+ **BP.AdventureFramework.**

**Rendering.Frames**

(**BP.AdventureFramework.Render**)

CanPlaceRoom(int, int, int)

(**BP.AdventureFramework.Render**)

Describes if a room can be placed at a location.

**Utilities**

Declaration

(**BP.AdventureFramework.Utili**)

```
public bool CanPlaceRoom(int x, int y, int z)
```

## Parameters

| Type  | Name | Description     |
|---|------|-----------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | x    | The X position. |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | y    | The Y position. |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | z    | The Z position. |

## + BP.AdventureFramework.

### Conversations

Returns

(BP.AdventureFramework.Conversation)

Type

+ BP.AdventureFramework.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Conversations.Instructions

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

GetRoomPositions()

Extensions

GetRoomPositions([BP.AdventureFramework.Extensions](#))

Declarative

BP.AdventureFramework.

### Interpretation

public RoomPosition[] GetRoomPositions()

(BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

Returns

Logic

Type (BP.AdventureFramework.Logic)

RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition.html)[]

Description

The room positions.

+ BP.AdventureFramework.

Make()

+ BP.AdventureFramework.

Make([BP.AdventureFramework.Rendering.FrameBuilders](#))

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

+ BP.AdventureFramework.

public Region Make()

RenderingFrameBuilders.

Color

Region (BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.Frames

Region (BP.AdventureFramework.Assets.Locations.Region.html)

Description

The created region.

- BP.AdventureFramework.

Make(RoomPosition)

(BP.AdventureFramework.Util)

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

| Commands   | Name                 | Description         |
|--|----------------------|---------------------|
| Type<br><b>(BP.AdventureFramework.Com</b><br>RoomPosition<br><b>+ BP.AdventureFramework.</b><br>(BP.AdventureFramework.Assets.Locations.RoomPosition.html) | <i>startPosition</i> | The start position. |

Conversations

Returns

| + BP.AdventureFramework.  | Description         |
|---|---------------------|
| <b>Conversations.Instructions</b><br>Region (BP.AdventureFramework.Assets.Locations.Region.html)<br><b>(BP.AdventureFramework.Con</b> | The created region. |

+ BP.AdventureFramework.

**Make(int, int)**

(BP.AdventureFramework.Exte  
Make a region.

+ BP.AdventureFramework.

Declaration

**Interpretation**

(BP.AdventureFramework.Inter  
public Region Make(int x, int y, int z)

+ BP.AdventureFramework.

Logic

Parameters

| Type  | Name | Description           |
|---|------|-----------------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | x    | The start x position. |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | y    | The start y position. |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | z    | The start z position. |

+ BP.AdventureFramework.

**Rendering.FrameBuilders**

Returns

(BP.AdventureFramework.Render

Type

+ BP.AdventureFramework.

Region (BP.AdventureFramework.Assets.Locations.Region.html)

**Rendering.FrameBuilders.**

Color

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

**Rendering.Frames**

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilit