

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.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

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

↳ [Description](#) ([BP_AdventureFramework_Assets_Description.html](#))

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

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

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

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

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

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

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>)

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

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

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

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

[PlayerVisible](#)

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

Syntax

Identifier

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

[Item](#)

public sealed class ConditionalDescription : Description

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

[Size](#)

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

Constructors

+ **BP.AdventureFramework.**

Assets.Characters

CConditionalDescription(string, string, Condition)

+ **BP.AdventureFramework.**

Initializes a new instance of the ConditionalDescription class.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.I

+ **BP.AdventureFramework.**

Initializes a new instance of the ConditionalDescription class.

Assets.Locations

(BP.AdventureFramework.Assets.I

Parameters

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Com

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

+ **BP.AdventureFramework.Com**

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

Conversations

Type	Name	Description
Commands		
(BP.AdventureFramework.Com	<i>trueDescription</i>	The true description.
+ BP.AdventureFramework.Com	<i>falseDescription</i>	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

public AdventureFramework.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

(BP.AdventureFramework.Assets.Characters)
Returns
+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)
Description (BP.AdventureFramework.Assets.Description)

string (System.String)

Description

The description.

+ BP.AdventureFramework.

Assets.Locations

Overrides
Description.GetDescription()

(BP.AdventureFramework.Assets.Locations)
(BP.AdventureFramework.Assets.Description.html#BP_AdventureFramework_Assets_Description_GetDescriptio

BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ 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

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

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

+ **BP.AdventureFramework.**

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.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

Name	Description
description	The description

Properties

DefaultDescription

Get or set the description.

Declaration

- **BP.AdventureFramework.**

Assets

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

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

Property Value

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

Type Description

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

Description

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

ExaminationCallback

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

ExaminationResult

Get an empty description.

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

Declaration

(**BP.AdventureFramework.Assets.IExamination**)

IPlayerVisible

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

(**BP.AdventureFramework.Assets.IExamination**)

Identifier

Property Value

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

Type

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

Description

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

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

+ BP.AdventureFramework.

Assets.Characters

Methods

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

+ BP.AdventureFramework.

GetDescription()

Declaration

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

Get the description.

+ BP.AdventureFramework.

Declaration

Assets.Locations

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

+ BP.AdventureFramework.

Returns

Commands

(**BP.AdventureFramework.Commands**)

(**BP.AdventureFramework.Commands**)

Description

The description.

Conversations

(**BP.AdventureFramework.Conversation**)



- **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

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

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

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	

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

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

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. + BP.AdventureFramework.

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

Property Value Property Value

+ BP.AdventureFramework. + BP.AdventureFramework.

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

(BP.AdventureFramework. (BP.AdventureFramework.

Identifiers Identifiers
(BP.AdventureFramework.Assets.Identifiers.html)

Get this objects identifier. Get this objects identifier.
(BP.AdventureFramework.Assets.Identifiers.html)

+ BP.AdventureFramework. + BP.AdventureFramework.

Declaration Declaration

Commands Commands
(BP.AdventureFramework.Commands.html)

(BP.AdventureFramework. (BP.AdventureFramework.

Identifier Identifier { get; protected set; }

+ BP.AdventureFramework. + BP.AdventureFramework.

Conversations Conversations
(BP.AdventureFramework.Conversations.html)

Property Value Property Value

(BP.AdventureFramework. (BP.AdventureFramework.

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	

(BP.AdventureFramework.Assets.IPlayerVisible).ExaminationResult

IExaminable

Methods

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

IPlayerVisible

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

Examine()

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

Examine this object.

Item

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

Declaration

Size

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

public virtual ExaminationResult Examine()

+ BP.AdventureFramework.

Assets.Characters

Returns

(BP.AdventureFramework.Assets.Characters)

Type	Description
(BP.AdventureFramework.Assets.Characters)	

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.ExaminationResult.html)

(BP.AdventureFramework.Assets.ExaminationResult)

Description

A ExaminationResult detailing the examination of this object.

+ BP.AdventureFramework.

Tostring()

(BP.AdventureFramework.Assets.IToString)

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

Overrides

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

Implements

(BP.AdventureFramework.Assets.IAssets)

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

ConditionalDescription

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

(BP.AdventureFramework.Assets.ConditionedObject)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.SizeType)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

Delegate ExaminationCallback

Represents the callback for examinations.

▼ Filter by title

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

(BP.AdventureFramework.Assets.ExaminationCallback)

Assembly: BP.AdventureFramework.dll

ConditionalDescription

Syntax

(BP.AdventureFramework.Assets.ExaminationCallback)

Description

public delegate ExaminationResult ExaminationCallback(IExaminable obj)

ExaminableObject

Parameters

ExaminationCallback

Type

(BP.AdventureFramework.Assets.IExaminable)

Name

Description

ExaminationResult

IExaminable

(BP.AdventureFramework.Assets.IExaminable.html)

obj

The object to examine.

Returns

ExaminationResult

Type

PlayerVisible

Description

ExaminationResult

Identifier

(BP.AdventureFramework.Assets.ExaminationResult.html)

(BP.AdventureFramework.Assets.Identifier)

A string representing the result of the examination.

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.

ExaminationCallback

(BP.AdventureFramework.ExaminationCallback)

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Syntax

+ **BP.AdventureFramework.**

Assets.Characters

public class ExaminationResult : Result
(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.ExaminationResult>)

+ **BP.AdventureFramework.**

Assets.Interaction

Constructors

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

+ **BP.AdventureFramework.**

ExaminationResult(string)

Assets.Locations

Initializes a new instance of the ExaminationResult class.

+ **BP.AdventureFramework.**

Commands

public ExaminationResult(string description)
(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Commands.ExaminationResult>)

+ **BP.AdventureFramework.**

Parameters

Conversations

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

Extensions

▼

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

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

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.II

Properties

(BP_AdventureFramework_Assets.Id

Item

(BP_AdventureFramework_Assets.It

Size

Get objects commands

(BP_AdventureFramework_Assets.S

BP_AdventureFramework.

Assets.Characters

CustomCommand[] Commands { get; set; }

+ BP_AdventureFramework.

Property Value

Assets.Interaction

Type (BP_AdventureFramework_Assets

Description

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

+ BP_AdventureFramework.

Assets.Locations

(BP_AdventureFramework_Assets.L

Description

+ BP_AdventureFramework.

Get description of this object.

(BP_AdventureFramework.Com

Declaration

+ BP_AdventureFramework.

Description Description { get; set; }

Conversations

(BP_AdventureFramework.Con

Property Value

+ BP_AdventureFramework.

Extensions

(BP_AdventureFramework_Ext

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

Identifier

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

Declaration
 (BP.AdventureFramework.Assets.D

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

ExaminationCallback
 Property Value
 (BP.AdventureFramework.Assets.E

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

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

Methods

(BP.AdventureFramework.Assets.I
 Item

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

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

Declaration

+ BP.AdventureFramework.

Assets.Characters

ExaminationResult Examine()

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Returns

Assets.Interaction

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

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.II
```

IPlayerVisible

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

Identifier

Get (BP.AdventureFramework.Assets.II)

Item

Declaration (BP.AdventureFramework.Assets.II)

Size

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

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

+ BP.AdventureFramework.

Assets.Characters

Type	Description
bp://learn.microsoft.com/dotnet/api/system.boolean)	

Assets.Interaction

(BP.AdventureFramework.Assets.II)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.II)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.II)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.II)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.II)

Properties

Empty

Get an empty identifier.

Declaration

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

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationResult

Description

(BP.AdventureFramework.Assets.E Identifier (BP.AdventureFramework.Assets.Identifier.html) IExaminable	
---	--

(BP.AdventureFramework.Assets.II

IPlayerVisible

IdentifiableName

(BP.AdventureFramework.Assets.II

Identifier

Get the name as a case insensitive identifier.

(BP.AdventureFramework.Assets.II

Declaration

(BP.AdventureFramework.Assets.II

Size

```
public string IdentifiableName { get; }
```

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Property Value

Assets.Characters

Type

(BP.AdventureFramework.Assets.C

Description

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

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.I

Name

+ BP.AdventureFramework.

Get the name.

Assets.Locations

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

Property Value

+ BP.AdventureFramework.

Type

Conversations

Description

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Methods

+ BP.AdventureFramework.

Equals(Identifier)

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

Declaration

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

Equals(string) Framework.Assets.S

+ **BP Adventure Framework**

Assets Characters

ASSETS. Declaration

(BP.AdventureFramework.Ass

+ BPI Adventure Framework (working other)

Assets.Interaction

(BPAdventureFramework.Associations)

• PPA Home Page

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

Reactive Adventure Framework

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

+ BP.AdventureFramework.

Extensions

TorrentableString(string)

+ BPAdventureFramework.

Convert a string to an identifiable string.

Declaration

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

Parameters

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

ExaminationCallback

Returns (BP.AdventureFramework.Assets.ExaminationResult)

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

(BP.AdventureFramework.Assets.IIdentifier)

IPlayerVisible

(BP.AdventureFramework.Assets.IIdentifier)

Identifier

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

Item

Declaration (BP.AdventureFramework.Assets.IItem)

Size

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

+ BP.AdventureFramework.

Returns Assets.Characters

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

Assets.Interaction

Overrides

(BP.AdventureFramework.Assets.IInteraction)

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

+ BP.AdventureFramework.

Assets.Locations

Implements (BP.AdventureFramework.Assets.ILocation)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.ICommand)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.IExtension)

+ BP.AdventureFramework.


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

Constructors

Item(Identifier, Description, bool)

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

Declaration

ExaminableObject
(BP.AdventureFramework.Assets.E

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

IPlayerVisible

Parameters
(BP.AdventureFramework.Assets.II

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

+ BP.AdventureFramework.

Assets.Characters

Item(string, string, bool)

Initializes a new instance of the Item class.

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.II)

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

+ BP.AdventureFramework.

Assets.Locations

Parameters
(BP.AdventureFramework.Assets.II)

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

Conversations

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Properties

Extensions

(BP.AdventureFramework.Extensions)

Interaction

(BP.AdventureFramework.Interaction)

Interpretation

Get or set the interaction.

Declaration

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



Property Value

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

(BP.AdventureFramework.Assets.ExaminationResult.html)

IsTakeable

IExaminable

Get [true](#) if this is takeable.

(BP.AdventureFramework.Assets.IItem.html)

IPlayerVisible

(BP.AdventureFramework.Assets.IItem.html)

Identifier

```
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>)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

Methods

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

Interact(Item)

+ **BP.AdventureFramework.**

Interact with an item.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Declarations

+ **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)

item

The item to interact with.

+ **BP.AdventureFramework.**

Returns

Extensions

Type

(BP.AdventureFramework.Extensions.html)

InteractionResult

+ **BP.AdventureFramework.**

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

Interpretation

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.SizeType.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.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Interpretation

Struct Size

Represents a size.

Filter by title

Inherited Members .

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

+ BP.AdventureFramework.

Constructors

Assets.Characters

(BP.AdventureFramework.Assets.Characters.**Size**(int, int))

+ BP.AdventureFramework.

Assets.Interaction

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

(BP.AdventureFramework.Assets.Interaction.**Size**(int, int))

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.**Size**(int, int))

+ BP.AdventureFramework.

Parameters

+ BP.AdventureFramework.

TypeCommands

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

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

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.**Size**)

+ BP.AdventureFramework.

Properties

Extensions

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

Height

+ BP.AdventureFramework.

Interpretation

Get the height.

(BP.AdventureFramework.Interpretations.**Size**)

Declaration

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

Property Value

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

Width

ExaminationCallback
(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult
(BP.AdventureFramework.Assets.ExaminationResult)

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

Declaration
IPlayableVisible
(BP.AdventureFramework.Assets.IPlayableVisible)

public int width { get; }

public int width { get; }

(BP.AdventureFramework.Assets.IPlayableVisible)

Item
(BP.AdventureFramework.Assets.IPlayableVisible)

Property Value
(BP.AdventureFramework.Assets.IPlayableVisible)

Type
Size
(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.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Namespace BP.AdventureFramework. Assets.Characters

▼ Filter by title

Classes

+ BP.AdventureFramework.

 Assets

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

 (BP.AdventureFramework.Assets.Character)

 Represents a generic in game character.

- BP.AdventureFramework.

 Assets.Characters

 NonPlayableCharacter

 (BP.AdventureFramework.Assets.Character)

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

 Character

 Represents a non-playable character.

 (BP.AdventureFramework.Assets.Character)

 IConverser

 (BP.AdventureFramework.Assets.Character)

 NonPlayableCharacter

 (BP.AdventureFramework.Assets.Character)

 Represents a playable character.

 PlayableCharacter

 (BP.AdventureFramework.Assets.Character)

 (BP.AdventureFramework.Assets.Character)

Interfaces

+ BP.AdventureFramework.

 Assets.Interaction

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

+ BP.AdventureFramework.

 Assets.Locations

 (BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

 Commands

 (BP.AdventureFramework.Command)

+ BP.AdventureFramework.

 Conversations

 (BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

 Extensions

 (BP.AdventureFramework.Extension)

+ BP.AdventureFramework.

 Interpretation

 (BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

 Logic

Class Character

Represents a generic in game character.

Filter by title

Inheritance

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

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

- **BP.AdventureFramework**

Assets.Characters

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

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

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

Character

Implementation

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

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

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

IInteractableObject ([BP_AdventureFramework_Assets.Interaction.IInteractWithItem.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets.Interaction.IInteractWithItem.html))

NonPlayableCharacter

Inherited Members

PlayableObject

ExamitableObject

ToString()

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

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

+ **BP.AdventureFramework.**

Assets.Interaction

ExaminableObject.ToString()

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

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

Tostring())

+ **BP.AdventureFramework.**

ExaminableObject.Identifier

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

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

Identifier)

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

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

Description)

(**BP.AdventureFramework.Commands**)

ExaminableObject.Commands

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

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

Commands)

(**BP.AdventureFramework.Conversations**)

ExaminableObject.Examine()

(**BP.AdventureFramework.Conversations**)

([BP_AdventureFramework_Assets_ExaminableObject_Conversations.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject_Conversations.html)#BP_AdventureFramework_Assets_ExaminableObject_Conversations_

Examine())

+ **BP.AdventureFramework.**

ExaminableObject.IsPlayerVisible

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

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

IsPlayerVisible)

(**BP.AdventureFramework.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**)

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

(**BP.AdventureFramework.Object**)

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

(**BP.AdventureFramework.Object**)

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

(**BP.AdventureFramework.Object**)

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

DeclaresPlaye

Character

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Character)

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

DeclaresPlaye

(BP.AdventureFramework.Commands.Character)

+ **BP.AdventureFramework.**

public bool IsAlive { get; protected set; }

Conversations

(BP.AdventureFramework.Conversations.Character)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

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

(BP.AdventureFramework.Extensions.Character)

+ **BP.AdventureFramework.**

Interpretation

Items (BP.AdventureFramework.Interpretation.Character)

Get the items this Character holds.

+ **BP.AdventureFramework.**

Logon

(BP.AdventureFramework.Logon.Character)

+ **BP.AdventureFramework.**

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

Property Value

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

- BP.AdventureFramework.

Assets.Characters

Methods (BP.AdventureFramework.Assets.Characters)

Character

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

IConverser

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

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

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

+ BP.AdventureFramework.

Parameters

Assets.Interaction

Type (BP.AdventureFramework.Assets.Interaction)

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

Name

Description

item

The item to acquire.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

DequireItem(Item)

+ BP.AdventureFramework.

De-acquires an item.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Extensions

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

Name

Description

item

The item to de-acquire.

+ BP.AdventureFramework.

Interpretation

FindItem(string, out Item, bool)

(BP.AdventureFramework.Interpretation)

Find an item.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

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

Parameters

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

Returns NonPlayableCharacter

Type	Description
NonPlayableCharacter	True if the item was found.

+ BP.AdventureFramework.

Assets.Interaction

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

Give an item to another in game Character.

Assets.Locations

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

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

+ BP.AdventureFramework.

Commands

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

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

Extensions

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

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

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

+ BP.AdventureFramework.

HasItem(Item, bool)

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

Determine if the PlayerCharacter has an item.

+ BP.AdventureFramework.

Declaration

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

Parameters

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

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

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

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

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

Interact(Item)

+ BP.AdventureFramework.

Interact with an item.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.Interaction.html)

+ BP.AdventureFramework Interact(Item item)

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Parameters

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

Return BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

InteractionResult

(BP.AdventureFramework.Conversations.InteractionResult.html)

Extensions

(BP.AdventureFramework.Extensions.html)

InteractWithItem(Item)

(BP.AdventureFramework.InteractWithItem.html)

Interpretation

Interact with a specified item.

(BP.AdventureFramework.Interpretation.html)

Declaration

+ BP.AdventureFramework.

Logic selected virtual InteractionResult InteractWithItem(Item item)

(BP.AdventureFramework.Logic.html)

Parameters

+ BP.AdventureFramework.

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

Returns

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

- BP.AdventureFramework.

Assets.Characters

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

Character

Kill the character.

(BP.AdventureFramework.Assets.Characters.Kill)

Declaration

(BP.AdventureFramework.Assets.Characters.Kill)

NonPlayableCharacter

public virtual void Kill()

(BP.AdventureFramework.Assets.Characters.Kill)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Kill)

Implements

+ BP.AdventureFramework.

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

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

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

+ BP.AdventureFramework.

IExaminable.Identifier

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

IEPlayerVisible

(BP.AdventureFramework.

Assets.Characters.IExaminable.html#BP_AdventureFramework_Assets_IExaminable_Description)

ICharacter

(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)

INonPlayableCharacter

(BP.AdventureFramework.Assets.C

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

IPlayerVisible

(BP.AdventureFramework.Assets.C

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

IPlayableCharacter

(BP.AdventureFramework.Assets.C

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

IPerformer

(BP.AdventureFramework.Assets.C

(BP.AdventureFramework.Assets.IPerformer.html#BP_AdventureFramework_Assets_IPerformer_IsPerformer)

+ BP.AdventureFramework.

public interface IConverser : IExaminable, IPlayerVisible

Assets.Locations

(BP.AdventureFramework.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversation

Conversations

Get or set the conversation.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Extensions

Conversation Conversation { get; set; }

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Property Value

Interpretation

Type (BP.AdventureFramework.Inter

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

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

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.**
Extensions
(BP.AdventureFramework.Extensions)

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

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

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

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

- **BP_AdventureFramework.**

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

(**BP_AdventureFramework_Assets_Characters_Character**)

↳ Character (BP_AdventureFramework_Assets_Characters_Character.html)
Character
↳ NonPlayableCharacter (BP_AdventureFramework_Assets_C

Implements

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_C

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.**

Character.Kill()

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Kill)

+ **BP_AdventureFramework.**

Character.AcquireItem(item)

+ **BP_AdventureFramework.**

Character.Conversations

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Conversations)

+ **BP_AdventureFramework.**

Character.Extensions

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.**

Character.Interpretation

Character.FindItem(string, out Item, bool)

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_FindItem)

+ **BP_AdventureFramework.**

Character.Logic

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Give_BP_AdventureFramework_Assets_Item_BP_AdventureFramework_Assets_Characters_Character_Give)

+ **BP_AdventureFramework.**

Character.Rendering

Character.Interact(BP_AdventureFramework_Assets_Item)

+ **BP_AdventureFramework.**

Character.Running

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

ExaminableObject.ToString()
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_ToString)

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

+ **BP.AdventureFramework**

Assets.Characters

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

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

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

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

 + **BP.AdventureFramework**

Assets.Interaction

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

Assets.Locations

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

 + **BP.AdventureFramework**

Commands

 NonPlayableCharacter
 (**BP.AdventureFramework.Assets.ExaminableObject**)
(BP.AdventureFramework.Assets.html).Characters (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.characters.html>)
 (**BP.AdventureFramework.Commands**)
 Assembly: BP.AdventureFramework.dll

 + **BP.AdventureFramework**

Syntax

Conversations

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

 + **BP.AdventureFramework**

Extensions

 (**BP.AdventureFramework.Extensions**)

Constructors

 + **BP.AdventureFramework**

Interpretation

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

 Initializes a new instance of the NonPlayableCharacter class.

 + **BP.AdventureFramework**

Logic

 Declaration

 (**BP.AdventureFramework.Logic**)

 + **BP.AdventureFramework**

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

Rendering

 (**BP.AdventureFramework.Rendering**)

Parameters

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

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

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

Declaration
(BP.AdventureFramework.Assets.Character.cs)

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.

Parameters

Type	Name	Description
Assets.Locations (BP.AdventureFramework.Assets.Locations.html)		
Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	This NonPlayableCharacter's identifier.
- BP.AdventureFramework. Commands Description (BP.AdventureFramework.Commands.Description.html)	<i>description</i>	The description of this NonPlayableCharacter.
- BP.AdventureFramework. Conversation Conversation (BP.AdventureFramework.Conversations.Conversation.html) (BP.AdventureFramework.Conversations.Conversation.html)	<i>conversation</i>	The conversation.
- BP.AdventureFramework. Extensions (https://docs.microsoft.com/dotnet/api/system.boolean)	<i>isAlive</i>	Set if this NonPlayableCharacter is alive.
- BP.AdventureFramework. InteractionCallback (BP.AdventureFramework.Assets.Interaction.InteractionCallback.html)	<i>interaction</i>	Set this NonPlayableCharacter's interaction.
- BP.AdventureFramework. Interpretation (BP.AdventureFramework.Interpretation.html)		

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

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

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Rendering.html)

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

Parameters

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

+ BP.AdventureFramework.

Commands

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

Initializes a new instance of the NonPlayableCharacter class.

+ BP.AdventureFramework.

Declarations

Conversations

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.Parameters)

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

(BP.AdventureFramework.Renderin

Properties

Conversation

Get or set the conversation.

Declaration
- **BP.AdventureFramework.**

Assets.Characters

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

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

Property Character

Type (BP.AdventureFramework.Assets.Characters)

Value Converser

Description

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

Implements

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

Assets.Interaction

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

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

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

+ BP.AdventureFramework.

Assets.Locations

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

+ BP.AdventureFramework.

Commands

(**BP.AdventureFramework.Commands**)

+ BP.AdventureFramework.

Conversations

(**BP.AdventureFramework.Conversations**)

+ BP.AdventureFramework.

Extensions

(**BP.AdventureFramework.Extensions**)

+ BP.AdventureFramework.

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ BP.AdventureFramework.

Logic

(**BP.AdventureFramework.Logic**)

+ BP.AdventureFramework.

Rendering

(**BP.AdventureFramework.Rendering**)

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

Assets.Characters

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

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

Implements

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

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

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

([BP_AdventureFramework_Assets.Character](#))

Inherited Members

+ **BP_AdventureFramework.**

Character.ISALIVE

Assets_Interaction

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

(BP_AdventureFramework.Assets.Characters.Character)

Character.Interaction

+ **BP_AdventureFramework.**

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

Assets_Locations

(BP_AdventureFramework.Assets.Characters.Character)

Character.Items

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

+ **BP_AdventureFramework.**

Character.Kill()

(BP_AdventureFramework.Character)

Character.Kill()

+ **BP_AdventureFramework.**

Character.AcquireItem(Item)

Conversations

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

Character.RequireItem_BP_AdventureFramework_Assets_Item)

(BP_AdventureFramework.Extensions)

Character.HasItem(item, bool)

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

Interpretation

Character.FindItem(string, out Item, bool)

(BP_AdventureFramework.Interpretation)

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

+ **BP_AdventureFramework.**

Character.Give(Item, Character)

(BP_AdventureFramework.Logic)

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

Character.GiveItem(Item)

(BP_AdventureFramework.Render)

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

(BP_AdventureFramework.Render)

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

ExaminableObject.ToString()
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_ToString)

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

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

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

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

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

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

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

Parameters

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

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

+ BP.AdventureFramework.

Commands

Methods

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

UseItem(IItem, IInteractWithItem)

Conversations

(BP.AdventureFramework.Conversations)

Use an item.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Parameters

Interpretation

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

+ BP.AdventureFramework.

Rendering

Returns

(BP.AdventureFramework.Rendering)

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

Implements

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

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

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

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

(BP.AdventureFramework.Assets.Characters)

IConverser

(BP.AdventureFramework.Assets.Characters)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

Classes

(BP.AdventureFramework.Assets.Interaction.Result)

+ BP.AdventureFramework.
InteractionResult

Assets.Characters

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result of an interaction.

- BP.AdventureFramework.

Assets.Interaction

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

(BP.AdventureFramework.Assets.Interaction.Reaction)

Represents a reaction.

Condition

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

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result.

InteractionCallback

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

InteractionEffect

Effect

(BP.AdventureFramework.Assets.Interaction.Effect)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.Result)

Reaction

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

Feedback

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

Represents any object that can interact with an item.

ReactionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Result

(BP.AdventureFramework.Assets.Interaction.Result)

InteractionEffect

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

(BP.AdventureFramework.Assets.Interaction.Effect)

(BP.AdventureFramework.Assets.Interaction.Effect)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.ComplexTypes)

+ BP.AdventureFramework.

Delegates (BP.AdventureFramework.Conversations)

(BP.AdventureFramework.Conversations)

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

(BP.AdventureFramework.Condition)

Extensions callback for conditions.

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

InteractionCallback

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

Represents the callback for interacting with objects.

▼

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.ICharacterInteractionCallback)

- **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

Condition

(BP.AdventureFramework.Assets.Interaction.IInteractionCondition)

IInteractWithItem

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

InteractionCallback

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.IInteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.IInteractionResult)

Reaction

(BP.AdventureFramework.Assets.Interaction.IReaction)

ReactionResult

(BP.AdventureFramework.Assets.Interaction.IReactionResult)

Result

(BP.AdventureFramework.Assets.Interaction.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations.ILocationInteractionCallback)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.ICommand)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions.IExtension)

+ **BP.AdventureFramework.**

(BP.AdventureFramework.Extensions.IExtension)

Delegate Condition

Represents a callback for conditions.

Filter by title

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

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

Syntax

- **BP.AdventureFramework.**

Assets.Interaction

public delegate bool Condition()

(BP.AdventureFramework.Assets)

Condition

Returns (BP.AdventureFramework.Assets.Ir

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

(BP.AdventureFramework.Assets.Ir

InteractionEffect

(BP.AdventureFramework.Assets.Ir

InteractionResult

(BP.AdventureFramework.Assets.Ir

Reaction

(BP.AdventureFramework.Assets.Ir

ReactionResult

(BP.AdventureFramework.Assets.Ir

Result

(BP.AdventureFramework.Assets.Ir

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: BP.AdventureFramework.dll

- **BP.AdventureFramework.**

Syntax

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

Interact(Item)

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

InteractionResult

Interact with an item.

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

Declaration

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

IInteractionResult

IInteractionResult Interact(Item item)

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Result

Parameters

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Type	Name	Description
+ BP.AdventureFramework.		

Assets.Locations

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

item

The item to interact with.

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Returns

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.ICommand)

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

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions.IExtension)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IInterpretation)

+ **BP.AdventureFramework.**

(BP.AdventureFramework)

Type	Description
+ BP.AdventureFramework.	The result of the interaction.

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.Interaction.IInteractionCallback)

IInteractWithItem

Parameters

(BP.AdventureFramework.Assets.InteractionEffect)

Type	Name	Description
InteractionCallback (BP.AdventureFramework.Assets.Interaction.IInteractionCallback)	<i>item</i>	The item to interact with.

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations.ILocation)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.ICommand)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions.IExtension)

+ **BP.AdventureFramework.**

Interpretation

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.InteractionEffect)

Condition

(BP.AdventureFramework.Assets.InteractionEffect)

IInteractWithItem

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionCallback

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionEffect

(BP.AdventureFramework.Assets.InteractionEffect)

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

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

Assets.Interaction

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

Inherited Members

InteractWithItem

Result (BP.AdventureFramework.Assets.Interaction)

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

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

Assembly: BP.AdventureFramework.dll

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

public sealed class InteractionResult : Result

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Constructors

+ BP.AdventureFramework.

Conversations

InteractionResult(InteractionEffect, Item)

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

Initializes a new instance of the InteractionResult class.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

public InteractionResult(InteractionEffect effect, Item item)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Type

+ BP.AdventureFramework.

InteractionEffect

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

Type	Name	Description
InteractionEffect	effect	The effect of this interaction.

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

InteractionResult(InteractionEffect, Item, string)

Assets.Interaction

Initializes a new instance of the InteractionResult class.

(BP.AdventureFramework.Assets.InteractionResult)

Declaration

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

InteractionCallback

(BP.AdventureFramework.Assets.InteractionCallback)

Parameters

InteractionEffect

Type (BP.AdventureFramework.Assets.InteractionEffect)

Name

Description

InteractionEffect	<i>effect</i>	The effect of this interaction.
Item (BP.AdventureFramework.Assets.Item.html)	<i>item</i>	The item used in this interaction.
Result string (https://learn.microsoft.com/dotnet/api/system.string)	<i>descriptionOfEffect</i>	A description of the effect.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Get the effect.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Extensions

Property Value

(BP.AdventureFramework.Extensions)

Description

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Interpretations)

Item BP.AdventureFramework.

Logic

Get the item used in the interaction.

(BP.AdventureFramework.Logic)

Declaration

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

Property Value

Type	Description
AssetsInteraction (Item.cs) (BP.AdventureFramework.Assets.Item.html)	
(BP.AdventureFramework.Assets.InteractionCondition)	
Condition	
(BP.AdventureFramework.Assets.InteractionEffect)	
IInteractWithItem	
(BP.AdventureFramework.Assets.IInteractWithItem)	
InteractionCallback	
(BP.AdventureFramework.Assets.InteractionCallback)	
InteractionEffect	
(BP.AdventureFramework.Assets.InteractionEffect)	
InteractionResult	
(BP.AdventureFramework.Assets.InteractionResult)	
Reaction	
(BP.AdventureFramework.Assets.Reaction)	
ReactionResult	
(BP.AdventureFramework.Assets.ReactionResult)	
Result	
(BP.AdventureFramework.Assets.Result)	
+ BP.AdventureFramework. Assets.Locations (BP.AdventureFramework.Assets.Locations)	
+ BP.AdventureFramework. Commands (BP.AdventureFramework.Commands)	
+ BP.AdventureFramework. Conversations (BP.AdventureFramework.Conversations)	
+ BP.AdventureFramework. Extensions (BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework. Interpretation (BP.AdventureFramework.Interpretation)	
+ BP.AdventureFramework. Logic (BP.AdventureFramework.Logic)	

Class Reaction

Represents a reaction.

Filter by title

Inheritance

(BP.AdventureFramework.Assets)

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

(BP.AdventureFramework.Assets.Interaction.html)

Inherited Members

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.html)

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

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

Assembly: BP.AdventureFramework.dll

Result

Syntax

(BP.AdventureFramework.Assets.Interaction.html)

+ **BP.AdventureFramework.**

public sealed class Reaction

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Constructors

Reaction(ReactionResult, string)

+ **BP.AdventureFramework.**

Initializes a new instance of the Reaction class.

Conversations

Delegation

(BP.AdventureFramework.Conversations.html)

+ **BP.AdventureFramework.**

public Reaction(ReactionResult result, string description)

Extensions

(BP.AdventureFramework.Extensions.html)

Parameters

+ **BP.AdventureFramework.**

Type

Interpretation

ReactionResult

(BP.AdventureFramework.Interaction.html)

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

+ **BP.AdventureFramework.**

Logic

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

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

+ **BP.AdventureFramework.**

Properties

Description

Get a description of the result.

Declaration

(BP.AdventureFramework.Assets.InteractionResult)

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

Condition

(BP.AdventureFramework.Assets.InteractionResult)

Properties

Value

(BP.AdventureFramework.Assets.InteractionResult)

Type

Description

InteractionCallback

(BP.AdventureFramework.Assets.InteractionResult)

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

InteractionEffect

(BP.AdventureFramework.Assets.InteractionResult)

InteractionResult

Result

(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.

Properties

Value

Assets.Locations

Type

Description

(BP.AdventureFramework.Assets.Locations)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

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

Syntax

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

Fields

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

+ **BP.AdventureFramework.**

OK OK.

Assets.Locations

(BP.AdventureFramework.Assets.Locat

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Comman

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conver

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

Class Result

Represents a result.

Filter by title

Inheritance

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

Inherited Members

InteractionEffect

(BP.AdventureFramework.Assets.IResult)
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.IReaction)
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.Com

+ BP.AdventureFramework.

Constructors

Conversations
(BP.AdventureFramework.Con

Result (BP.AdventureFramework).

Extensions

Initializes a new instance of the Result class.

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

Interpretation
protected Result()
(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Properties (BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Description

(BP.AdventureFramework.Description)

Get the description.

Declaration

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

Property Value

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

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

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

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

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

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

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

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

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 matrix 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.ComplexViewPoint)

Enums

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretations)

Enum Direction

Enumeration of directions.

Filter by title

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

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

Assets Interaction

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

- **BP.AdventureFramework.**

public enum Direction

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Direction)

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

Fields

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

ViewPoint

(BP.AdventureFramework.Assets.Locations.Direction)

Extension Methods

+ **BP.AdventureFramework.**

Commands

Extensions.Inverse(Direction)

(BP.AdventureFramework.Extensions) (BP.AdventureFramework.Extensions.DirectionExtensions.html#BP_AdventureFramework_Extensions_Direction_Extensions_Inverse_BP_AdventureFramework_Assets_Locations_Direction_)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

Assets.Interaction

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

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

- **BP.AdventureFramework.**

Implements

(BP.AdventureFramework.Ass

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

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

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

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

Exit Members

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

ExaminableObject.Examination

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

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

Examination)

Overworld

ExaminableObject.ToString()

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

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

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

ExaminableObject.Identifier

Room

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

ExaminableObject.Identifier ([BP_AdventureFramework_Assets_ExaminableObject_Identifie](#))

RoomPosition

ExaminableObject.Description

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

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

Description)

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

ExaminableObject.Commands

+ **BP.AdventureFramework.**

Commands

ExaminableObject.Examine()

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

- **BP.AdventureFramework.**

Conversations

ExaminableObject.IsPlayerVisible

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

+ **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.**

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

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

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

([BP.AdventureFramework.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](#))

Logic

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Logi

Syntax

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

Constructors

Assets.Interaction

(BPAdventureFramework.Assistant.Exit(Direction, bool, Identifier, Description))

- **BP.AdventureFramework.**
Initializes a new instance of the Exit class.
Access: **Protected**

(BPA)AdventureFramework-Ass

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

Matrix Parameters

(BP.AdventureFramework.Assets.L

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

Properties

Blazor Architecture Framework.

Commands

Direction (BP_AdventureFramework.Com)

+ BP.AdventureF
Get the direction of t
Conversations

Declaration

→ (BPAdventureFramework.Com)

+ BP_AdventureFramework
public Direction Direction { get; }
Extensions

Extensions (PR Advantage)

(BP_AdventureFramework.ExternalProperties)

Type	Description
Interpretation (BPAdventureFramework.Intel)	Direction (BPAdventureFramework.Assets.Locations.Direction.html)

+ BP.AdventureFramework.

Logic
Intuition

Interaction (BP.AdventureFramework.Logi

Get or set the interaction.

Declaration

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

Property Value

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

- BP.AdventureFramework.

Assets.Locations

IsLocked

Direction

Get if this Exit is locked.

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

Declaration

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

```
public bool IsLocked { get; }
```

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

Overworld

Property Value

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

Type

Region

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

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

Room

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

Description

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

Methods

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

+ BP.AdventureFramework.

Interact(Item)

Commands

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

Declaration

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

Conversations

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

+ BP.AdventureFramework.

Parameters

Extensions

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

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

Name

Description

+ BP.AdventureFramework.

Interpretation

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

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

+ BP.AdventureFramework.

InteractionResult

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

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

Description

The result of the interaction.

Lock()

Lock this exit.

Declaration

```
public void Lock()
```

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

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

Implements
(BP.AdventureFramework.Assets.Location)
IExaminable(BP.AdventureFramework.Assets.IExaminable.html)
IPVisible(BP.AdventureFramework.Assets.IPlayerVisible.html)
IIInteractWithItem (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)
(BP.AdventureFramework.Assets.Location)
Room
(BP.AdventureFramework.Assets.Location)
RoomPosition
(BP.AdventureFramework.Assets.Location)
ViewPoint
(BP.AdventureFramework.Assets.Location)

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

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

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

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

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

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

Inherited Members

(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.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.Assets.I

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

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

(BP.AdventureFramework.Assets.L

Assembly: BP.AdventureFramework.dll

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.Con

+ BP.AdventureFramework.

public Matrix(Room[,] rooms)

Extensions

(BP.AdventureFramework.Exte

Parameters

+ BP.AdventureFramework.

Type

Interpretation

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

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Properties

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

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

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.

Extensions

(BP.AdventureFramework.Extensions)

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

Name

Description

x

The x position.

y

The y position.

z

The z position.

Properties

Logic
Type

(BP.AdventureFramework.Logic)

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

+ BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Logic)	The room.

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

↳ **BP.AdventureFramework**.[Assets.Locations](#)

↳ Overworld

(BP.AdventureFramework.Assets.Locations.Overworld)

Implements

Direction

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

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

Ext

Inherited Members

Matrix

ExaminableObject.Examination

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

Overworld

Examination

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

Region

ExaminableObject.ToString()

Room

ExaminableObject.Identifier

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

RoomPosition

ExaminableObject.Identifier

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

ViewPoint

ExaminableObject.Description

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

BP.AdventureFramework.

Commands

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

ExaminableObject.IsPlayerVisible

+ **BP.AdventureFramework**.

Conversations

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

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

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

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

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

Interpretation

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

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

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework**.

Syntax

Logic

(BP.AdventureFramework.Logic)

public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible

+ **BP.AdventureFramework**.

Constructors

Overworld(Identifier, Description)

Initializes a new instance of the overworld class.

Declaration

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

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

Assets.Locations

(BPAdventureFramework.Assets.Locations)

Parameters

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

(BP.AdventureFramework.Assets.Locations)

Overworld
Region

Initializes a new instance of the overworld class.

Declaration

```
+ public Overworld(string identifier, string description)
```

- **BPAdventureFramework.Overworld(string identifier, string description)**

Region
RoomPosition
Room
Room
ViewPoint

Parameters

+ **BPAdventureFramework.Commands**

	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	The identifier for this overworld.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of this overworld.

+ **BPAdventureFramework.Conversations**

(BPAdventureFramework.Conversations)

Properties

+ **BPAdventureFramework.Extensions**

(BPAdventureFramework.Extensions)

+ **BPAdventureFramework.CurrentRegion**

Get the current region.

Interpretation
Declaration
(BPAdventureFramework.Interpretation)

+ **BPAdventureFramework.Logic**

(BPAdventureFramework.Logic)

Property Value

+ **BPAdventureFramework.**

- . . .

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

Regions

Get the regions in this overworld:

BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.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

+ BP.AdventureFramework.

public void AddRegion(Region region)

Commands

(BP.AdventureFramework.Com

Parameters

+ BP.AdventureFramework.

Type

Conversations

(BP.AdventureFramework.Assets.L

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

Name

Description

region

The region to add.

+ BP.AdventureFramework.

Extensions

Examine()

(BP.AdventureFramework.Exte

Examine this object.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inter

public override ExaminationResult Examine()

+ BP.AdventureFramework.

Logic

Returns

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

-

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

Overrides

ExaminableObject.Examine()

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

- BP.AdventureFramework.

Assets.Locations

+ BP.AdventureFramework.Asset

Direction

Find a region.

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

Matrix

public bool FindRegion(string regionName, out Region region)

(BP.AdventureFramework.Assets.L

Overworld

Parameters

(BP.AdventureFramework.Assets.L

Type Region

(BP.AdventureFramework.Assets.L

string regionName

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

Name

Description

The regions name.

Type Region

(BP.AdventureFramework.Assets.L

region

The region.

RoomPosition

(BP.AdventureFramework.Assets.L

Returns

ViewPoint

Type

(BP.AdventureFramework.Assets.L

Description

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

True if the region was found.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

Move to a region.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Extensions Move(Region region)

(BP.AdventureFramework.Exte

Parameters

+ BP.AdventureFramework.

Type Interpretation

(BP.AdventureFramework.Inter

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

Name

Description

The region to move to.

+ BP.AdventureFramework.

Returns Logic

Type (BP.AdventureFramework.Logi

Description

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

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

RemoveRegion(Region)

Remove a region from this overworld.

Declaration

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

Parameters

- **BP.AdventureFramework.**

Type **Assets.Locations**

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

Name

Description

region

The region to remove.

Direction

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

Implements

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

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

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

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

Overworld

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

Region

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

Room

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

RoomPosition

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

ViewPoint

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

+ BP.AdventureFramework.

Commands

(**BP.AdventureFramework.Commands**)

+ BP.AdventureFramework.

Conversations

(**BP.AdventureFramework.Conversations**)

+ BP.AdventureFramework.

Extensions

(**BP.AdventureFramework.Extensions**)

+ BP.AdventureFramework.

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ BP.AdventureFramework.

Logic

(**BP.AdventureFramework.Logic**)

+ BP.AdventureFramework.

- . . .

Class Region

Represents a region.

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

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

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

↳ Region

↳ Direction

Implements

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

IExaminable ([BP.AdventureFramework.Assets.IExaminable.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets_iexaminable.html))

IPlayerVisible ([BP.AdventureFramework.Assets.IPlayerVisible.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets_iplayervisible.html))

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

Implements

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

IExaminable ([BP.AdventureFramework.Assets.IExaminable.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets_iexaminable.html))

↳ Overworld

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

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

Region

ExaminableObject.ToString()

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

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

Room

ToString()

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

ExaminableObject.Identifier

RoomPosition

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

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

Identifier

ViewPoint

ExaminableObject.Description

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

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

+ **BP.AdventureFramework.**

Commands

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

Commands

ExaminableObject

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

Conversations

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

Conversations

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

([BP.AdventureFramework.Conversation](https://learn.microsoft.com/dotnet/api/bp_adventureframework_conversation))

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

+ **BP.AdventureFramework.**

Extensions

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

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

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

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.Interop)**

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

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

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Logic

Syntax

↳ **(BP.AdventureFramework.Logic)**

+ **BP.AdventureFramework.**Region : ExaminableObject, IExaminable, IPlayerVisible

Rendering

Constructors

Region(Identifier, Description)

Initializes a new instance of the Region class.

Declaration

- BP.AdventureFramework.

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

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

Parameters

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

Overworld

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

Region(string, string)

(BP.AdventureFramework.Assets.L

Initializes a new instance of the Region class.

Room

Declaration

RoomPosition

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

```
ViewPoint
```

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

Parameters

+ BP.AdventureFramework.

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

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

description

The description of this Region.

Conversations

(BP.AdventureFramework.Con

Properties

Extensions

(BP.AdventureFramework.Exte

CurrentRoom

(BP.AdventureFramework.

Interpretation

Get the current room.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

Logic Room CurrentRoom { get; }

(BP.AdventureFramework.Logi

Property Value

+ BP.AdventureFramework.

Rendering

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

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

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

Name

Description

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)
(BP.AdventureFramework.Assets.Locations)

z

The z position.

Room

Property Value
(BP.AdventureFramework.Assets.Locations)

Type RoomPosition

(BP.AdventureFramework.Assets.Locations)

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

ViewPoint

Description

The room.

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Rooms

Commands

(BP.AdventureFramework.Commands)

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Property Value

Extensions

Type (BP.AdventureFramework.Extensions)

Description

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretations)

+ BP.AdventureFramework.

Get if the current region is visible without discovery.

(BP.AdventureFramework.Logical)

Declaration

+ BP.AdventureFramework.

Rendering

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

Property Value

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

- **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Methods

AddRoom(Room, int, int, int)
Add a Room to this region.

AddRoom(Room, int, int, int)
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](#))

Name

Description

room

The room to add.

ViewPoint

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

x

The x position within the region.

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

y

The y position within the region.

Commands

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

z

The z position within the region.

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

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

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

Examine()

+ **BP.AdventureFramework.**

Examine this object.

Interpretation

Declaration
(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

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

Logic

(BP.AdventureFramework.Logic)

Returns

+ **BP.AdventureFramework.**

Rendering

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

Overrides

ExaminableObject.Examine()

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

+ BP.AdventureFramework. Assets.Locations

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

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Get an adjoining room to the Region.CurrentRoom property.

Exit

Declaration

Matrix

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

Overworld

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Parameters

Region

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

Return

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

Type	Description
Room	The adjoining Room.

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

Conversations

Get an adjoining room to a room

(BP.AdventureFramework.Commands.GetAdjoiningRoom)

Declaration

+ BP.AdventureFramework.

Extensions

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

(BP.AdventureFramework.Extensions.GetAdjoiningRoom)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretations.GetAdjoiningRoom)

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Logic

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

(BP.AdventureFramework.Logics.GetAdjoiningRoom)

+ BP.AdventureFramework.

Rendering

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

GetPositionOfRoom(Room)

Get the position of a room.

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

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

Parameters

(BP.AdventureFramework.Assets.Locations)

Type Matrix

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

Overworld

(BP.AdventureFramework.Assets.Locations)

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>)

Extensions

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

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

+ **BP.AdventureFramework.**

Interpretation

Returns

(BP.AdventureFramework.Interpretations)

Type

+ **BP.AdventureFramework.**

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

Description

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

(BP.AdventureFramework.Logics)

+ **BP.AdventureFramework.**

Move(Direction)

Rendering

Move in a direction.

Declaration

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

Parameters

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

Returns

(BPAdventureFramework.Assets.L

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

Matrix

(BPAdventureFramework.Assets.L

Overworld

SetStartRoom(Room)

(BPAdventureFramework.Assets.L

Region

Set the room to start in.

(BPAdventureFramework.Assets.L

Room

(BPAdventureFramework.Assets.L

RoomPosition

public void SetStartRoom(Room room)

(BPAdventureFramework.Assets.L

ViewPoint

Parameters

(BPAdventureFramework.Assets.L

+ **BPAdventureFramework.**

Name

Description

Commands

room

The Room to start in.

(BPAdventureFramework.Com

+ **BPAdventureFramework.**

SetStartRoom(int, int, int)

Conversations

(BPAdventureFramework.Con

Set the room to start in.

+ **BPAdventureFramework.**

Declaration

Extensions

(BPAdventureFramework.Exte

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

+ **BPAdventureFramework.**

Interpretation

(BPAdventureFramework.Inter

Name

Description

Type

(BPAdventureFramework.Inter

x

The x position.

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

Logic

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

(BPAdventureFramework.Logi

y

The y position.

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

z

The z position.

+ **BPAdventureFramework.**

Rendering

ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

- BP.AdventureFramework.

Returns

Assets.Locations

Type

(BP.AdventureFramework.Assets.Locati

Matrix

(BP.AdventureFramework.Assets.Locati

Direction

(BP.AdventureFramework.Assets.Locati

Exit

(BP.AdventureFramework.Assets.Locati

Matrix

UnlockDoorPair(Direction)

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

Overworld

Declaration

(BP.AdventureFramework.Assets.Locati

Region

(BP.AdventureFramework.Assets.Locati

Room

(BP.AdventureFramework.Assets.Locati

Parameters

RoomPosition

Type

(BP.AdventureFramework.Assets.Locati

Description

ViewPoint

Direction

(BP.AdventureFramework.Assets.Locati

This region, as a 3D matrix.

Name

Description

direction

The direction to unlock in.

BP.AdventureFramework.

Commands

Type

(BP.AdventureFramework.Com

bool

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

Description

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

+ BP.AdventureFramework.

Conversations

Implements

IExaminable

IPermissible

IPlayerVisible

Extensions

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

Class Room

Represents a room

Filter by title

Inheritance

Assets.Locations

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

(BP.AdventureFramework.Ass

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

↳ Room

↳ (<BP.AdventureFramework.Assets.L>)

Implements

↳ Exit

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

↳ (<BP.AdventureFramework.Assets.L>)

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

↳ Matrix

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

↳ (<BP.AdventureFramework.Assets.L>)

Over members

↳ (<BP.AdventureFramework.Assets.L>)

ExaminableObject.Examination

↳ Region

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

↳ (<BP.AdventureFramework.Assets.L>)

Examination

↳ Room

ExaminableObject.ToString()

↳ (<BP.AdventureFramework.Assets.L>)

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

ToString

↳ (<BP.AdventureFramework.Assets.L>)

ExaminableObject.Identifier

↳ ViewPoint

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

↳ (<BP.AdventureFramework.Assets.L>)

identifier

↳ **BP.AdventureFramework.**

↳ **Commands**

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

ExaminableObject.Commands

↳ **BP.AdventureFramework.**

↳ **Conversations**

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

ExaminableObject.Conversations

↳ (<BP.AdventureFramework.Assets.L>)

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

↳ **BP.AdventureFramework.**

↳ **Extensions**

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.Exte**

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

↳ **+ BP.AdventureFramework.**

↳ **Interpretation**

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

↳ **(BP)AdventureFramework.interpretation**

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

↳ **+ BP.AdventureFramework.**

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

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

↳ **(BP)AdventureFramework.Logi**

Assembly: BP.AdventureFramework.dll

Syntax **BP.AdventureFramework.**

Rendering

↳ **(BP)AdventureFramework.Ren**

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

Constructors

Assets.Locations

Room(Identifier, Description, params Exit[])

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.Locations.Room)

Declaration

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

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

(BP.AdventureFramework.Assets.Locations.Exit)

Overworld

Parameters

(BP.AdventureFramework.Assets.Locations.Identifier)

Type

Region

Name

Description

(BP.AdventureFramework.Assets.Locations.Identifier)

identifier

This rooms identifier.

Room

(BP.AdventureFramework.Assets.Locations.Description)

description

This rooms description.

Description

(BP.AdventureFramework.Assets.Locations.Exit)

exits

The exits from this room.

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

ViewPoint

(BP.AdventureFramework.Assets.Locations.ViewPoint)

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

+ BP.AdventureFramework.

Commands

Initializes a new instance of the Room class.

(BP.AdventureFramework.Commands.Room)

Declaration

Room

(BP.AdventureFramework.Commands.Room)

Identifier

(BP.AdventureFramework.Assets.Identifier)

identifier

This rooms identifier.

Description

(BP.AdventureFramework.Assets.Description)

description

This rooms description.

Exit

(BP.AdventureFramework.Assets.Exit)

exits

The exits from this room.

Item

(BP.AdventureFramework.Assets.Item)

items

The items in this room.

Logic

(BP.AdventureFramework.Logic)

Room(string, string, params Exit[])

Rendering

Initializes a new instance of the Room class.

(BP.AdventureFramework.Rendering)

Declaration

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

Parameters

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

+ BP.AdventureFramework.Properties

Extensions

(BP.AdventureFramework.Exte

Characters

+ BP.AdventureFramework.

Interpretation

Get the Characters in this Room.

(BP.AdventureFramework.Inter
Declaration

+ BP.AdventureFramework.

Logic NonPlayableCharacter[] characters { get; }

(BP.AdventureFramework.Logi

Property Value

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

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

EnteredFrom

Assets.Locations

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

Declaration
Direction

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

Matrix
Property Value

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

Type
Overworld

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

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

Room

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

RoomPosition
Get the exits.

```
(BP.AdventureFramework.Assets.Locations)
public RoomPosition? Exits { get; }
```

Declaration
ViewPoint

```
(BP.AdventureFramework.Assets.Locations)
public ViewPoint? Exits { get; }
```

+ BP.AdventureFramework.

Commands

Properties (BP.AdventureFramework.Commands)

+ Type 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.

Declaration
Interpretation

(BP.AdventureFramework.Interpretation)

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

+ BP.AdventureFramework.

Properties (BP.AdventureFramework.Logic)

Type (BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

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

Rendering

(BP.AdventureFramework.Rendering)

Interaction

Get or set the interaction.

Declaration

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

Assets Locations

Property Value

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

Exit

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

this[Direction]

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

Get an Exit

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

Declaration

Region

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

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

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

Parameters

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

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

+ BP.AdventureFramework.

Commands

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

Conversations

(BP.AdventureFramework.Conversations.html)

Items

(BP.AdventureFramework.Items.html)

Extensions

Get the items in this Room.

(BP.AdventureFramework.Extensions.html)

Declaration

+ BP.AdventureFramework.

Interpretation

[Items] Items { get; }

(BP.AdventureFramework.Interpretation.html)

Property Value

(BP.AdventureFramework.Items.html)

Logic

(BP.AdventureFramework.Logic.html)

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

UnlockedExits

Get all unlocked exits.

Declaration

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

AssetsLocations

Property value

(BP.AdventureFramework.Assets.L

Type

Direction

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

Description

Exit

(BP.AdventureFramework.Assets.L

Matrix

(BP.AdventureFramework.Assets.L

Overworld

(BP.AdventureFramework.Assets.L

Methods

AddCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Assets.L

Add **Character** to this room.

Room

Declaration

RoomPosition

(BP.AdventureFramework.Assets.L

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

ViewPoint

(BP.AdventureFramework.Assets.L

Parameters

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

NonPlayableCharacter

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

Name

Description

character

The character to add.

Conversations

(BP.AdventureFramework.Con

AddExit(Exit)

+ BP.AdventureFramework.

Add an exit to this room.

Extensions

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Inter

Parameters

+ BP.AdventureFramework.

Type

Logic

(BP.AdventureFramework.Logi

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

Name

Description

exit

The exit to add.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

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.Assets.L

Exit

CanMove(Direction)

(BP.AdventureFramework.Assets.L

Matrix

Test if a move is possible.

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

Room

Parameters

(BP.AdventureFramework.Assets.L

Type

RoomPosition

(BP.AdventureFramework.Assets.L

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

Name

Description

direction

The direction to test.

(BP.AdventureFramework.Assets.L

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.Con

Can this Room contains a character.

+ BP.AdventureFramework.

Extensions

Declaration

(BP.AdventureFramework.Exte

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

Interpretation

(BP.AdventureFramework.Inter

Parameters

+ BP.AdventureFramework.

Type

Logic

NonPlayableCharacter

(BP.AdventureFramework.Logi

(BP.AdventureFramework.Assets.Characters.NonP

layableCharacter.html)

Name

character

Description

The character.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

Type	Name	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.

>Returns

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

Direction

(BP.AdventureFramework.Assets.Location)

Exit

(BP.AdventureFramework.Assets.Location)

Get in this Room contains a character.

(BP.AdventureFramework.Assets.Location)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Location)

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

(BP.AdventureFramework.Assets.Location)

Room

(BP.AdventureFramework.Assets.Location)

Parameters

RoomPosition

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

ContainSExit(Direction, bool)

Interpretation

Get if this Room contains an exit.

(BP.AdventureFramework.Interpretations)

Declaration

+ BP.AdventureFramework.

Logic

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

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Parameters

Rendering

(BP.AdventureFramework.Rendering)

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

(BP.AdventureFramework.Assets.Locations)

Returns
Direction

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

Matrix

(BP.AdventureFramework.Assets.Locations)

ContainsExit(bool)

(BP.AdventureFramework.Assets.Locations)
Get if this Room contains an exit.

Region

Declaration
Room

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

(BP.AdventureFramework.Assets.Locations)

Parameters

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

+ BP.AdventureFramework.

Returns
Conversations

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

Extensions

(BP.AdventureFramework.Extensions)

ContainsInteractionTarget(string)

+ BP.AdventureFramework.

Interpretation

Contains an interaction target.

(BP.AdventureFramework.Interactions)

Declaration

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Parameters

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Returns

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

▼ Examine()

Assets.Locations

Handle examination this Room.

(BP.AdventureFramework.Assets.Locations)

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Matrix

Returns

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Description

ExaminationResult

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

The result of this examination.

Region

(BP.AdventureFramework.Assets.Locations.Region)

Overrides

Room

ExaminableObject.Examine()

(BP.AdventureFramework.Assets.Locations.ExaminableObject.Examine)

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

Examine()

(BP.AdventureFramework.Assets.Locations.Examine)

ViewPoint

(BP.AdventureFramework.Assets.Locations.ViewPoint)

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

Extensions

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

Name

Description

characterName

The character.

(BP.AdventureFramework.Extensions)

character

The character name.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ BP.AdventureFramework.

Type

Logic

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

Description

True if the character was found.

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

FindCharacter(string, out NonPlayableCharacter, bool)

(BP.AdventureFramework.Render)

Find a character.

Declaration

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



Parameters

Assets.Locations

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

Returns
RoomPosition

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

+ BP.AdventureFramework.

Commands

FindExit(Direction, bool, out Exit)

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

Find an exit.

+ BP.AdventureFramework.

Declaration

Conversations

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

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

+ BP.AdventureFramework.

Extensions

Parameters

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

Returns

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

FindInteractionTarget(string, out IInteractWithItem)

Assets.Locations

Find an interaction target.

(BP.AdventureFramework.Assets.Locations)

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Matrix

Parameters

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Name

Description

String

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

targetName

The targets name.

Region

IInteractWithItem

(BP.AdventureFramework.Assets.Locations)

target

The target.

(BP.AdventureFramework.Assets.Locations)

RoomPosition

Return (BP.AdventureFramework.Assets.Locations)

Type

(BP.AdventureFramework.Assets.Locations)

Description

bool

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

True if the target was found.

+ 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)

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Extensions)

Parameters

+ BP.AdventureFramework.

Type

Interpretation

Name

Description

String

(BP.AdventureFramework.Interpretations)

itemName

The items name. This is case insensitive

+ BP.AdventureFramework.

Item

(BP.AdventureFramework.Assets.Item.html)

item

The item

(BP.AdventureFramework.Logging)

Returns

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

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

FindItem(string, out Item, bool)

Find an item.

Assets.Locations

Declaration:

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

Direction

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

Exit

(BP.AdventureFramework.Assets.L...

Parameters

Matrix

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

Returns

+ BP.AdventureFramework.

Type

Commands

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

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

+ BP.AdventureFramework.

Conversations

HasLockedExitInDirection(Direction, bool)

(BP.AdventureFramework.Con...

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

+ BP.AdventureFramework.

Declaration:

Extensions

(BP.AdventureFramework.Exte...

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter...

Parameters

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren...

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

>Returns

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

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

HasUnlockedExitInDirection(Direction, bool)

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

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

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Locations.OverWorld)

Region bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)

(BP.AdventureFramework.Assets.Locations.OverWorld)

Room

(BP.AdventureFramework.Assets.Locations.Room)

Parameters

RoomPosition

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

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Interactions

(BP.AdventureFramework.Interactions)

Interact with an item.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logic)

public InteractionResult Interact(Item item)

+ BP.AdventureFramework.

Rendering

Parameters
(BP.AdventureFramework.Rendering)

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

Returns

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

Direction
(BP.AdventureFramework.Assets.Location)

Movedinto(Direction?)

Exit
(BP.AdventureFramework.Assets.Location)

Handle movement into this GameLocation.
Matrix

Declaration
(BP.AdventureFramework.Assets.Location)

Overworld
(BP.AdventureFramework.Movement.Assistant)

Region
(BP.AdventureFramework.Assets.Location)

Parameters
Room

Type	Name	Description
BP.AdventureFramework.Assets.Location	fromDirection	The direction movement into this Room is from. Use null if there is no direction.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Remove a character from the room.

Conversations

Declaration
(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Remove a character (NonPlayableCharacter character)

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

NonPlayableCharacter
(BP.AdventureFramework.Interpretations)

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

Type	Name	Description
NonPlayableCharacter	character	The character to remove.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Remove a text from the room.

Rendering

Declaration
(BP.AdventureFramework.Rendering)

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

Parameters

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

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

RemoveInteractionTarget(IInteractWithItem)

(BP.AdventureFramework.Assets.Locations)

Remove an interaction target from the room.

Exit

Declaration
Matrix

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

Overworld

(BP.AdventureFramework.Assets.Locations)

Parameters

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

(BP.AdventureFramework.Assets.Locations)

Returns

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

+ BP.AdventureFramework.

RemoveItem(Item)

(BP.AdventureFramework.Commands)

Remove an item from the room.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Extensions)

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

+ BP.AdventureFramework.

Interpretation

Parameters

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

(BP.AdventureFramework.Logics)

SpecifyConditionalDescription(ConditionalDescription)

Rendering

Specify a conditional description of this room.

(BP.AdventureFramework.Renderings)

Declaration

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

Parameters

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

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

Exit
(BP.AdventureFramework.Assets.Exit.html)
IExaminable (BP.AdventureFramework.Assets.IExaminable.html)
Matrix
IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)
IIteractWithItem (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)
Overworld
(BP.AdventureFramework.Assets.Overworld.html)
Region
(BP.AdventureFramework.Assets.Region.html)
Room
(BP.AdventureFramework.Assets.Room.html)
RoomPosition
(BP.AdventureFramework.Assets.RoomPosition.html)
ViewPoint
(BP.AdventureFramework.Assets.ViewPoint.html)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.html)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

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)))

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

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

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

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

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

RoomPosition

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

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

View Point

Assembly: BP.AdventureFramework.dll

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

Syntax

+ **BP.AdventureFramework.**

public class RoomPosition

 (**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Constructors

Conversations

 (**BP.AdventureFramework.Con**

RoomPosition(Room, int, int)

Extensions

 Initializes a new instance of the RoomPosition class.

 (**BP.AdventureFramework.Exte**

 Declaration

+ **BP.AdventureFramework.**

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

 (**BP.AdventureFramework.Inter**

Parameters

 (**BP.AdventureFramework.**

Type

 (**BP.AdventureFramework.Logi**

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

Name

room

The room/

+ BP.AdventureFramework.

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

x

The x position of the room.

Rendering

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

y

The y position of the room.

+ **BP.AdventureFramework.**

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

Properties

(BP.AdventureFramework.Assets.Room)

Room

(BP.AdventureFramework.Assets.Location)

Get the room.

Exit

(BP.AdventureFramework.Assets.Location)

Declaration

Matrix

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

Overworld

(BP.AdventureFramework.Assets.Location)

Property Value

Type	Description
Room	

(BP.AdventureFramework.Assets.Location)

RoomPosition

(BP.AdventureFramework.Assets.Location)

ViewPoint

(BP.AdventureFramework.Assets.Location)

Get the X 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.

Extensions

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

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Y Interpretation

(BP.AdventureFramework.Interpretation)

Get the Y position of the room.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Interpretation)

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Property Value

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

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

ZY

Get the Z position of the room.
(BP.AdventureFramework.Ass

Declaration Direction

```
(BP.AdventureFramework.Assets.L  
public int Z { get; }  
exit
```

(BP.AdventureFramework.Assets.L

Matrix
Property Value
(BP.AdventureFramework.Assets.L

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

Methods

RoomPosition

(BP.AdventureFramework.Assets.L

tPosition(int int)

IsAtPosition(int, int, int)

+ **BP.AdventureFramework**.

Commands

(BR Adv)

(BP.AventureFramework.COM)

+ BP.AdventureFramework.

Conversations

Parameters

Type

Type	Name	Description
+ BPAdventureFramework.Extensions int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
(BPAdventureFramework.Extensions) int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The Y position.
+ BPAdventureFramework.Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.

Returns **(BPAdventureFramework.Interpretation)**

PPA Home Page

Type	Description
Logic bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP_AdventureFramework.Logic)	True if this is at the position, else false.

± BPAdventureFramework-

Rendering

(BP-AdventureFramework-Ren)

± BP AdventureFramework

▼

(BP.AdventureFramework.Assets)

Direction
(BP.AdventureFramework.Assets.Location)
Exit
(BP.AdventureFramework.Assets.Location)
Matrix
(BP.AdventureFramework.Assets.Location)
Overworld
(BP.AdventureFramework.Assets.Location)
Region
(BP.AdventureFramework.Assets.Location)
Room
(BP.AdventureFramework.Assets.Location)
RoomPosition
(BP.AdventureFramework.Assets.Location)
ViewPoint
(BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)
↳ BP.AdventureFramework.Assets.Location
↳ 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-object))
(BP.AdventureFramework.Assets.Location)
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-object-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.html).Assets.Locations (BP.AdventureFramework.Assets.Locations.html)

ViewPoint

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

Syntax

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

Conversations

Properties

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

Any

Extensions

(**BP.AdventureFramework.Extensions**)

Get if there is a view in any direction.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Interpretation**)

Property Value

Logic

(**BP.AdventureFramework.Logic**)

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

Rendering

(**BP.AdventureFramework.Rendering**)

AnyNotVisited

(**BP.AdventureFramework.AnyNotVisited**)

Rendering

Description

Get if there is a view in any direction.

Declaration

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

Property Value

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

Exit
(BP.AdventureFramework.Assets.L

Matrix
(BP.AdventureFramework.Assets.L

AnyVisited
(BP.AdventureFramework.Assets.L

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

Region
(BP.AdventureFramework.Assets.L

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

RoomPosition
Property Value
(BP.AdventureFramework.Assets.L

ViewPoint
(BP.AdventureFramework.Assets.L

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

+ BPAdventureFramework.

Commands

(BPAdventureFramework.Com
this[Direction])

+ BPAdventureFramework.

Get the room that lies in a specified direction.

Conversations

Declaration
(BPAdventureFramework.Con

+ BPAdventureFramework.

public Room this[Direction direction] { get; }

Extensions

(BPAdventureFramework.Exte
Parameters

+ BPAdventureFramework.

Type
(BPAdventureFramework.Inter

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

(BPAdventureFramework.Inter

+ BPAdventureFramework.

Property Value
Logic
(BPAdventureFramework.Logi

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

+ BPAdventureFramework.

Rendering
(BPAdventureFramework.Ren

NoView
(BPAdventureFramework.NoView)

+ BPAdventureFramework.

Rendering FrameworkBuilder

Name	Description
direction	The direction to check.

Type	Description
Room (https://learn.microsoft.com/dotnet/api/system.boolean)	The room.

Get a view point representing no view.

Declaration

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

Property Value

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

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

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

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

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

Methods

Create(Region)

Create a new ViewPoint.

(BP.AdventureFramework.Assets.LocationViewPoint.html)

Declaration
RoomPosition

(BP.AdventureFramework.Assets.LocationViewPoint.html)

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

(BP.AdventureFramework.Assets.LocationViewPoint.html)

Parameters

BP.AdventureFramework.

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

Commands

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(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.

RenderingBuilders

Namespace BP.AdventureFramework.Commands

▼ Filter by title

Classes

+ [BP.AdventureFramework.](#)

 Assets.Interaction

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

+ [BP.AdventureFramework.](#)

 Assets.Locations

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

- [BP.AdventureFramework.](#)

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

([BP.AdventureFramework.Com](#)

 CustomCommand

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

 CustomCommandCallback

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

+ [BP.AdventureFramework.](#)

 Conversations

([BP.AdventureFramework.Con](#)

+ [BP.AdventureFramework.](#)

 Extensions

([BP.AdventureFramework.Exte](#)

+ [BP.AdventureFramework.](#)

 Interpretation

([BP.AdventureFramework.Inter](#)

+ [BP.AdventureFramework.](#)

 Logic

([BP.AdventureFramework.Logi](#)

+ [BP.AdventureFramework.](#)

 Rendering

([BP.AdventureFramework.Render](#)

+ [BP.AdventureFramework.](#)

 Rendering.FrameBuilders

([BP.AdventureFramework.Render](#)

+ [BP.AdventureFramework.](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ CustomCommand

Assets.Locations

Implements

(**BP.AdventureFramework.Ass**

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

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

Commands

Inherited Members

(**BP.AdventureFramework.Com**

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

(**BP.AdventureFramework.Comma**

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

(**BP.AdventureFramework.Comma**

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

(**ICommand**

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

(**BP.AdventureFramework.Comma**

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

+ 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.html).Commands

(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework**

Assembly (BP.AdventureFramework.html)

Extensions

Syntax

(**BP.AdventureFramework.Exte**

public class CustomCommand : ICommand, IPlayerVisible

+ **BP.AdventureFramework**.

Interpretation

(**BP.AdventureFramework.Inter**

Constructors

+ **BP.AdventureFramework.**

Logic

CustomCommand(CommandHelp help, bool, CustomCommandCallback)

+ **BP.AdventureFramework**.CustomCommand

Declaration

(**BP.AdventureFramework.Ren**

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

allback)

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

Parameters

+ **BP.AdventureFramework**.

Rendering.FrameBuilders.

Color

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

Extensions

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

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Help

(BP.AdventureFramework.Inter

Get the help for this command.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logi

public CommandHelp Help { get; }

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

Type

+ BP.AdventureFramework.

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

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

Get or set if this is visible to the player.

Color

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

Declaration

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

Property Value

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Methods

- BP.AdventureFramework.

Commands

In(BP.AdventureFramework.Com

CustomCommand

Invoke the Command.
(BP.AdventureFramework.Commands.ICommand.html)

Declaration

ActionCommandCallback

(BP.AdventureFramework.Commands.ICommand.html)

player Reaction Invoke(Game game)

(BP.AdventureFramework.Commands.ICommand.html)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Convo

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

+ BP.AdventureFramework.

Extensions

Returns

(BP.AdventureFramework.Exte

Type

Description

+ BP.AdventureFramework.

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

The reaction.

Interpretation

(BP.AdventureFramework.Inter

Implements

(BP.AdventureFramework.

Logic

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

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Asses

- **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)

Description

The reaction to the command.

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

Namespace BP.AdventureFramework.Conversations

▼ Filter by title

Classes

+ BP.AdventureFramework.

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

Represents a conversation.

+ BP.AdventureFramework.

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

Provides a container for log items.

- BP.AdventureFramework.

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

Represents a paragraph in a Conversation.

Conversation

(BP.AdventureFramework.Conversation)

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

(BP.AdventureFramework.Response)

Provides a response to a conversation.

LogItem

(BP.AdventureFramework.Conversation)

Paragraph

(BP.AdventureFramework.Conversation)

Participant

(BP.AdventureFramework.Conversation)

Enumeration of participants in a conversation.

Response

(BP.AdventureFramework.Conversation)

Delegates

BP.AdventureFramework.

Extensions

ConversationActionCallback

(BP.AdventureFramework.Conversations.ConversationActionCallback.html)

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

RenderingFrameBuilders

Class Conversation

Represents a conversation.

Filter by title

Inheritance

↳ [ASSETS LOCATIONS](#)

↳ **(BP.AdventureFramework.Ass**

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

↳ Conversation

+ **BP.AdventureFramework.**

Commands

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

- **BP.AdventureFramework.**

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

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

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

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

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

ConversationOnActionCallback

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

LogItem

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

Syntax

 (BP.AdventureFramework.Convers

 Participant

 public sealed class Conversation

 (BP.AdventureFramework.Convers

 Response

 (BP.AdventureFramework.Convers

 Constructors

+ **BP.AdventureFramework.**

Extensions

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

+ **BP.AdventureFramework.**

Conversation class.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

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

Logic

(BP.AdventureFramework.Logi

Parameters

+ **BP.AdventureFramework.**

Rendering

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

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Properties

(BP.AdventureFramework.Render

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

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

ASSETS.LOCATIONS
Property Value
(BP.AdventureFramework.Ass

Type	Description
+ BP.AdventureFramework. Paragraphs	(BP.AdventureFramework.Conversations.Paragraph.html)

(BP.AdventureFramework.Com

- BP.AdventureFramework.

Log
Conversations

(BP.AdventureFramework.Con

Get the log.

Conversation
Declaration
(BP.AdventureFramework.Convers

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

LogItem

Property Value
Paragraph

Type	Description
LogItem (BP.AdventureFramework.Conversations.LogItem.html)[] (BP.AdventureFramework.Convers	

Response

(BP.AdventureFramework.Convers

Paragraphs

+ BP.AdventureFramework.

Get the current paragraph in the conversation.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

```
public Paragraph[] Paragraphs { get; }
```

Interpretation

(BP.AdventureFramework.Inter

Property Value

+ BP.AdventureFramework.

Type	Description
Logic (BP.AdventureFramework.Logic)	(BP.AdventureFramework.Logic.Conversations.Paragraph.html)[]

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

Methods

+ BP.AdventureFramework.

Rendering.FrameBuilders

Next(Game)

(BP.AdventureFramework.Ren

Trigger the next line in this conversation.

Declaration

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



Parameters

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

Commands

Returns

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

Type

- BP.AdventureFramework.

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

Conversations

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

Conversation

Respond(Response, Game)

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

ConversationActionCallback

Respond to the conversation.

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

Declaration

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

```
public Reaction Respond(Response response, Game game)
```

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

Participant

Parameters

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

Type

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

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

+ BP.AdventureFramework.

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

Extensions

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

Returns

+ BP.AdventureFramework.

Type

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

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

The reaction to the response.

+ BP.AdventureFramework.

Logic

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

+ BP.AdventureFramework.

Rendering

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

+ BP.AdventureFramework.

Rendering.FrameBuilders

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

Delegate ConversationActionCallback

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

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Com

```
    public delegate void ConversationActionCallback(Game game)
```

- **BP.AdventureFramework.**

Conversations

Parameters

(BP.AdventureFramework.Con

Type		Name	Description
Conversation	(BP.AdventureFramework.Conversation.html)	game	The game to invoke the callback on.

ConversationActionCallback
(BP.AdventureFramework.Conversation.html)
LogItem
(BP.AdventureFramework.Conversation.html)
Paragraph
(BP.AdventureFramework.Conversation.html)
Participant
(BP.AdventureFramework.Conversation.html)
Response
(BP.AdventureFramework.Conversation.html)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

RenderingFrameBuilders

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Commands

↳ LogItem

(BP.AdventureFramework.Com

Inherited Members

- **BP.AdventureFramework.**

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

Conversations

(BP.AdventureFramework.Con

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

Conversation

(BP.AdventureFramework.Conver

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

Conversation

(BP.AdventureFramework.Conver

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

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

LogItem

NameSpace BP.AdventureFramework.Conversations

(BP.AdventureFramework.html).Conversations

Paragraph

(BP.AdventureFramework.Convers

Syntax

(BP.AdventureFramework.Convers

Response

public sealed class LogItem

(BP.AdventureFramework.Conver

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

LogItem(Participant, String)

Interpretation

Initializes a new instance of the LogItem class.

(BP.AdventureFramework.Inter

Declaration

+ **BP.AdventureFramework.**

Logic

public LogItem(Participant participant, string line)

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Parameters

Rendering

(BP.AdventureFramework.Rende

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

participant

The participant.

+ **BP.AdventureFramework.**

RenderingFrameBuilders

(BP.AdventureFramework.Rende

line

The line.

+ **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 (AdventureFramework.Com.net/api/system.string)
```

Type	Description
Conversation	

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

Participant

(BP.AdventureFramework.Convers

Get the participant.

(BP.AdventureFramework.Convers

Declaration

Paragraph

(BP.AdventureFramework.Convers

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

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Type

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Type	Description
Participant	

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

Commands

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)
(BP.AdventureFramework.Com, Paragraph)

+ BP.AdventureFramework.

Conversations

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

Extensions

CONSTRUCTORS

+ BP.AdventureFramework.

Paragraph(string)

(BP.AdventureFramework.Inte

Initializes a new instance of the Paragraph class.

+ BP.AdventureFramework.

Declaration

Logic

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

+ BP.AdventureFramework.

Rendering

Parameters

(BP.AdventureFramework.Ren

Type

+ BP.AdventureFramework.

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

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

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

Rendering.FrameBuilders.

Initializes a new instance of the Paragraph class.

Color

	Name	Description
line		Specify the line.

Declaration

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

Parameters

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

+ BP.AdventureFramework.

Extensions

Parameters

Type	Name	Description
string Interpretation (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Interpretation)	line	Specify the line.
- BP.AdventureFramework.Logic (https://learn.microsoft.com/dotnet/api/bp.adventureframework.logic) (BP.AdventureFramework.Logic) (https://learn.microsoft.com/dotnet/api/system.int32)	delta	Specify the delta. This can be applied to a conversation to direct the conversation after this paragraph.

+ BP.AdventureFramework.

Rendering

Properties

+ BP.AdventureFramework.

Rendering.FrameBuilders

Action

(BP.AdventureFramework.Rendering.FrameBuilders)

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

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

Color

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

Property Value

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

Commands

(BP.AdventureFramework.Com

CanRespond

Conversations

Get if response is possible.

(BP.AdventureFramework.Com

Declaration

```
    (BP.AdventureFramework.Convers  
    ConversationActionCallback) canResponse { get; }  
    (BP.AdventureFramework.Convers  
    LogItem)
```

Property Value

(BP.AdventureFramework.Convers

Type

```
Paragraph  
(BP.AdventureFramework.Convers  
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
```

Declaration

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

Response

(BP.AdventureFramework.Convers

Delta

+ BP.AdventureFramework.

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

Extensions

Declaration

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Inter

Property Value

+ BP.AdventureFramework.

Type

Logic

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

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

Line

(BP.AdventureFramework.Render

Get or set the line.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

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

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

Color

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

Responses

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

Commands

Declaration

BP.AdventureFramework.Com

- **BpAdventureFramework** public **Response**[] Responses { get; set; }

Conversations

(BP.AdventureFramework.Com)

Property Value	Type	Description
Conversation		
(BP.AdventureFramework.Conversations)		
Response	(BP.AdventureFramework.Conversations.Response.html[])	
(BP.AdventureFramework.Conversations)		
LogItem		
(BP.AdventureFramework.Conversations)		
Paragraph		
(BP.AdventureFramework.Conversations)		
Participant		
(BP.AdventureFramework.Conversations)		
Response		
(BP.AdventureFramework.Conversations)		

- + BP.AdventureFramework

Extensions

(BP.AdventureFramework.Exte

- + BPAdventureFramework.

Interpretation

(BP-AdventureFramework-IntelliJ)

- + BPAdventureFramework-

Logic

(BPAdventureFramework-Logi

- ± BP AdventureFramework

Rendering

(BP-AdventureFramework.Ren)

- ± BPAdventureFramework-

Rendering-FrameBuilders

(BPAdventureFramework.Ren)

- ± BP AdventureFramework

Rendering-FrameBuilders

Color

Enum Participant

Enumeration of participants in a conversation.

Filter by title

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

(BP.AdventureFramework.Com
Assembly: BP.AdventureFramework.dll

Syntax

Conversations

(BP.AdventureFramework.Com

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

Fields

LogItem

Name	Description
Paragraph	
Other	Other participant.
Participant	
Player	The player. (BP.AdventureFramework.Convers
Response	
	(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

↳ **System.Object** (https://learn.microsoft.com/dotnet/api/system.object)

↳ **Response**

- **BP.AdventureFramework.**

Inherited Members

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
Conversation
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
ConversationActionCallback
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
LogItem
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

Name [\(Packaged in BP.AdventureFramework\)](#) [Conversations](#) (BP.AdventureFramework.html).Conversations
(BP.AdventureFramework.Conversations.html)

Participant

Assembly [BPAdventureFramework.dll](#) (BPAdventureFramework.dll)

Syntax

Response
(BP.AdventureFramework.Convers

public sealed class Response

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

Constructors

+ **BP.AdventureFramework.**

Interpretation

Response(string line) [Work.Inter](#)

+ **BP.AdventureFramework.** Response class.

Logic

Declaration

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.** Response(string line, int delta = 1)

Rendering

(BP.AdventureFramework.Ren

Parameters

+ BP.AdventureFramework.	Name	Description
Rendering.FrameBuilders	line	The line to trigger this response.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

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

▼

Commands

Properties

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conver

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

Declaration

BP.AdventureFramework.Conver

ConversationActionCallback

(BP.AdventureFramework.Conver

LogItem

(BP.AdventureFramework.Conver

Property Value

Paragraph

Type	Description
BP.AdventureFramework.Conver	

Participant

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

(BP.AdventureFramework.Conver

Response

(BP.AdventureFramework.Conver

+ BP.AdventureFramework.

Extensions

Get the line.

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

Interpretation

Line { get; }

(BP.AdventureFramework.Inter

Property Value

+ BP.AdventureFramework.

Logic

Description

(BP.AdventureFramework.Logi

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Namespace BP.AdventureFramework.Extensions

▼ Filter by title

Classes

(BP.AdventureFramework.Ass

BP.AdventureFramework.

(BP.AdventureFramework.Extensions.DirectionExtensions.html)

(BP.AdventureFramework.Extensions.DirectionExtensions)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Extensions.StringExtensions)

Provides extension methods for strings.

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

DirectionExtensions

(BP.AdventureFramework.Exten

StringExtensions

(BP.AdventureFramework.Exten

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende

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

▼

ASSETS.LOCATIONS

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

DirectionExtensions

(BP.AdventureFramework.Extensions.DirectionExtensions)

StringExtensions

(BP.AdventureFramework.Extensions.StringExtensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

ASSETS.LOCATIONS

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

↳ [StringExtensions](#)

+ **BP.AdventureFramework.**

Inherited Members

Commands

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

+ **BP.AdventureFramework.**

Conversations

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

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

- **BP.AdventureFramework.**

Extensions

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

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

Name [StringExtensions](#)

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

Assembly [BPAdventureFramework.dll](#)

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

+ **BP.AdventureFramework.**

public static class StringExtensions

Interpretation

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

+ **BP.AdventureFramework.**

Logic

Methods

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

+ **BP.AdventureFramework.**

CaseInsensitiveContains(string, string)

Rendering

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

Description

Replies true if the specified substring occurs within this string. This is not case sensitive.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

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

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders.

Type

Color

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

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

Name

value

Description

The value.

+ **BP.AdventureFramework.**

Rendering.Frames

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

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

subString

The string to seek.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

ASSETS.LOCATIONS

EnsureFinishedSentence(string)

+ **BP AdventureFramework.**

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

Commands

Declaration

(BP.AdventureFramework.Com

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

Conversations

(BP.AdventureFramework.Con

Parameters

- **BP AdventureFramework.**

Extensions

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

(BP.AdventureFramework.Exte

Returns

(BP.AdventureFramework.Exten

Type StringExtensions

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

Type	Description
StringExtensions	The finished string.

+ **BP AdventureFramework.**

Interpretation

EqualExaminable(string, IExaminable)

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

Logic

Declaration

(BP.AdventureFramework.Logi

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

Rendering

(BP.AdventureFramework.Ren

Parameters

+ **BP AdventureFramework.**

RenderingFrameBuilders

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

(BP.AdventureFramework.Ren

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

+ **BP AdventureFramework.**

RenderingFrameBuilders.

Color

(BP.AdventureFramework.Ren

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

+ **BP AdventureFramework.**

RenderingFrames

(BP.AdventureFramework.Ren

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.

EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

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

ASSETS.LOCATIONS

Parameters

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

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

+ **BP.AdventureFramework.**

Returns

Conversations

Type	Description
b (BP.AdventureFramework.html)	True if this string equals the identifier, else false.

Extensions

(**BP.AdventureFramework.Extensions**)

GetObjectifier(string)
Get an objectifier for a word.
StringExtensions

Declaration

+ **BP.AdventureFramework.**

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

Interpretation

(**BP.AdventureFramework.Interpretation**)

Parameters

+ **BP.AdventureFramework.**

Type

Logic

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

+ **BP.AdventureFramework.**

Returns

Rendering

(**BP.AdventureFramework.Rendering**)

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

The objectifier.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

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

IsPlural(string)
+ **BP.AdventureFramework.**

Get if word is plural.
Rendering.FrameBuilders.

Color

Declaration

(**BP.AdventureFramework.Rendering.Color**)

public static bool IsPlural(this string word)

Rendering.Frames

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

Parameters

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

Returns

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

+ BP.AdventureFramework.

Commands

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

Get if a character is a vowel.

+ BP.AdventureFramework.

Declarations

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

(BP.AdventureFramework.Con

```
public static bool IsVowel(this string value)
```

- BP.AdventureFramework.

Extensions

Parameters

(BP.AdventureFramework.Exte

Type	Name	Description
DirectionExtensions https://learn.microsoft.com/dotnet/api/bp.adventureframework.extensions	value	The value to check.

Returns

+ BP.AdventureFramework.

Type

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

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Inter	True if the character is a vowel.

+ BP.AdventureFramework.

Logic

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

Determine the number of lines in this string.

+ BP.AdventureFramework.

Declaration

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

(BP.AdventureFramework.Render

```
public static int LineCount(this string value)
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

(BP.AdventureFramework.Render

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

Color

Returns

(BP.AdventureFramework.Render

Type	Description
+ BP.AdventureFramework. https://learn.microsoft.com/dotnet/api/bp.adventureframework.frames	The number of lines in the string.

(BP.AdventureFramework.Render

RemoveSentenceEnd(string)

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

Declaration

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

ASSETS.LOCATIONS

Parameters

(BP.AdventureFramework.Ass

Type	Name	Description
+ BP.AdventureFramework.		

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

value

The string to ensure isn't finished finish.

(BP.AdventureFramework.Com

Returns

+ BP.AdventureFramework.

Type

Conversations

(BP.AdventureFramework.Com

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

Description

The unfinished string.

- BP.AdventureFramework.

Extensions

ToDescription(string)

(BP.AdventureFramework.Exte

Returns

Dictionary<Extension, Description>

(BP.AdventureFramework.Exten

Declaration

StringExtensions

(BP.AdventureFramework.Exten

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

+ BP.AdventureFramework.

Interpretation

Parameters

(BP.AdventureFramework.Inter

Type

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Returns

+ BP.AdventureFramework.

Type

Rendering

(BP.AdventureFramework.Render

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

Name

value

Description

The value.

+ BP.AdventureFramework.

Rendering.FrameBuilders

ToIdentifier(string)

(BP.AdventureFramework.Render

Returns this string as an Identifier.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

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

+ BP.AdventureFramework.

Parameters

Rendering.Frames

(BP.AdventureFramework.Render

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

Returns

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

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

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

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

Converting to sentence case.

- [BP.AdventureFramework.Conversations](#)

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

- [BP.AdventureFramework.Extensions](#)

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

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

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

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

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

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

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

- [BP.AdventureFramework.Rendering](#)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The value in sentence case.

▼

ASSETS.LOCATIONS

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

DirectionExtensions

(BP.AdventureFramework.Extensions.Direction)

StringExtensions

(BP.AdventureFramework.Extensions.String)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Commands

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

Provides help for a command.

+ **BP.AdventureFramework.**

Conversations

CustomCommandInterpreter
(BP.AdventureFramework.Com)

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html)

+ **BP.AdventureFramework.**

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

Extensions

(BP.AdventureFramework.Exte

InterpretationResult

(BP.AdventureFramework.Com)

Interpretation

Represents the result of an interpretation.

(BP.AdventureFramework.Inte

Interfaces

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

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

IInterpreter

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

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

↳ Commands

(**BP.AdventureFramework.Com**

Implements

+ **IEquatable<CommandHelp>**

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

(**BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.Object**

↳ Extensions

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

(**BP.AdventureFramework.Exte**

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

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

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

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

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

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

(**BP.AdventureFramework.Inter**

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

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

(**BP.AdventureFramework.Inter**

Assembly: BP.AdventureFramework.dll

Interpreter

Syntax

(**BP.AdventureFramework.Interpret**

 InterpretationResult

 public class CommandHelp : IEquatable<CommandHelp>

+ **BP.AdventureFramework.**

Logic

Constructors

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

CommandHelp(string, string)

(**BP.AdventureFramework.Ren**

Initializes a new instance of the CommandHelp class.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

 public CommandHelp(string command, string description)

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders.

Color

Type

(**BP.AdventureFramework.Ren**

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

Name

Description

command

The command.

+ **BP.AdventureFramework.**

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

Properties

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Command)
Get the command.

+ **BP.AdventureFramework.**

Declaration
Conversations

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

+ **BP.AdventureFramework.**

Extensions

Property Value

(BP.AdventureFramework.Extensions)
Type

- **BP.AdventureFramework.**

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

Interpretation

(BP.AdventureFramework.Interpretation)

Description

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

Get the description of the command.

(BP.AdventureFramework.Interpretation)
Declaration
Interpreter

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

Property Value

(BP.AdventureFramework.Logic)

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

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

Methods

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.**

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

Rendering.FrameBuilders.

Declaration

Color

(BP.AdventureFramework.Rendering.FrameBuilders)

public bool Equals(CommandBuilder other)

+ **BP.AdventureFramework.**

Parameters

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

>Returns

Type	Description
+ BP.AdventureFramework. Commands (BP.AdventureFramework.Com rossoft.com/dotne t/api/system.bool ear Conversations (BP.AdventureFramework.Con + BP.AdventureFramework. Implements Extensions IEquatable<T> (https://learn.microsoft.com/dotnet/api/system.iequatable-1)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool). + BP.AdventureFramework. ear Conversations (BP.AdventureFramework.Con + BP.AdventureFramework. Implements Extensions IEquatable<T> (https://learn.microsoft.com/dotnet/api/system.iequatable-1)

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

CommandHelp
(BP.AdventureFramework.Interpret
CustomCommandInterpreter
(BP.AdventureFramework.Interpret
IInterpreter
(BP.AdventureFramework.Interpret
InterpretationResult
(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Class CustomCommandInterpreter

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

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

↳ [CustomCommandInterpreter](#)

(**BP.AdventureFramework.Com**
Implements

BP.AdventureFramework.

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

Conversations

Inherited Members

(**BP.AdventureFramework.Con**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Exte**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Inter**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
CommandHelp

Namespace: BP (BP.html).AdventureFramework (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.html>).Interpretation

(**BP.AdventureFramework.Interpret**

CustomCommandInterpreter

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Interpret**

Syntax

Interpreter

(**BP.AdventureFramework.Interpret**

public class CustomCommandInterpreter : IInterpreter

(**BP.AdventureFramework.Interpret**

+ **BP.AdventureFramework.**

Logic

Properties

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

SupportedCommands

(**BP.AdventureFramework.Ren**

Get an array of all supported commands.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

public CommandHelp[] SupportedCommands { get; }

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Type

(**BP.AdventureFramework.Ren**

CommandHelp (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation.commandhelp.html>)[]

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Type	Description
CommandHelp (https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation.commandhelp.html)[]	

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

+ **BP.AdventureFramework.**

public CommandHelp[] GetContextualCommandHelp(Game game)
Commands

(BP.AdventureFramework.Com-

Parameters

+ **BP.AdventureFramework.**

Type
Conversations

(BP.AdventureFramework.Con-

Name

Description

game

The game.

+ **BP.AdventureFramework.**

Returns

Extensions

Type
(BP.AdventureFramework.Exte

Description

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

The contextual help.

- **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter-

Interpret(string, Game)

CommandHelp

Interpret a string

CustomCommandInterpreter

Declaration

(BP.AdventureFramework.Interpret

IInterpreter

p(BP.AdventureFramework.Interpret

Interpret(string input, Game game)

InterpretationResult

(BP.AdventureFramework.Interpret

Parameters

+ **BP.AdventureFramework.**

Type
Logic

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

input

The string to interpret.

(BP.AdventureFramework.Logic)

Game (BP.AdventureFramework.Logic.Game.html)

game

The game.

+ **BP.AdventureFramework.**

Returns

(BP.AdventureFramework.Render

Type

+ **BP.AdventureFramework.**

InterpretationResult

RenderingFrameBuilders

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

Description

The result of the interpretation.

+ **BP.AdventureFramework.**

Implements

GameBuilders.

Color

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

▼

- + **BP.AdventureFramework.**
Commands
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**
Conversations
(**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.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation (BP.AdventureFramework.Interpretation.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Commands

Syntax
(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

public interface IInterpreter
Conversations
(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Properties

(BP.AdventureFramework.Exte

SupportedCommands.

Interpretation

Get an array of all supported commands.

(BP.AdventureFramework.Inter

Declaration

CommandHelp

(BP.AdventureFramework.Interpret
CommandHelp[] SupportedCommands { get; }
CustomCommandInterpreter

(BP.AdventureFramework.Interpret

Interpreter

Property Value

(BP.AdventureFramework.Interpret

Type InterpretationResult

(BP.AdventureFramework.Interpret
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

Description

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

Methods

+ **BP.AdventureFramework.**

Rendering

GetContextualCommandHelp(Game)

~~+ **BP.AdventureFramework.**~~ a game, based on its current state.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Parameters

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

Returns

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]	The contextual help.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com Interpret(string, Game)

+ BP.AdventureFramework. Interpret a string.

Conversations

Declaration (BP.AdventureFramework.Con

+ BP.AdventureFramework.

InterpretationResult Interpret(string input, Game game)

Extensions

(BP.AdventureFramework.Exte Parameters

- BP.AdventureFramework.

Type	Name	Description
Interpretation	input	The string to interpret.
string (https://learn.microsoft.com/dotnet/api/system.string)	game	The game.

(BP.AdventureFramework.Interpret

ReturnCustomCommandInterpreter

Type	Description
CustomCommandInterpreter	The result of the interpretation.

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Class InterpretationResult

Represents the result of an interpretation.

 Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Commands

↳ InterpretationResult

(**BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Conversations

(**BP.AdventureFramework.Com**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Extensions

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(**BP.AdventureFramework.Exte**

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.**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Interpretation

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation

(**BP.AdventureFramework.Inter**

Assembly: BPAdventureFramework.dll

Syntax: `(BP.AdventureFramework.Interpret`

 CustomCommandInterpreter

```
public class InterpretationResult
    IInterpreter
```

 (BP.AdventureFramework.Interpret

 InterpretationResult

Constructors

+ **BP.AdventureFramework.**

InterpretationResult(bool, ICommand)

(**BP.AdventureFramework.Logi**

Initializes a new instance of the InterpretationResult class.

+ **BP.AdventureFramework.**

Declaration:

Rendering

(**BP.AdventureFramework.Ren**

```
public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters

(**BP.AdventureFramework.Ren**

Type

+ **BP.AdventureFramework.**

bool

Rendering.FrameBuilders

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Color

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Name

Description

wasInterpretedSuccessfully

If interpretation was successful.

Type	Name	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	command	The command.

▼

Properties

Commands

(BP.AdventureFramework.Com

Command

+ BP.AdventureFramework.

Get the command.

Conversations

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

```
public TCommand Command { get; }
```

Extensions

(BP.AdventureFramework.Exte

Property Value

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

ICommand (BP.AdventureFramework.Commands.ICommand.html)

CommandHelp

(BP.AdventureFramework.Interpret

Fail

(BP.AdventureFramework.Interpret

Get a result for failure.

(BP.AdventureFramework.Interpret

Declaration

InterpretationResult

(BP.AdventureFramework.Interpret

```
public static InterpretationResult Fail { get; }
```

+ BP.AdventureFramework.

Logic

Property Value

(BP.AdventureFramework.Logi

Type

+ BP.AdventureFramework.

InterpretationResult (BP.AdventureFramework.Interpretation.InterpretationResult.html)

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

WasInterpretedSuccessfully

(BP.AdventureFramework.Rend

Get if interpreted successfully.

(BP.AdventureFramework.Rend

Rendering.FrameBuilders

public bool WasInterpretedSuccessfully { get; }

Color

(BP.AdventureFramework.Rend

Property Value

+ BP.AdventureFramework.

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

▼

- + **BP.AdventureFramework.**
Commands
([BP.AdventureFramework.Commands](#))
- + **BP.AdventureFramework.**
Conversations
([BP.AdventureFramework.Conversations](#))
- + **BP.AdventureFramework.**
Extensions
([BP.AdventureFramework.Extensions](#))
- **BP.AdventureFramework.**
Interpretation
([BP.AdventureFramework.Interpretation](#))
 - CommandHelp
([BP.AdventureFramework.Interpretation.CommandHelp](#))
 - CustomCommandInterpreter
([BP.AdventureFramework.Interpretation.CustomCommandInterpreter](#))
 - IInterpreter
([BP.AdventureFramework.Interpretation.IInterpreter](#))
 - InterpretationResult
([BP.AdventureFramework.Interpretation.InterpretationResult](#))
- + **BP.AdventureFramework.**
Logic
([BP.AdventureFramework.Logic](#))
- + **BP.AdventureFramework.**
Rendering
([BP.AdventureFramework.Rendering](#))
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
([BP.AdventureFramework.Rendering.FrameBuilders](#))
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))
- + **BP.AdventureFramework.**

Namespace BP.AdventureFramework.Logic

Classes

Filter by title

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

Represents the result of an end check.

(BP.AdventureFramework.Con

Game (BP.AdventureFramework.Logic.Game.html)

Represents the structure of the game

(BP.AdventureFramework.Exte

Enums

(BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inte

ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

GameState (BP.AdventureFramework.Logic.GameState.html)

EndCheck

Enumeration of game states.

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

Delegates

(BP.AdventureFramework.Logic.De

ExitMode

(BP.AdventureFramework.Logic.Ex

EndCheck (BP.AdventureFramework.Logic.EndCheck.html)

Represents the callback used for end checks.

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

(BP.AdventureFramework.Logic.GameCreationCallback.html)

Represents the callback used for Game creation.

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

OverworldCreationCallback

(BP.AdventureFramework.Logic.Pla

(BP.AdventureFramework.Logic.OverworldCreationCallback.html)

+ BP.AdventureFramework.

Represents a callback for Overworld creation.

Rendering

(BP.AdventureFramework.Ren

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

Rendering.FrameBuilders

Represents a callback for Player creation.

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

▼

- + **BP.AdventureFramework.**
 Conversations
 (**BP.AdventureFramework.Conversations**)
- + **BP.AdventureFramework.**
 Extensions
 (**BP.AdventureFramework.Extensions**)
- + **BP.AdventureFramework.**
 Interpretation
 (**BP.AdventureFramework.Interpretation**)
- **BP.AdventureFramework.**
 Logic
 (**BP.AdventureFramework.Logic**)
 - EndCheck
(**BP.AdventureFramework.Logic.EndCheck**)
 - EndCheckResult
(**BP.AdventureFramework.Logic.EndCheckResult**)
 - ExitMode
(**BP.AdventureFramework.Logic.ExitMode**)
 - Game
(**BP.AdventureFramework.Logic.Game**)
 - GameCreationCallback
(**BP.AdventureFramework.Logic.GameCreationCallback**)
 - GameState
(**BP.AdventureFramework.Logic.GameState**)
 - OverworldCreationCallback
(**BP.AdventureFramework.Logic.OverworldCreationCallback**)
 - PlayerCreationCallback
(**BP.AdventureFramework.Logic.PlayerCreationCallback**)
- + **BP.AdventureFramework.**
 Rendering
 (**BP.AdventureFramework.Rendering**)
- + **BP.AdventureFramework.**
 Rendering.FrameBuilders
 (**BP.AdventureFramework.Rendering.FrameBuilders**)
- + **BP.AdventureFramework.**
 Rendering.FrameBuilders.
 (**BP.AdventureFramework.Rendering.FrameBuilders.**)

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

(**BP.AdventureFramework** Component)

Assembly: BP.AdventureFramework.dll

\$BPAdventureFramework.

Extensions

public delegate EndCheckResult EndCheck(Game game)

+ **BP.AdventureFramework.**

Parameters

Interpretation

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game to check for end.

Logic

Returns

(**BP.AdventureFramework.Logic**)

Type	Description
EndCheck	
(BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.
EndCheckResult	
(BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.
ExitMode	
(BP.AdventureFramework.Logic.ExitMode.html)	
Game	
(BP.AdventureFramework.Logic.Game.html)	
GameCreationCallback	
(BP.AdventureFramework.Logic.GameCreationCallback.html)	
GameState	
(BP.AdventureFramework.Logic.GameState.html)	
OverworldCreationCallback	
(BP.AdventureFramework.Logic.OverworldCreationCallback.html)	
PlayerCreationCallback	
(BP.AdventureFramework.Logic.PlayerCreationCallback.html)	

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

+ **BP.AdventureFramework.**

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Conversations

↳ EndCheckResult

(**BP.AdventureFramework.Conversations**)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Extensions

(**BP.AdventureFramework.Extensions**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Interpretation

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(**BP.AdventureFramework.Interpretation**)

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.**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Logic

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

(**BP.AdventureFramework.Logic**)

Assembly: BP.AdventureFramework.dll

EndCheck

Syntax

(BP.AdventureFramework.Logic.EndCheckResult)

EndCheckResult

public class EndCheckResult : BP.AdventureFramework.Logic.EndCheck

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

EndCheckResult(bool, string, string)

GameState

Initializes a new instance of the EndCheckResult class.

OverworldCreationCallback

Declaration

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

public EndCheckResult(bool isCompleted, string title, string description)

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

Parameters

Rendering

Type: BP.AdventureFramework.Rendering

Name

Description

+ **BP.AdventureFramework.**

isCompleted

If the game has ended.

Rendering.FrameBuilders

title

A title to describe the end.

(BP.AdventureFramework.Rendering.FrameBuilders)

description

A description of the end.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Properties

Description

Get a description of the end.

Declaration

+ BP.AdventureFramework.

```
public string Description { get; }
```

Conversations

(BP.AdventureFramework.Con

Property Value

+ BP.AdventureFramework.

Type

Extensions

(BP.AdventureFramework.Exten

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

Description

+ BP.AdventureFramework.

Interpretation

HasEnded

(BP.AdventureFramework.Inter

Get if the game has come to an end.

(BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic

```
public bool HasEnded { get; }
```

(BP.AdventureFramework.Logic.End

Property Value

(BP.AdventureFramework.Logic.End

Type

ExitMode

(BP.AdventureFramework.Logic.Exi

```
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
```

Description

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

NotEnded

(BP.AdventureFramework.Logic.Na

GameState

Get a default result for not ended.

(BP.AdventureFramework.Logic.Na

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

```
public static EndCheckResult NotEnded { get; }
```

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Property Value

Rendering

(BP.AdventureFramework.Render

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

Description

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Title

+ BP.AdventureFramework.

Get a title to describe the end.

Rendering.FrameBuilders.

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	
+ BP.AdventureFramework.	
Conversations	
(BP.AdventureFramework.Conversations)	
+ BP.AdventureFramework.	
Extensions	
(BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework.	
Interpretation	
(BP.AdventureFramework.Interpretation)	
- BP.AdventureFramework.	
Logic	
(BP.AdventureFramework.Logic)	
EndCheck	
(BP.AdventureFramework.Logic.EndCheck)	
EndCheckResult	
(BP.AdventureFramework.Logic.EndCheckResult)	
ExitMode	
(BP.AdventureFramework.Logic.ExitMode)	
Game	
(BP.AdventureFramework.Logic.Game)	
GameCreationCallback	
(BP.AdventureFramework.Logic.GameCreationCallback)	
GameState	
(BP.AdventureFramework.Logic.GameState)	
OverworldCreationCallback	
(BP.AdventureFramework.Logic.OverworldCreationCallback)	
PlayerCreationCallback	
(BP.AdventureFramework.Logic.PlayerCreationCallback)	
+ BP.AdventureFramework.	
Rendering	
(BP.AdventureFramework.Rendering)	
+ BP.AdventureFramework.	
Rendering.FrameBuilders	
(BP.AdventureFramework.Rendering.FrameBuilders)	
+ BP.AdventureFramework.	
Rendering.FrameBuilders.	

Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

(**BP.AdventureFramework.Extensions**)
public enum ExitMode

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interpretation**)

Fields

BP.AdventureFramework.

Logic

Name	Description
ExitApplication	Exit the application.
EndCheck	Return to the title screen.

(**BP.AdventureFramework.Logic.ExitApplication**)

EndCheck

(**BP.AdventureFramework.Logic.EndCheck**)

EndCheckResult

(**BP.AdventureFramework.Logic.EndCheckResult**)

ExitMode

(**BP.AdventureFramework.Logic.ExitMode**)

Game

(**BP.AdventureFramework.Logic.Game**)

GameCreationCallback

(**BP.AdventureFramework.Logic.GameCreationCallback**)

GameState

(**BP.AdventureFramework.Logic.GameState**)

OverworldCreationCallback

(**BP.AdventureFramework.Logic.OverworldCreationCallback**)

PlayerCreationCallback

(**BP.AdventureFramework.Logic.PlayerCreationCallback**)

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Class Game

Represents the structure of the game

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Conversations

↳ Game

(**BP.AdventureFramework.Conversations**)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

Extensions

(**BP.AdventureFramework.Extensions**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Interpretation

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(**BP.AdventureFramework.Interpretation**)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **BP.AdventureFramework.**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Logic

Assembly: BPAdventureFramework.dll

(**BP.AdventureFramework.Logic**)

Syntax

```
EndCheck  
    (BP.AdventureFramework.Logic.EndCheckResult)  
public sealed class Game  
    EndCheckResult  
        (BP.AdventureFramework.Logic.EndCheckResult)  
    ExitMode  
        (BP.AdventureFramework.Logic.ExitMode)  
    Game  
        (BP.AdventureFramework.Logic.Game)  
    GameCreationCallback  
        (BP.AdventureFramework.Logic.GameCreationCallback)  
    GameState  
        (BP.AdventureFramework.Logic.GameState)
```

Fields

DefaultErrorPrefix

Get the default error prefix.

```
OverworldCreationCallback  
    Declaration  
        (BP.AdventureFramework.Logic.OverworldCreationCallback)  
    PlayerCreationCallback  
        (BP.AdventureFramework.Logic.PlayerCreationCallback)  
public const string DefaultErrorPrefix = "Oops"
```

+ **BP.AdventureFramework.**

Rendering

Type: (**BP.AdventureFramework.Rendering**)

Description

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

+ BP.AdventureFramework.

Property Value

Conversations

Type
(BP.AdventureFramework.Conversations)

IConverser (BP.AdventureFramework.Assets.Characters.IConverser.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Author

+ BP.AdventureFramework.

Get or set the name of the author.

Interpretation

Declaration
(BP.AdventureFramework.Interpretation)

- BP.AdventureFramework.

```
public string Author { get; set; }
```

Logic

(BP.AdventureFramework.Logic)

Property Value

EndCheck

Type
(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

DefaultInterpreter

Game

(BP.AdventureFramework.Logic.Game)

Get the default interpreter.

GameCreationCallback

Declaration
(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

```
public static IInterpreter DefaultInterpreter { get; }
```

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Property Value

PlayerCreationCallback

Type
(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

IIInterpreter (BP.AdventureFramework.Interpretation.IIInterpreter.html)

Rendering

(BP.AdventureFramework.Rendering)

DefaultSize

Rendering.FrameBuilders

Get the default size.

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

```
public static Size DefaultSize { get; }
```

Property Value

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	

+ BP.AdventureFramework.

Conversations

BP.AdventureFramework.Conversations

+ BP.AdventureFramework.

Extensions

Declaration

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

DisplayCommandListInSceneFrames

Get (BP.AdventureFramework.Logic.DisplayCommandListInSceneFrames)

ExitMode

Declaration

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

Property Value

GameState

Type

(BP.AdventureFramework.Logic.GameState)

Description

OverworldCreationCallback

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

DisplaySize

+ BP.AdventureFramework.

Rendering

Get (BP.AdventureFramework.Rendering.DisplaySize)

Declaration

+ BP.AdventureFramework.

RenderingFrameBuilders

public Size DisplaySize { get; }

(BP.AdventureFramework.Rendering.DisplaySize)

Property Value

+ BP.AdventureFramework.

RenderingFrameBuilders

(BP.AdventureFramework.RenderingFrameBuilders)

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	

ErrorPrefix

Get or set the error prefix.

+ **BP.AdventureFramework.**

Declaration

Conversations

(BP.AdventureFramework.Con

```
    public string ErrorPrefix { get; set; }
```

+ **BP.AdventureFramework.**

Extensions

Property Value

(BP.AdventureFramework.Exte

Type

+ **BP.AdventureFramework.**

```
    string (https://learn.microsoft.com/dotnet/api/system.string)
```

Interpretation

(BP.AdventureFramework.Inter

BP.AdventureFramework.

FrameBuilders

Logic

Get or set the collection of frame builders used to render this game.

Declaration

(BP.AdventureFramework.Logic

EndCheckResult

```
    public FrameBuilderCollection FrameBuilders { get; set; }
```

(BP.AdventureFramework.Logic

ExitMode

Property Value

(BP.AdventureFramework.Logic.Ex

Type

Game

(BP.AdventureFramework.Logic.Ga

FrameBuilderCollection

GameCreationCallback

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

Get PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

Declaration

+ **BP.AdventureFramework.**

Rendering

string Introduction { get; }

(BP.AdventureFramework.Render

Property Value

Type

(BP.AdventureFramework.Render

```
    string (https://learn.microsoft.com/dotnet/api/system.string)
```

+ **BP.AdventureFramework.**

Rendering

FrameBuilders

+ **BP.AdventureFramework.**

Rendering

FrameBuilders

IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

+ BP.AdventureFramework.

Property Value

Conversations

Type **(BP.AdventureFramework.Conversations)**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)
Name

+ BP.AdventureFramework.

Get the name.

Interpretation

Declaration
(BP.AdventureFramework.Interpretation)

- **BP.AdventureFramework.**
public string Name { get; }

Logic

(BP.AdventureFramework.Logic)
Property Value

EndCheck

Type **(BP.AdventureFramework.Logic.EndCheck)**

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)
(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)
Game

(BP.AdventureFramework.Logic.Game)
Get the overworld.

GameCreationCallback

Declaration
(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)
public OverworldId OverworldId { get; }

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

Type **(BP.AdventureFramework.Logic.PlayerCreationCallback)**

+ BP.AdventureFramework.
Overworld ([BP.AdventureFramework.Assets.Locations.Overworld.html](#))

Rendering

(BP.AdventureFramework.Rendering)

PlayerAdventureFramework.

Rendering.FrameBuilders

Get the player.

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

```
public PlayableCharacter Player { get; }
```

Property Value

Type	Description
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)	

+ BP.AdventureFramework.

Conversations

SceneMapKeyTypeFramework.Con

Get or set the key type on the scene map.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

Property Value

Type	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	

- BP.AdventureFramework.

Logic

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

ExitMode

(BP.AdventureFramework.Logic.Ex

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback,

EndCheck, EndCheck)

(BP.AdventureFramework.Logic.Ga

Create a new callback for generating instances of a game.

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

Declaration

GameState

(BP.AdventureFramework.Logic.Ga

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)
```

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

Parameters

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

string

(https://learn.microsoft.com/dotnet/api/system.string)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

string

(https://learn.microsoft.com/dotnet/api/system.string)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Type	Name	Description
string	name	The name of the game.
string	introduction	An introduction to the game.
string	description	A description of the game.

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
+ BP.AdventureFramework. Conversations (BP.AdventureFramework.Conversations)	<i>completionCondition</i>	The callback used to check game completion.
+ BP.AdventureFramework. Extensions (BP.AdventureFramework.Logic.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.

(BP.AdventureFramework.Extensions)
Returns

Type	Description
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.
- BP.AdventureFramework. Logic (BP.AdventureFramework.Logic)	

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, EndCheck, Size, FrameBuilderCollection, ExitMode, string, IInterpreter)
 Result
 (BP.AdventureFramework.Logic.EndCheck)

Create a new callback for generating instances of a game.
 ExitMode

Declaration
 Game

```
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, IInterpreter)
```

Parameters
 OverworldCreationCallback
 (BP.AdventureFramework.Logic.OverworldCreationCallback)

Type	Name	Description
String (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	The name of the game.
String (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
String (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.

+ BP.AdventureFramework.
 Rendering.FrameBuilders
 (BP.AdventureFramework.Rendering.FrameBuilders)

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
+ BP.AdventureFramework.		
Conversations (BP.AdventureFramework.Logic.EndCheck.html)	<i>completionCondition</i>	The callback used to check game completion.
+ BP.AdventureFramework.		
Extensions (BP.AdventureFramework.Logic.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.
S(BP.AdventureFramework.Extensions.Size.html)	<i>displaySize</i>	The display size.
+ BP.AdventureFramework.		
Interpretation (BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
- BP.AdventureFramework.		
Logic (BP.AdventureFramework.Logic.ExitMode.html)	<i>exitMode</i>	The exit mode.
String (BP.AdventureFramework.Logic.ErrorPrefix.html)	<i>errorPrefix</i>	A prefix to use when displaying errors.
IInterpreter (BP.AdventureFramework.Logic.IInterpreter.html)	<i>interpreter</i>	The interpreter.

Returns `BP.AdventureFramework.Logic.ExitMode`

Retuns `BP.AdventureFramework.Logic.ErrorPrefix`

Type	Description
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

OverworldCreationCallback
(BP.AdventureFramework.Logic.OverworldCreationCallback.html)

PlayerCreationCallback
(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

Display the about frame.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Rendering.DisplayAbout())

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.DisplayHelp())

+ BP.AdventureFramework.

Display the help frame.

Rendering.FrameBuilders.

Declaration

```
public void DisplayHelp()
```

DisplayMap()

Display the map frame.

Conversations

Declaration

```
(BP.AdventureFramework.Con
```

+ BP.AdventureFramework.

Extensions

```
(BP.AdventureFramework.Exte
```

DisplayTransition(string, string)

Display a transition frame.

```
(BP.AdventureFramework.Inter
```

Declaration

- BP.AdventureFramework.

```
Logic void DisplayTransition(string title, string message)
```

```
(BP.AdventureFramework.Logi
```

Parameters

Type	Description	Name	Description
EndCheckResult			
string (https://learn.microsoft.com/dotnet/api/system.string)		title	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)		message	The message.

Game

```
(BP.AdventureFramework.Logic.Ga
```

ExecuteGameCreationCallback()

```
(BP.AdventureFramework.Logic.Ga
```

ExecuteGame.

```
(BP.AdventureFramework.Logic.Ga
```

Declaration

OverworldCreationCallback

```
(BP.AdventureFramework.Logic.Ov
```

```
public static void Execute(GameCreationCallback creator)
```

```
(BP.AdventureFramework.Logic.Pla
```

Parameters

Type	Description	Name	Description
GameCreationCallback			
(BP.AdventureFramework.Logic.GameCreationCallback.html)		creator	The creator to use to create the game.

Rendering.FrameBuilders

```
(BP.AdventureFramework.Render
```

FindInteractionTarget(string)

+ BP.AdventureFramework.

```
Rendering.FrameBuilders.
```

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```



Parameters

+ BP.AdventureFramework.		Name	Description
Conversations string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Conversations.html)		name	The targets name.

Returns

+ BP.AdventureFramework.

Type	Description
IInteractWithItem (BP.AdventureFramework.IInteractWithItem.html)	The first IInteractWithItem object which has a name that matches the name parameter.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

GetAllPlayerVisibleExaminables()

Logic

Get all Examinable that are currently visible to the player.

(BP.AdventureFramework.Logic.html)

Declaration

EndCheck

(BP.AdventureFramework.Logic.EndCheck.html)

```
public IExamitable[] GetAllPlayerVisibleExaminables()
```

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult.html)

ExitMode

Returns

(BP.AdventureFramework.Logic.Examinable.html)

Type	Description
Game (BP.AdventureFramework.Logic.Game.html)	An array of all examinables that are currently visible to the player.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Delegate GameCreationCallback

Represents the callback used for Game creation.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

(BP.AdventureFramework.Exte

 public delegate Game GameCreationCallback()

+ BP.AdventureFramework.

Interpretation

Returns

(BP.AdventureFramework.Inter

Type

- BP.AdventureFramework.

Game (BP.AdventureFramework.Logic.Game.html)

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Enum GameState

Enumeration of game states.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.ADVANTUREFRAMEWORK.dll

Syntax

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

BP.AdventureFramework.

Fields

Interpretation

Name	Description
- Active	Active.
- Finished	Finished.
- NotStarted	Not started.
- EndCheck	

(BP.AdventureFramework.Logic.EndCheck

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult

ExitMode

(BP.AdventureFramework.Logic.ExitMode

Game

(BP.AdventureFramework.Logic.Game

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback

GameState

(BP.AdventureFramework.Logic.GameState

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

(BP.AdventureFramework.Exte

public delegate Overworld OverworldCreationCallback(PlayableCharacter pC)

+ BP.AdventureFramework.

Interpretation

Parameters

(BP.AdventureFramework.Inter

Type	Name	Description
- BP.AdventureFramework.	pC	The playable character that will appear in the Overworld.

PlayableCharacter
(BP.AdventureFramework.Assets.Characters.PlayableChara

(BP.AdventureFramework.Logi

cter.html)	EndCheck	
	(BP.AdventureFramework.Logic.En	

Returns

Type	Description
ExitMode OverWorld (BP.AdventureFramework.Assets.Locations.Overworld.html) (BP.AdventureFramework.Logic.Ex	A generated Overworld.

Game
(BP.AdventureFramework.Logic.Ga

GameCreationCallback
(BP.AdventureFramework.Logic.Ga

GameState
(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback
(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback
(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

(BP.AdventureFramework.Exte

public delegate PlayableCharacter PlayerCreationCallback()

+ BP.AdventureFramework.

Interpretation

Returns

(BP.AdventureFramework.Inter

Type

- BP.AdventureFramework.

PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)

Logic

Description

A generated Player.

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.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.

Rendering.FrameBuilders.

Namespace BP.AdventureFramework. Rendering

▼ Filter by title

Enums

Commands

(BP.AdventureFramework.Com)

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

+ BP.AdventureFramework.

Enumeration of key types.

Conversations

(BP.AdventureFramework.Con)

RegionMapMode (BP.AdventureFramework.Rendering.RegionMapMode.html)

+ BP.AdventureFramework.

Enumeration of region map modes.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

- BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render)

KeyType

(BP.AdventureFramework.Renderin)

RegionMapMode

(BP.AdventureFramework.Renderi)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Renderi)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Renderi)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Renderi)

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html)

(**BP.AdventureFramework**.**KeyType**)

Assembly: BP.AdventureFramework.dll

System.Object

Commands

(**BP.AdventureFramework**.**Command**)

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework**.**Conversation**)

Fields

+ **BP.AdventureFramework.**

Name	Description
Extensions	
Dynamic	Dynamic key, only show relevant key items.
None	No key.

(**BP.AdventureFramework**.**KeyType**)

Dynamic Dynamic key, only show relevant key items.

(**BP.AdventureFramework**.**KeyType**)

None No key.

(**BP.AdventureFramework**.**KeyType**)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework**.**Logic**)

- **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework**.**Rendering**)

KeyType

(**BP.AdventureFramework**.**Rendering**)

RegionMapMode

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework**.**Rendering**)

IHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

Represents any object that can build help frames.

IRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

Represents any object that can build room maps.

Extensions

([BP.AdventureFramework.Exten](#)

ISceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

Interpretation

I) ([BP.AdventureFramework.Inter](#)

Represents any object that can build region map frames.

+ BP.AdventureFramework.

Logic

IRoomMapBuilder

([BP.AdventureFramework.Logi](#)

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

+ BP.AdventureFramework.

Represents any object that can build room maps.

Rendering

([BP.AdventureFramework.Render](#)

ISceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

Rendering.FrameBuilders

Represents any object that can build scene frames.

([BP.AdventureFramework.Render](#)

ITitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

([BP.AdventureFramework.Renderir](#)

FrameBuilderCollections

Represents any object that can build title frames.

([BP.AdventureFramework.Renderir](#)

GridStringBuilder

([BP.AdventureFramework.Renderir](#)

ITransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderir](#)

Represents any object that can build transition frames.

([BP.AdventureFramework.Renderir](#)

IConversationFrameBuilder

([BP.AdventureFramework.Renderir](#)

IGameOverFrameBuilder

([BP.AdventureFramework.Renderir](#)

IHelpFrameBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapFrameBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapBuilder

([BP.AdventureFramework.Renderir](#)

ISceneFrameBuilder

([BP.AdventureFramework.Renderir](#)

Type	Name	Description
ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ISceneFrameBuilder.html) (BP.AdventureFramework.External)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
IRegionMapFrameBuilder + BPAdventureFramework Interpretation (BP.AdventureFramework.Interpretation) IHelpFrameBuilder + BPAdventureFramework Logic (BP.AdventureFramework.Logic) ICompletionFrameBuilder + BPAdventureFramework Rendering (BP.AdventureFramework.Rendering) IGameOverFrameBuilder - BPAdventureFramework RenderingFrameBuilders IAboutFrameBuilder (BPAdventureFramework.Renderer) (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilderCollection) (BP.AdventureFramework.Renderer) ITransitionFrameBuilder FrameBuilderCollections (BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Renderer) .ITransitionFrameBuilder.html) GridStringBuilder IConversationFrameBuilder (BPAdventureFramework.Renderer) (BP.AdventureFramework.Rendering.FrameBuilders (BPAdventureFramework.Renderer) .IConversationFrameBuilder.html) ICompletionFrameBuilder (BP.AdventureFramework.Renderer) IConversationFrameBuilder (BPAdventureFramework.Renderer) IGameOverFrameBuilder (BP.AdventureFramework.Renderer) IHelpFrameBuilder (BP.AdventureFramework.Renderer)	<i>regionMapFrameBuilder</i> <i>helpFrameBuilder</i> <i>completionFrameBuilder</i> <i>gameOverFrameBuilder</i> <i>aboutFrameBuilder</i> <i>transitionFrameBuilder</i> <i>conversationFrameBuilder</i>	The builder to use for building region map frames. The builder to use for building help frames. The builder to use for building completion frames. The builder to use for building game over frames. The builder to use for building about frames. The builder to use for building transition frames. The builder to use for building conversation frames.

Properties

AboutFrameBuilder

(BP.AdventureFramework.Renderer)

Get the builder to use for about frames.

(BP.AdventureFramework.Renderer)
Declaration

```
IRegionMapFrameBuilder
(BP.AdventureFramework.Renderer)
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

SceneFrameBuilder

(BP.AdventureFramework.Renderer)
Property Value

```
ITitleFrameBuilder
```

Type	Description
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

(BP.AdventureFramework.Extensions)
Get the builder to use for completion frames.

Declaration

```
public IAboutFrameBuilder CompletionFrameBuilder { get; }
```

+ BP.AdventureFramework.

Property Value

Logic

Type

IAboutFrameBuilder

(BP.AdventureFramework.Extensions)

Rendering

(BP.AdventureFramework.Rendering)

- BP.AdventureFramework.

ConversationFrameBuilder

Rendering.FrameBuilders

Get the builder to use for conversation frames.

Declaration

(BP.AdventureFramework.Renderer)

```
public IConversationFrameBuilder ConversationFrameBuilder { get; }
```

(BP.AdventureFramework.Renderer)

GridStringBuilder

Property Value

(BP.AdventureFramework.Renderer)

Type

IAboutFrameBuilder

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

IHelpFrameBuilder

(BP.AdventureFramework.Renderer)

Declaration

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

```
public IGameOverFrameBuilder GameOverFrameBuilder { get; }
```

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

Description

Type	Description
IAboutFrameBuilder	

Type	Description
IConversationFrameBuilder	

Type	Description
IConversationFrameBuilder	

Type	Description
IConversationFrameBuilder	

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IConversationFrameBuilder	

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IConversationFrameBuilder	

Type	Description
IConversationFrameBuilder	

Type	Description
IConversationFrameBuilder	

Type	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	

HelpFrameBuilder

(BP.AdventureFramework.Extensions.IHelpFrameBuilder)

Get the builder to use for help frames.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation.IHelpFrameBuilder { get; })

+ BP.AdventureFramework.

Property Value

Logic

Type (BP.AdventureFramework.Logic.IHelpFrameBuilder)

Description

Type	Description
IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)	

Rendering

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

RegionMapFrameBuilder

- BP.AdventureFramework.

Rendering FrameBuilders

Get the builder to use for region map frames.

Declaration

FrameBuilderCollection

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

Property Value

RegionMapFrameBuilder

Type (BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

Description

Type	Description
IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.IRegionMapFrameBuilder.html)	

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

SceneFrameBuilder

IGameOverFrameBuilder

Get the builder to use for scene frames.

Declaration

IHelpFrameBuilder (BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

Property Value

IRoomMapBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

ITitleFrameBuilder

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	

TitleFrameBuilder

(BP.AdventureFramework.Extensions)

Get the builder to use for title frames.

Declaration

Interpretation

(BP.AdventureFramework.Interfaces.ITitleFrameBuilder { get; })

+ BP.AdventureFramework.

Property Value

Logic

Type (BP.AdventureFramework.Logic)

Description

+ ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

Rendering

(BP.AdventureFramework.Renderer)

TransitionFrameBuilder

- BP.AdventureFramework.

Rendering FrameBuilders

Get the builder to use for transition frames.

(BP.AdventureFramework.Renderer)

Declaration

FrameBuilderCollection

(BP.AdventureFramework.Renderer)

FrameBuilderCollections

(BP.AdventureFramework.Renderer)

Property Value

Type (BP.AdventureFramework.Renderer)

Description

IAboutFrameBuilder

ITransitionFrameBuilder
(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

IHelpFrameBuilder

(BP.AdventureFramework.Renderer)

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

▼

EXCEPTIONS

(BP.AdventureFramework.Exce

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render
 - FrameBuilderCollection
(BP.AdventureFramework.Renderin
 - FrameBuilderCollections
(BP.AdventureFramework.Renderin
 - GridStringBuilder
(BP.AdventureFramework.Renderin
 - IAboutFrameBuilder
(BP.AdventureFramework.Renderin
 - ICompletionFrameBuilder
(BP.AdventureFramework.Renderin
 - IConversationFrameBuilder
(BP.AdventureFramework.Renderin
 - IGameOverFrameBuilder
(BP.AdventureFramework.Renderin
 - IHelpFrameBuilder
(BP.AdventureFramework.Renderin
 - IRegionMapBuilder
(BP.AdventureFramework.Renderin
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Renderin
 - IRoomMapBuilder
(BP.AdventureFramework.Renderin
 - ISceneFrameBuilder
(BP.AdventureFramework.Renderin
 - ITitleFrameBuilder

Class GridStringBuilder

Provides a class for building strings as part of a grid.

 Filter by title

Inheritance

Type	Name	Description
(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)chatRoomMapBuilder (BP.AdventureFramework.Renderer.ISceneFrameBuilder)(BP.AdventureFramework.Renderer.ISceneFrameBuilder)SceneFrameBuilder (BP.AdventureFramework.Renderer.ITitleFrameBuilder)TitleFrameBuilder	leftBoundaryCharacter	The character to use for left boundaries.

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char) (BP.AdventureFramework.Exten	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

+ BP.AdventureFramework.

Interpretation

Properties

BP.AdventureFramework.Inter

+ BP.AdventureFramework.

DisplaySize

(BP.AdventureFramework.Logi

Get the display size.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Render

```
public Size DisplaySize { get; }
```

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Type

FrameBuilderCollection
Size (<https://learn.microsoft.com/dotnet/api/system.size.html>)

Description

HorizontalDividerCharacter

(BP.AdventureFramework.Render

Get or set the character used for horizontal dividers.
IAssetFrameBuilder

(BP.AdventureFramework.Render

Declaration

ICompletionFrameBuilder

(BP.AdventureFramework.Render

```
public char HorizontalDividerCharacter { get; set; }
```

IConversationFrameBuilder

(BP.AdventureFramework.Render

Property Value

(BP.AdventureFramework.Render

Type

HelpFrameBuilder

Description

LeftBoundaryCharacter

(BP.AdventureFramework.Render

IRoomMapBuilder

Get or set the character used for left boundary.

(BP.AdventureFramework.Render

Declaration

ISectionFrameBuilder

(BP.AdventureFramework.Render

ITitleFrameBuilder

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

LineTerminator

Interpretation

Get or Set the line terminator.

(BP.AdventureFramework.Inter

Declaration

BP.AdventureFramework.

Logic

```
public string LineTerminator { get; set; }
```

+ BP.AdventureFramework.

Property Value

Rendering

Type

(BP.AdventureFramework.Render

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

RightBoundaryCharacter

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Get or Set the character used for right boundary.

FrameBuilderCollections

Declaration

(BP.AdventureFramework.Renderin

GridStringBuilder

```
public char RightBoundaryCharacter { get; set; }
```

IAboutFrameBuilder

(BP.AdventureFramework.Renderin

Property Value

ICompletionFrameBuilder

Type

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

Methods

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

DrawBoundary(AnsiColor)

(BP.AdventureFramework.Renderin

Draw the boundary

IRoomMapBuilder

Declaration

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

ITitleFrameBuilder

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type		Name	Description
AnsiColor <small>(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm) (BP.AdventureFramework.Extensions)</small>		color	The color to draw the boundary.

+ BP.AdventureFramework.

Interpretation

DrawCentralisedWrapped(String, int, int, AnsiColor, out int, out int)

+ BP.AdventureFramework.

Draw a wrapped string.

Logic

Declaration
(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

isedWrapped(string value, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)

(BP.AdventureFramework.Rendering)

- BP.AdventureFramework.

Parameters

Type		Name	Description
Rendering.FrameBuilders			
(BP.AdventureFramework.Renderer)	string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
FrameBuilderCollection	int (https://learn.microsoft.com/dotnet/api/system.int32) <small>(BP.AdventureFramework.Renderer)</small>	startY	The start y position.
FrameBuilderCollection	int (https://learn.microsoft.com/dotnet/api/system.int32) <small>(BP.AdventureFramework.Renderer)</small>	maxWidth	The max width of the string.
StringBuilder	AnsiColor <small>(BP.AdventureFramework.Renderer) (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm) (AboutFrameBuilder)</small>	color	The color to draw the text.
CompletionFrameBuilder	int (https://learn.microsoft.com/dotnet/api/system.int32) <small>(BP.AdventureFramework.Renderer)</small>	endX	The end x position.
ConversationFrameBuilder	int (https://learn.microsoft.com/dotnet/api/system.int32) <small>(BP.AdventureFramework.Renderer)</small>	endY	The end y position.

DrawHorizontalDivider(int, AnsiColor)

Declaration
(BP.AdventureFramework.Renderer)

Draw
(BP.AdventureFramework.Renderer)
IRoomMapBuilder
(BP.AdventureFramework.Renderer)

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

IRoomMapBuilder

Parameters
(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l) ▼	color	The color to draw the boundary.

EXTENSIONS

(BP.AdventureFramework.Exte

DrawUnderline(int, int, int, AnsiColor)

+ BP.AdventureFramework.

Declaration

+ BP.AdventureFramework.

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

(BP.AdventureFramework.Logi

Parameters

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x The position of the underline, in x.

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The position of the underline, in y.

length The length of the underline.

length

color The color of the underline.

color

(BP.AdventureFramework.Render

GridStringBuilder

(BP.AdventureFramework.Render

IAboutFrameBuilder

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

ICompletionFrameBuilder

DrawWrapped(string

(BP.AdventureFramework.Render

IConversationFrameBuilder

Declaration

(BP.AdventureFramework.Render

IGameOverFrameBuilder

```
public void Drawwrapped(string value, int startX, int startY, int maxWidth, AnsiColo
```

rColor, out int endX, out int endY)

IHelpFrameBuilder

(BP.AdventureFramework.Render

Parametros

RegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value The string.

IRoomMapBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

startX

The start x position.

IRegionFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

startY

The start y position.

(BP.AdventureFramework.Render

ITitleFrameBuilder


```
public char GetCharacter(int x, int y)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the character.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the character.

+ BP.AdventureFramework.

Returns

Interpretation

Type	Description
(BP.AdventureFramework.Interpreter)	The character.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

GetNumberOfLines(string, int, int, int)

+ BP.AdventureFramework.

Gets the number of lines a string will take up.

Rendering

(BP.AdventureFramework.Rendering)

Declaration

- BP.AdventureFramework.

```
public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

(BP.AdventureFramework.Rendering.FrameBuilders)

(BP.AdventureFramework.Rendering.FrameBuilders)

Parameters

FrameBuilderCollection

Type	Name	Description
FrameBuilderCollection		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.

Returns

IConversationFrameBuilder

Type	Description
IGameOverFrameBuilder	The number of lines the string will take up.

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

Resize(Size)

(BP.AdventureFramework.Rendering.Resize)

Resizes this builder

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

Declaration

IRoomMapBuilder

(BP.AdventureFramework.Rendering.IRoomMapBuilder)

```
public void Resize(Size displaySize)
```

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	displaySize	The new size.

SetCell(int, int, char, AnsiColor)

(BP.AdventureFramework.Extensions.SetCell)

Set a cell.

Defined in [BP.AdventureFramework](#).

Interpretation

(BP.AdventureFramework.Interpreter) (int x, int y, char character, AnsiColor color)

+ BP.AdventureFramework.

Parameters

Logic

Type	Name	Description
BP.AdventureFramework.Logic	x	The x position of the cell.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the cell.
BP.AdventureFramework.Rendering	character	The character.
char (https://learn.microsoft.com/dotnet/api/system.char)	color	The color of the character.

(BP.AdventureFramework.Renderer)
 (BP.AdventureFramework.Rendering)
 (BP.AdventureFramework.Rendering.FrameBuilders)
 (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)
 (BP.AdventureFramework.Renderer)
 FrameBuilderCollections
 (BP.AdventureFramework.Renderer)
 GridStringBuilder
 (BP.AdventureFramework.Renderer)
 IAboutFrameBuilder
 (BP.AdventureFramework.Renderer)
 ICompletionFrameBuilder
 (BP.AdventureFramework.Renderer)
 IConversationFrameBuilder
 (BP.AdventureFramework.Renderer)
 IGameOverFrameBuilder
 (BP.AdventureFramework.Renderer)
 IHelpFrameBuilder
 (BP.AdventureFramework.Renderer)
 IRegionMapBuilder
 (BP.AdventureFramework.Renderer)
 IRegionMapFrameBuilder
 (BP.AdventureFramework.Renderer)
 IRoomMapBuilder
 (BP.AdventureFramework.Renderer)
 ISceneFrameBuilder
 (BP.AdventureFramework.Renderer)
 ITitleFrameBuilder

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.InterpreterBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.LogicBuilder

Methods

+ **BP.AdventureFramework.**

Rendering

Build (string, Game, int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderer

IFrameBuilderCollection title, Game game, int width, int height)

(BP.AdventureFramework.Renderer

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderer

Type GridStringBuilder

Name

Description

(BP.AdventureFramework.Renderer

title

The title.

string (https://learn.microsoft.com/dotnet/api/system.string)

game

The game.

(BP.AdventureFramework.Renderer

width

The width of the frame.

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

(BP.AdventureFramework.Renderer

IGameOverFrameBuilder

Returns

(BP.AdventureFramework.Renderer

Type HelpFrameBuilder

Description

(BP.AdventureFramework.Renderer

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

IRoomMapBuilder

(BP.AdventureFramework.Renderer

IRoomMapBuilder

(BP.AdventureFramework.Renderer

ISceneFrameBuilder

(BP.AdventureFramework.Renderer

ITitleFrameBuilder

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpreter.IFrameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IFrameBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

Build (string message, string reason, int width, int height)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

IFrameBuilderCollection message, string reason, int width, int height)

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

Type GridStringBuilder

Name

Description

Type GridStringBuilder		Name	Description
(BP.AdventureFramework.Rendering.IFrameBuilderCollection)	message	The message to display to the user.	
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.	
(BP.AdventureFramework.Rendering.IFrameBuilderCollection)	width	The width of the frame.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.	

Returns IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

Type HelpFrameBuilder		Description
(BP.AdventureFramework.Rendering.IFrameBuilderCollection)		

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

ITitleFrameBuilder

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IConversationFrameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IConversationFrameBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

Build(string converser, CommandHelp[], int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.IConversationFrameBuilder)

IFrameBuilderCollection title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

Parameters

GridStringBuilder

Type	Name	Description
IBuildFrameBuilder	title	The title to display to the user.
IConverser	converser	The converser.
CommandHelp	contextualCommands	The contextual commands to display.
int	width	The width of the frame.
int	height	The height of the frame.

IRoomMapBuilder

Return (BP.AdventureFramework.Rendering.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

ITitleFrameBuilder

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

▼

EXTENSIONS

(BP.AdventureFramework.Extensions)

- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Interpretation)
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logic)
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rendering)
- BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders)
 - FrameBuilderCollection
(BP.AdventureFramework.Rendering.FrameBuilderCollection)
 - FrameBuilderCollections
(BP.AdventureFramework.Rendering.FrameBuilderCollections)
 - GridStringBuilder
(BP.AdventureFramework.Rendering.GridStringBuilder)
 - IAboutFrameBuilder
(BP.AdventureFramework.Rendering.IAboutFrameBuilder)
 - ICompletionFrameBuilder
(BP.AdventureFramework.Rendering.ICompletionFrameBuilder)
 - IConversationFrameBuilder
(BP.AdventureFramework.Rendering.IConversationFrameBuilder)
 - IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.IGameOverFrameBuilder)
 - IHelpFrameBuilder
(BP.AdventureFramework.Rendering.IHelpFrameBuilder)
 - IRegionMapBuilder
(BP.AdventureFramework.Rendering.IRegionMapBuilder)
 - IRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.IRoomMapBuilder)
 - ISceneFrameBuilder
(BP.AdventureFramework.Rendering.ISceneFrameBuilder)
 - ITitleFrameBuilder
(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interfaces.IGameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.ILogicBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

Build(string, string, int, int)

BP.AdventureFramework.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)

IFrameBuilderCollection message, string reason, int width, int height)

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)

Type GridStringBuilder

Name

Description

Type GridStringBuilder		Name	Description
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	message	The message to display to the user.	
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.	
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	width	The width of the frame.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.	

Returns
IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)

Type HelpFrameBuilder

Description

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)	
--	--

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder)

Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IHelpFrameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IHelpFrameBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

BUILD(string, string, CommandHelp[], int, int)

BUILDACTION(string, string, CommandHelp[], int, int)

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

IFrameBuilderCollection title, string description, CommandHelp[] commandHelp, int width,
int height

i(BP.AdventureFramework.Renderer)

FrameBuilderCollections

(BP.AdventureFramework.Renderer.IFrameBuilderCollection)

Parameters

GridStringBuilder

Type	Name	Description
IAboutFrameBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer.IAboutFrameBuilder)	title	The title.
ICompleteFrameBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer.ICompleteFrameBuilder)	description	The description.
CommandHelp IConversationFrameBuilder (BP.AdventureFramework.Interpretation.CommandHelp.html) (BP.AdventureFramework.Renderer.IConversationFrameBuilder)	commandHelp	The command help.
IGameOverFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32) IHelpFrameBuilder	width	The width of the frame.
IRoomMapBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer.IRoomMapBuilder)	height	The height of the frame.

Return Value

(BP.AdventureFramework.Renderer.IHelpFrameBuilder)

Type	Description
IRoomMapBuilder (BP.AdventureFramework.Renderer.IRoomMapBuilder)	

IFrameBuilder
(BP.AdventureFramework.Rendering.Frames.IFrame.html)

(BP.AdventureFramework.Renderer.IFrameBuilder)

ITitleFrameBuilder

▼

EXCEPTIONS

(BP.AdventureFramework.Exce

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render
 - FrameBuilderCollection
(BP.AdventureFramework.Renderin
 - FrameBuilderCollections
(BP.AdventureFramework.Renderin
 - GridStringBuilder
(BP.AdventureFramework.Renderin
 - IAboutFrameBuilder
(BP.AdventureFramework.Renderin
 - ICompletionFrameBuilder
(BP.AdventureFramework.Renderin
 - IConversationFrameBuilder
(BP.AdventureFramework.Renderin
 - IGameOverFrameBuilder
(BP.AdventureFramework.Renderin
 - IHelpFrameBuilder
(BP.AdventureFramework.Renderin
 - IRegionMapBuilder
(BP.AdventureFramework.Renderin
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Renderin
 - IRoomMapBuilder
(BP.AdventureFramework.Renderin
 - ISceneFrameBuilder
(BP.AdventureFramework.Renderin
 - ITitleFrameBuilder

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.Exte
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.IRegionMapBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

Methods

+ **BP.AdventureFramework.**

Rendering

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, BP.AdventureFramework.RegionHeight)

 FrameBuilderCollections

 (BP.AdventureFramework.Renderin

Parameters

 GridStringBuilder

 Type: BP.AdventureFramework.Renderin

Name

Description

IAboutFrameBuilder
 GridStringBuilder
 (BP.AdventureFramework.Renderin
 (BP.AdventureFramework.Rendering.FrameBuildi
 ICompletionFrameBuilder
 rs.GridStringBuilder.html)
 (BP.AdventureFramework.Renderin

gridStringBuilder

The string builder to use.

 RegionConversationFrameBuilder
 (BP.AdventureFramework.Renderin
 (BP.AdventureFramework.Renderin
 RegionHeight
 GameOverFrameBuilder
 (BP.AdventureFramework.Renderin

region

The region.

 int IHelpFrameBuilder
 (<https://learn.microsoft.com/dotnet/api/system.int32>)
 (BP.AdventureFramework.Renderin
 2) IRegionMapBuilder
 (BP.AdventureFramework.Renderin

x

The x position to start building at.

 int IRegionMapFrameBuilder
 (<https://learn.microsoft.com/dotnet/api/system.int32>)
 (BP.AdventureFramework.Renderin
 2) IRoomMapBuilder
 (BP.AdventureFramework.Renderin

y

The y position to start building at.

 int ISceneFrameBuilder
 (BP.AdventureFramework.Renderin
 2) ITitleFrameBuilder
 (BP.AdventureFramework.Renderin

maxWidth

The maximum horizontal space available in which to build the map.

 ITitleFrameBuilder

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

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.FrameBuilderCollection)
 - FrameBuilderCollections
(BP.AdventureFramework.Rendering.FrameBuilderCollections)
 - GridStringBuilder
(BP.AdventureFramework.Rendering.GridStringBuilder)
 - IAboutFrameBuilder
(BP.AdventureFramework.Rendering.IAboutFrameBuilder)
 - ICompletionFrameBuilder
(BP.AdventureFramework.Rendering.ICompletionFrameBuilder)
 - IConversationFrameBuilder
(BP.AdventureFramework.Rendering.IConversationFrameBuilder)
 - IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.IGameOverFrameBuilder)
 - IHelpFrameBuilder
(BP.AdventureFramework.Rendering.IHelpFrameBuilder)
 - IRegionMapBuilder
(BP.AdventureFramework.Rendering.IRegionMapBuilder)
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.IRoomMapBuilder)
 - ISceneFrameBuilder
(BP.AdventureFramework.Rendering.ISceneFrameBuilder)
 - ITitleFrameBuilder
(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interfaces.IRegionMapFrameBuilder**)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logic.IRegionMapFrameBuilder**)

Methods

+ **BP.AdventureFramework.**

Rendering

BUILD A Region, int, int) **RegionFrameBuilder**

BUILD A AdventureFramework.

Rendering.FrameBuilders

Declaration

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

IFrameBuilder<Region> **Region**, int **width**, int **height**)

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

Type GridStringBuilder

Name

Description

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

region

The region.

Region (BP.AdventureFramework.Assets.Locations.Region.html)

width

The width of the frame.

IAboutFrameBuilder

height

The height of the frame.

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

ICompletionFrameBuilder

int (https://learn.microsoft.com/dotnet/api/system.int32)

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

IConversationFrameBuilder

Return (BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

Type GameOverFrameBuilder

Description

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

IFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html)

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

ITitleFrameBuilder

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interfaces.IRoomMapBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IRoomMapBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

- **BP.AdventureFramework.**

Build a map for a room.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

Declaration

```
    FrameBuilderCollection
    void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint,
        int startX, int startY, out int endX, out int endY)
        (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)
    
```

Parameters

gridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

room (BP.AdventureFramework.Renderers.IRoomBuilder)

viewPoint (BP.AdventureFramework.Renderers.IViewPointBuilder)

startX (BP.AdventureFramework.Renderers.IRegionMapBuilder)

startY (BP.AdventureFramework.Renderers.IRegionMapBuilder)

endX (BP.AdventureFramework.Renderers.IRegionMapBuilder)

endY (BP.AdventureFramework.Renderers.IRegionMapBuilder)

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)	gridStringBuilder	The string builder to use.
Room (BP.AdventureFramework.Renderers.IRoomBuilder)	room	The room.
ViewPoint (BP.AdventureFramework.Renderers.IViewPointBuilder)	viewPoint	The viewpoint from the room.
KeyType (BP.AdventureFramework.Rendering.KeyType)	key	The key type.
IRoomMapBuilder (BP.AdventureFramework.Renderers.IRoomMapBuilder)	startX	The start position, x.
IRoomMapBuilder (BP.AdventureFramework.Renderers.IRoomMapBuilder)	startY	The start position, x.
IRoomMapBuilder (BP.AdventureFramework.Renderers.IRoomMapBuilder)	endX	The end position, x.
ISceneFrameBuilder (BP.AdventureFramework.Renderers.ISceneFrameBuilder)	endY	The end position, x.

ITitleFrameBuilder (BP.AdventureFramework.Renderers.ITitleFrameBuilder)

▼

EXCEPTIONS

(BP.AdventureFramework.Exce

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render
 - FrameBuilderCollection
(BP.AdventureFramework.Renderin
 - FrameBuilderCollections
(BP.AdventureFramework.Renderin
 - GridStringBuilder
(BP.AdventureFramework.Renderin
 - IAboutFrameBuilder
(BP.AdventureFramework.Renderin
 - ICompletionFrameBuilder
(BP.AdventureFramework.Renderin
 - IConversationFrameBuilder
(BP.AdventureFramework.Renderin
 - IGameOverFrameBuilder
(BP.AdventureFramework.Renderin
 - IHelpFrameBuilder
(BP.AdventureFramework.Renderin
 - IRegionMapBuilder
(BP.AdventureFramework.Renderin
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Renderin
 - IRoomMapBuilder
(BP.AdventureFramework.Renderin
 - ISceneFrameBuilder
(BP.AdventureFramework.Renderin
 - ITitleFrameBuilder

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

 Filter by title

Namespace: BP_(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.Exe
Assembly: BP_AdventureFramework.dll

Assembly: BF.AventureFramework.dll

+ **BPAdventureFramework**.

Interpretation

(BPAdventureFramework)Builder

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Methods

+ BP.AdventureFramework.

Rendering

BuskelaerRoem

BBAdventureFramework, int, int, int, int, int, int)

- BP.AdventureFramework

Rendering.FrameBuilders

(BPAdventureFramework.Renderer)

1

```
IPlayAdventureFramework.RenderPoint viewPoint, PlayableCharacter player, string message  
eFrameBuilderCollections.textualCommands, KeyType keyCode, int width, int height)
```

(BP.AdventureFramework.Renderir

GridStringBuilder

Type	Name	Description
AboutFrameBuilder (BP.AdventureFramework.Renderer Room ICompletionFrameBuilder (BP.AdventureFramework.Assets.Locations.Room.html) (BP.AdventureFramework.Renderer	room	Specify the Room.
ViewPointFrameBuilder (BP.AdventureFramework.Renderer ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.ht ml) IGameOverFrameBuilder (BP.AdventureFramework.Renderer	viewPoint	Specify the viewpoint from the room.
PlayableCharacter IHelpFrameBuilder (BP.AdventureFramework.Assets.Characters.PlayableCha racter.html) IRegionMapBuilder string (https://learn.microsoft.com/dotnet/api/system.string)	player	Specify the player.
CommandHelp IRegionMapFrameBuilder (BP.AdventureFramework.Interpretation.CommandHelp.ht ml) ISceneFrameBuilder ITitleFrameBuilder	message contextualCommands	Any additional message. The contextual commands to display.

Type	Name	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	keyType	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

EXTENSIONS

(BP.AdventureFramework.Extensions)

Type	Description
IParser (BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Interpreters)	

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

ITitleFrameBuilder

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.Exte
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.InterpreterBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic

Methods

+ **BP.AdventureFramework.**

Rendering

Build(string, string, int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

IFrameBuilderCollection title, string description, int width, int height)

(BP.AdventureFramework.Renderir

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderir

Type GridStringBuilder

(BP.AdventureFramework.Renderir

string (<https://learn.microsoft.com/dotnet/api/system.string>)

AboutFrameBuilder

Name

Description

title

The title.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

The description.

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.

Returns IGameOverFrameBuilder

(BP.AdventureFramework.Renderir

Type HelpFrameBuilder

(BP.AdventureFramework.Renderir

IFrame (<BP.AdventureFramework.Rendering.Frames.IFrame.html>)

IRRegionMapBuilder

Description

(BP.AdventureFramework.Renderir

IRRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

ITitleFrameBuilder

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpreter) IFrameBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic) IFrameBuilder

Methods

+ **BP.AdventureFramework.**

Rendering

Build (string, string, int, int) IFrameBuilder

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders) IFrameBuilderCollection

IFrameBuilderCollection title, string message, int width, int height)

(BP.AdventureFramework.Renderer) IFrameBuilderCollection

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderer) IFrameBuilderCollection

Type GridStringBuilder

Name

Description

Type GridStringBuilder		Name	Description
(BP.AdventureFramework.Renderer) IFrameBuilderCollection	title	The title to display to the user.	
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.	

Returns IGameOverFrameBuilder

(BP.AdventureFramework.Renderer) IGameOverFrameBuilder

Type HelpFrameBuilder

Description

Type HelpFrameBuilder		Description
(BP.AdventureFramework.Renderer) IFrameBuilder	(BP.AdventureFramework.Rendering.Frames.IFrame.html)	

(BP.AdventureFramework.Renderer) IRegionMapBuilder

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer) IRoomMapBuilder

(BP.AdventureFramework.Renderer) ISceneFrameBuilder

(BP.AdventureFramework.Renderer) ITitleFrameBuilder

Namespace BP.AdventureFramework.Rendering.FrameBuilders.Color

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Extensions

ColorAboutFrameBuilder

([BP.AdventureFramework.ExternalFrameBuilders.html](#)) ([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html](#)) ([BP.AdventureFramework.html](#))

Interpretation

Provides a builder of color about frames.

([BP.AdventureFramework.Interpretation.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html](#)) ([BP.AdventureFramework.Logical.html](#))

Provides a builder of color completion frames.

+ **BP.AdventureFramework.**

Rendering

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html](#)) ([BP.AdventureFramework.html](#))

Rendering.FrameBuilders

Provides a builder of color conversation frames.

([BP.AdventureFramework.Rendering.FrameBuilders.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html](#))

([BP.AdventureFramework.Rendering.html](#))

Provides a builder of color game over frames.

AnsiColor

([BP.AdventureFramework.Renderer.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

Provides a builder of color help frames.

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

Provides a color builder for regions.

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

/RD_AdventureFramework_Rendering

Provides a builder of color region map frames.

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html)

Provides a color room map builder.

+ BP.AdventureFramework.

ColorSceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html)

+ BP.AdventureFramework.

Provides a builder for color scene frames.

Interpretation

(BP.AdventureFramework.Interpretation)

ColorTitleFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html)

(BP.AdventureFramework.Logging)

Provides a builder of color title frames.

+ BP.AdventureFramework.

ColorTransitionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html)

+ BP.AdventureFramework.

Provides a builder of color transition frames.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Enums

- BP.AdventureFramework.

Rendering.FrameBuilders.

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Enumeration of ANSI colors.

AnsiColor

(BP.AdventureFramework.Renderer)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderer)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderer)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color (BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Extensions

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Extensions)

Syntax

+ BP.AdventureFramework.

public enum AnsiColor

(BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

Logic

Fields

(BP.AdventureFramework.Logic)

Name	Description
Black	Black (30).
Blue	Blue (34).
BrightBlack	Bright black (90).
BrightBlue	Bright blue (94).
BrightCyan	Bright cyan (96).
BrightGreen	Bright green (92).
BrightMagenta	Bright magenta (95).
BrightRed	Bright red (91).
BrightWhite	Bright white (97).
BrightYellow	Bright yellow (93).
Cyan	Cyan (36).
Green	Green (32).
Magenta	Magenta (35).
Red	Red (31).
Reset	Reset (0).
White	White (37).
Yellow	Yellow (33).

▼

- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**
- **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**
 - AnsiColor
(**BP.AdventureFramework.Renderin**
 - ColorAboutFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorCompletionFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorConversationFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorGameOverFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorHelpFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRegionMapBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRegionMapFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRoomMapBuilder
(**BP.AdventureFramework.Renderin**

Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Extensions

↳ ColorAboutFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

↳ IAboutFrameBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.iaboutframebuilder.html>)

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

↳ Logic

object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals#system-object-object>)

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

↳ Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Ren**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

↳ **Rendering.FrameBuild**

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

↳ **Rendering.FrameBuild**

public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

/BP.AdventureFramework.Renderin

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Renderin	gridStringBuilder	A builder to use for the string layout.

Properties

AuthorColor

Get or set the author color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor AuthorColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ BP.AdventureFramework.

Type

Description

Interpretation

(BP.AdventureFramework.Inter

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Logic

BackgroundColor

(BP.AdventureFramework.Logi

Get or set the background color.

+ BP.AdventureFramework.

Rendering

Declaration

(BP.AdventureFramework.Render

```
public AnsiColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

(BP.AdventureFramework.Render

Type

Description

BP.AdventureFramework.

Rendering.FrameBuilders

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

(BP.AdventureFramework.Render

BorderColor

(BP.AdventureFramework.Renderin

Get or set the border color.

ColorAboutFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

```
public AnsiColor BorderColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorOverFrameBuilder

Property Value

(BP.AdventureFramework.Renderin

Type

Description

ColorHelpFrameBuilder

AnsiColor (BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

Get or set the description color.

(BP.AdventureFramework.Renderin

DescriptionColor

Get or set the description color.

(BP.AdventureFramework.Renderin

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Extensions

(BP.AdventureFramework.Exte

NameColor

+ BP.AdventureFramework.

Get **Interpretation** color.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

```
public AnsiColor NameColor { get; set; }
```

(BP.AdventureFramework.Logi

Property Value

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rep

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

TitleColor

(BP.AdventureFramework.Render

Get **BP.AdventureFramework.**

Rendering.FrameBuilders.

Declaration

Color

(BP.AdventureFramework.Render

```
public AnsiColor Titlecolor { get; set; }
```

AnsiColor

(BP.AdventureFramework.Render

Property Value

ColorAboutFrameBuilder

Type (BP.AdventureFramework.Render

ColorCompletionFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

Build(string, Game, int, int)

(BP.AdventureFramework.Render

Build a frame.

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

/RD_AdventureFramework_Renderir

Declaration

```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
Game (BP.AdventureFramework.Logic.Game.html)	<i>game</i>	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

+ BP.AdventureFramework.

Extensions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ BP.AdventureFramework.

Interpretation

Returns

([BP.AdventureFramework.Interpreter](#))

Type

+ BP.AdventureFramework.

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

(BP.AdventureFramework.Logic)

implements

Rendering

IAboutFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

AnsiColor

([BP.AdventureFramework.Renderin](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderin](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderin](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#))

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#))

Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorCompletionFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

ICompletionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Ren**

Namespace: BP (BP.html).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

(**BP.AdventureFramework.Rendering.html**).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

AnsiColor ([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder(GridStringBuilder)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder) ([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

Parameters ([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type ([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

Builder.html

/RD AdventureFramework.Render

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.GridString)	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ BP.AdventureFramework.

Type

Description

Interpretation

(BP.AdventureFramework.Inter

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Logic

BorderColor
(BP.AdventureFramework.Logi

Get or set the border color.

+ BP.AdventureFramework.

Declaration

Rendering
(BP.AdventureFramework.Render

```
public AnsiColor BorderColor { get; set; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

(BP.AdventureFramework.Render

Color

Description

Color
(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

DescriptionColor

(BP.AdventureFramework.Renderin

Get or set the description color.

ColorAboutFrameBuilder

Declaration

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

```
public AnsiColor DescriptionColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Property Value

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Description

Ans
(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

TitleColor
(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

Get or set the title color.

(BP.AdventureFramework.Renderin

Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorConversationFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

IConversationFrameBuilder

(**BP.AdventureFramework.IConver**

(**BP.AdventureFramework.IInter**

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)))

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Rendering () (<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.**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.GridStringBuilder.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

(**BP.AdventureFramework.Renderin**

Assembly: BP.AdventureFramework.dll

BP.AdventureFramework.

Syntax

Rendering.FrameBuilders.

Color public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

(**BP.AdventureFramework.Renderin**

AnsiColor

Constructors

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder(GridStringBuilder)

(BP.AdventureFramework.Renderin

Initializes a new instance of the ColorConversationFrameBuilder class.

(BP.AdventureFramework.Renderin

Declaration

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

/RD AdventureFramework.Renderin

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.

▼

+ BP.AdventureFramework. Properties

Extensions

(BP.AdventureFramework.Exte

BackgroundColor

+ BP.AdventureFramework.

Get or set the background color.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

public AnsiColor BackgroundColor { get; set; }

(BP.AdventureFramework.Logi

Property Value

+ BP.AdventureFramework.

Type

Description

(BP.AdventureFramework.Rep

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

BorderColor

BP.AdventureFramework.

Rendering.FrameBuilders.

Declaration

Color

(BP.AdventureFramework.Rep

public AnsiColor BorderColor { get; set; }

AnsiColor

(BP.AdventureFramework.Render

Property Value

ColorAboutFrameBuilder

Type

Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

public AnsiColor InputColor { get; set; }

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

InputColor

Declaration

ColorRegionMapBuilder

Property Value

/RD_AdventureFramework_Render

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

NonPlayerMessageColor

Get or set the player message color.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Exte

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

+ BP.AdventureFramework.

Interpretation

Property Value

(BP.AdventureFramework.Inter

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

PlayerMessageColor

Rendering

Get (BP.AdventureFramework.Render

Declaration

BP.AdventureFramework.

Rendering.FrameBuilders

```
public AnsiColor PlayerMessageColor { get; set; }
```

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Property Value

Rendering.FrameBuilders.

Type	Description
AnsiColor	

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

Get Color the response color

(BP.AdventureFramework.Render

Declaration

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

```
public AnsiColor ResponseColor { get; set; }
```

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

Property Value

(BP.AdventureFramework.Render

Type	Description
ColorRegionMapBuilder	

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

TitleColor

Get or set the title color.

Declaration

```
    public AnsiColor TitleColor { get; set; }
```

+ **BP Adventure Framework.**

Extensions	Type	Description
	(BP.AdventureFramework.Exte AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) + BP.AdventureFramework	

+ BP.AventureFramework.

Interpretation

(BP.AdventureFramework.Inter

Methods

Logic

(BPAdventureFramework.Logi
BuildString, IConverter, CommandHelp[], int, int)

+ BPAdventureFramework-

Build a frame.

Rendering

Declaration (BPA-AdventureFramework.Ren)

+ BPAdventureFramework

```
public class FrameBuilder<T>
```

(BP.AdventureFramework.Render)

Parameters

DIY Inventor Framework

Type	Name	Description
Color string (BP.AdventureFramework.Renderer (https://learn.microsoft.com/dotnet/api/system.string))	<i>title</i>	The title to display to the user.
AnsiColor IConverser (BP.AdventureFramework.Renderer (BP.AdventureFramework.Assets.Characters.IConverser ColorAboutFrameBuilder.html) (BP.AdventureFramework.Renderer (BP.AdventureFramework.Renderer ColorCompletionFrameBuilder.html) (BP.AdventureFramework.Renderer (BP.AdventureFramework.Renderer ColorConversationFrameBuilder.html) [] (BP.AdventureFramework.Renderer (BP.AdventureFramework.Renderer ColorGameOverFrameBuilder.html) int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer (BP.AdventureFramework.Renderer ColorHelpFrameBuilder.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>converser</i>	The converser.
ColorCompletionFrameBuilder (BP.AdventureFramework.Renderer (BP.AdventureFramework.Renderer ColorCompletionFrameBuilder.html) [] (BP.AdventureFramework.Renderer (BP.AdventureFramework.Renderer ColorConversationFrameBuilder.html) [] (BP.AdventureFramework.Renderer (BP.AdventureFramework.Renderer ColorGameOverFrameBuilder.html) int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer (BP.AdventureFramework.Renderer ColorHelpFrameBuilder.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>contextualCommands</i>	The contextual commands to display.
ColorGameOverFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer (BP.AdventureFramework.Renderer ColorGameOverFrameBuilder.html) int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer (BP.AdventureFramework.Renderer ColorHelpFrameBuilder.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
ColorHelpFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer (BP.AdventureFramework.Renderer ColorHelpFrameBuilder.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Returns ColorRegionMapBuilder

Type	Description
ColorRegionMapFrameBuilder (BP.AdventureFramework.Renderer.IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)) ColorRoomMapBuilder	

Implements

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

▼

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Extensions.IConversationFrameBuilder.html)
- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Interpretation.IConversationFrameBuilder.html)
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logic.IConversationFrameBuilder.html)
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Rendering.IConversationFrameBuilder.html)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)
- **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rendering.FrameBuilders.Color.IConversationFrameBuilder.html)
 - AnsiColor
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.IConversationFrameBuilder.html)
 - ColorAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AboutFrameBuilder.IConversationFrameBuilder.html)
 - ColorCompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.CompletionFrameBuilder.IConversationFrameBuilder.html)
 - ColorConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ConversationFrameBuilder.IConversationFrameBuilder.html)
 - ColorGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.GameOverFrameBuilder.IConversationFrameBuilder.html)
 - ColorHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.HelpFrameBuilder.IConversationFrameBuilder.html)
 - ColorRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.RegionMapBuilder.IConversationFrameBuilder.html)
 - ColorRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.RegionMapFrameBuilder.IConversationFrameBuilder.html)
 - ColorRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.RoomMapBuilder.IConversationFrameBuilder.html)

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorGameOverFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IGameOverFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Ren**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Initializes a new instance of the ColorGameOverFrameBuilder class.

ColorConversationFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

Type

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridString

Builder.html)

/BP.AdventureFramework.Renderin

Type	Name	Description
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ BP.AdventureFramework.

Type

Description

Interpretation

(BP.AdventureFramework.Inter

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Logic

BorderColor
(BP.AdventureFramework.Logi

Get or set the border color.

+ BP.AdventureFramework.

Declaration

Rendering
(BP.AdventureFramework.Render

```
public AnsiColor BorderColor { get; set; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

(BP.AdventureFramework.Render

Color

Description

Color
(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

DescriptionColor

(BP.AdventureFramework.Renderin

Get or set the description color.

ColorAboutFrameBuilder

Declaration

ColorCompletionFrameBuilder

```
public AnsiColor DescriptionColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

Property Value

ColorOverFrameBuilder
(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Description

Color
(BP.AdventureFramework.Renderin

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

TitleColor
(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

Get or set the title color.

(BP.AdventureFramework.Renderin

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	AnsiColor (BpAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)
BpAdventureFramework	+BPAdventureFramework

Extensions

Methods

Interpretation

(BP.AdventureFramework.IntelBuild(string, string, int, int)
+ BP.AdventureFramework.

Build a frame.

(BP_AdventureFramework.Logic) Declaration

+ BP.AdventureFramework.

```
public IFrame Build(string message, string reason, int width, int height)
```

Rendering
(RBAdventureFramework Beta)

Parameters

Parameters
+ BP.AdventureFramework.

Type

Renderring FrameBuilders

Rendering.FrameBuilders			
(BP_AdventureFramework.Ren	string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
-s	string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
Rendering.FrameBuilders.			
Color	int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
(BP_AdventureFramework.Ren	int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

AnsiColor Returns

Type colorAboutFrameBuilder
(BP.AdventureFramework.Renderer.IFrame)(BP.AdventureFramework.Renderer.ColorCompletionFrameBuilder)

(BP.AdventureFramework.Renderir

ColorConversationFrameBuilder

IGameOverFrameBuilder
(BP_AdventureFramework.Renderer)

ColorHelpFrameBuilder

(BPAdventureFramework.Renderer)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ColorRoomMapBuilder

/RD AdventureFramework Renderir

Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorHelpFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (BP.html).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

(**BP.AdventureFramework.Rendering**) ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder (GridStringBuilder)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder) ([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

Parameters

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

Type

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#))

GridStringBuilder

([BP.AdventureFramework.Render](#))

ColorRoomMapBuilder

([BP.AdventureFramework.Render](#))

/RP_AdventureFramework_Render

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Render)	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **BP.AdventureFramework.**

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ **BP.AdventureFramework.**

Type
Interpretation

Description

(BP.AdventureFramework.Inter

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BP.AdventureFramework.**

Logic

BorderColor
(BP.AdventureFramework.Logi

Get or set the border color.

+ **BP.AdventureFramework.**

Declaration
Rendering

(BP.AdventureFramework.Render

```
public AnsiColor BorderColor { get; set; }
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Property Value
(BP.AdventureFramework.Render

- Type
BP.AdventureFramework.

Description

Rendering.FrameBuilders

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Color

(BP.AdventureFramework.Render

CommandColor

(BP.AdventureFramework.Renderir

Get or set the command color.

ColorAboutFrameBuilder

Declaration
(BP.AdventureFramework.Renderir

ColorCompletionFrameBuilder

```
public AnsiColor CommandColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderir

Property Value
OverFrameBuilder

(BP.AdventureFramework.Renderir

ColorHelpFrameBuilder

Description

AnsiColor ([BP.AdventureFramework.Renderir](#))

ColorRegionMapBuilder ([BP.AdventureFramework.Renderir](#))

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

CommandDescriptionColor
(BP.AdventureFramework.Renderir

ColorRoomMapBuilder

Get or set the description color.

(BP.AdventureFramework.Renderir


```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type	Name	Description
+ BP.AdventureFramework.		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
(BP.AdventureFramework.Exte CommandHelp)	<i>commandHelp</i>	The command help.
+ BP.AdventureFramework.		
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
+ BP.AdventureFramework.		
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.
(BP.AdventureFramework.Logi		

+ **BP.AdventureFramework.**

Returns

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	
+ BP.AdventureFramework.	

Rendering.FrameBuilders

[\(BP.AdventureFramework.Renderin](#)

[Implementations](#)

[BP.AdventureFramework.](#)

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

[Rendering.FrameBuilders.](#)

Color

[\(BP.AdventureFramework.Renderin](#)

AnsiColor

([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

 ↳ Extensions

 ↳ ColorRegionMapBuilder

(BP.AdventureFramework.Exte

Implements

+ **BP.AdventureFramework.**

IRegionMapBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.irregionmapbuilder.html>)

Interpretation

Inherited Members

(BP.AdventureFramework.Inter

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(BP.AdventureFramework.Logi

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (<https://learn.microsoft.com/bp/html>).AdventureFramework (<https://learn.microsoft.com/bp/adventureframework.html>).Rendering

(<https://learn.microsoft.com/bp/adventureframework/rendering.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: BPAdventureFramework.dll

(BP.AdventureFramework.Render

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

 public sealed class ColorRegionMapBuilder : IRegionMapBuilder

Color

(BP.AdventureFramework.Render

 AnsiColor

(BP.AdventureFramework.Renderir

 ColorAboutFrameBuilder

(BP.AdventureFramework.Renderir

 ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderir

 ColorConversationFrameBuilder

Get [ColorConversationFrameBuilder](#) the current floor.

(BP.AdventureFramework.Renderir

 Declaration

 ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderir

 public char CurrentFloorIndicator { get; set; }

(BP.AdventureFramework.Renderir

 ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

Property Value

Type [ColorRegionMapFrameBuilder](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorRoomMapBuilder

/RD AdventureFramework.Renderir

Type	Description
ColorRegionMapFrameBuilder	

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type

(BP.AdventureFramework.Exte

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

HorizontalBoundary

+ BP.AdventureFramework.

Get or set the character to use for horizontal boundaries.

Logic

Declaration

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

```
public char HorizontalBoundary { get; set; }
```

Rendering

(BP.AdventureFramework.Ren

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

char (<https://learn.microsoft.com/dotnet/api/system.char>)

- BP.AdventureFramework.

Rendering.FrameBuilders.

LockedExit

Color

Declaration

(BP.AdventureFramework.Render

Get or set the color representing a locked exit.

AnsiColor

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public char LockedExit { get; set; }
```

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

Property Value

BP.AdventureFramework.Render

Type

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

Get or set the locked exit color.

ColorRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Render

ColorRoomMapBuilder

/RD_AdventureFramework.Render

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BP.AdventureFramework.

Extensions

↳ BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Get or set the character to use for lower levels.

Interpretation

Declaration (BP.AdventureFramework.Inter

+ BP.AdventureFramework { get; set; }

Logic

Property Value (BP.AdventureFramework.Logi

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	(BP.AdventureFramework.Render

+ BP.AdventureFramework.

↳ LowerLevelColorBuilders

(BP.AdventureFramework.Render

Get or set the lower level color.

- BP.AdventureFramework.

Declaration (BP.AdventureFramework.Render

FrameBuilders.

Color

```
public AnsiColor LowerLevelColor { get; set; }
```

Property Value (BP.AdventureFramework.Render

Type	Description
AnsiColor (BP.AdventureFramework.Render	

Type (BP.AdventureFramework.Render

Description

AnsiColor (BP.AdventureFramework.Render	
ColorCompletionFrameBuilder (BP.AdventureFramework.Render	

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

Player (BP.AdventureFramework.Render

ColorGameOverFrameBuilder

Get or set the character to use for indicating the player.

(BP.AdventureFramework.Render

Declaration (BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

```
public char Player { get; set; }
```

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

Property Value (BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

PlayerColor

Get or set the player color.

+ **BP.AdventureFramework.**

Declaration

(BP.AdventureFramework.Exte

```
public AnsiColor PlayerColor { get; set; }
```

+ **BP.AdventureFramework.**

Interpretation

Property Value

(BP.AdventureFramework.Inter

Type

+ **BP.AdventureFramework.**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

ShowLowerFloors

Rendering

Get or set whether lower floors should be shown.

(BP.AdventureFramework.Render

Declaration

BP.AdventureFramework.

Rendering.FrameBuilders

```
public bool ShowLowerFloors { get; set; }
```

(BP.AdventureFramework.Render

- **BP.AdventureFramework.**

Property Value

Rendering.FrameBuilders.

Type

Color

(BP.AdventureFramework.Render

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

AnsiColor

([BP.AdventureFramework.Render](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Render](#)

Get ColorAboutFrameBuilder representing an unlocked exit.

([BP.AdventureFramework.Render](#)

Declaration

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#)

```
public char UnlockedExit { get; set; }
```

([BP.AdventureFramework.Render](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#)

Property Value

([BP.AdventureFramework.Render](#)

Type ColorRegionMapBuilder

(BP.AdventureFramework.Render

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Render](#)

/RD AdventureFramework.Render

Description

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type

(BP.AdventureFramework.Exte

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

VerticalBoundary

+ BP.AdventureFramework.

Get or set the character to use for vertical boundaries.

Logic

Declaration

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

```
public char VerticalBoundary { get; set; }
```

Rendering

(BP.AdventureFramework.Render

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.FrameBuilders.

VisitedBoundaryColor

Color

Get (BP.AdventureFramework.Render

AnsiColor

Declaration

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Property Value

BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

AnsiColor (BP.AdventureFramework

Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

/RD_AdventureFramework_Renderin

Methods

Description

AnsColor (BP.AdventureFramework

Rendering.FrameBuilders.Color.AnsiColor.html)

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.

Type	Name	Description
Extensions GridStringBuilder (BP.AdventureFramework.Extensions.GridStringBuilder.html)	<i>gridStringBuilder</i>	The string builder to use.
+ BP.AdventureFramework. FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)	<i>region</i>	The region.
+ BP.AdventureFramework. Interpretation Region (BP.AdventureFramework.Interpretation.Region.html)	<i>x</i>	The x position to start building at.
+ BP.AdventureFramework. Logic int (BP.AdventureFramework.Logic.html)	<i>y</i>	The y position to start building at.
+ BP.AdventureFramework. Rendering (BP.AdventureFramework.Rendering.html)	<i>maxWidth</i>	The maximum horizontal space available in which to build the map.
- BP.AdventureFramework. Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

Implements

AnsiColor
BP.AdventureFramework.Renderer
ColorAboutFrameBuilder
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)
(BP.AdventureFramework.Renderer.html)
ColorCompletionFrameBuilder
(BP.AdventureFramework.Renderer.html)
ColorConversationFrameBuilder
(BP.AdventureFramework.Renderer.html)
ColorGameOverFrameBuilder
(BP.AdventureFramework.Renderer.html)
ColorHelpFrameBuilder
(BP.AdventureFramework.Renderer.html)
ColorRegionMapBuilder
(BP.AdventureFramework.Renderer.html)
ColorRegionMapFrameBuilder
(BP.AdventureFramework.Renderer.html)
ColorRoomMapBuilder
(BP.AdventureFramework.Renderer.html)

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IRegionMapFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

(**BP.AdventureFramework.Rendering.FrameBuilders** ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

AnsiColor ([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBu

lder regionMapBuilder)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

Parameters

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)


```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Methods

+ BP.AdventureFramework.

Interpretation

BuildRegion (Region, int, int) (BP.AdventureFramework.Inter

BP.AdventureFramework.

Logic

Declaration

(BP.AdventureFramework.Logi

+ public IFrame Build(Region region, int width, int height)

Rendering

(BP.AdventureFramework.Ren

+ Type BP.AdventureFramework.

Rendering.FrameBuilders

Region (BP.AdventureFramework.Assets.Locations.Region.html)

Name

Description

region

The region.

(BP.AdventureFramework.Ren

int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

- BP.AdventureFramework.

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

Rendering.FrameBuilders

Color

Returns

(BP.AdventureFramework.Ren

Type

AnsiColor

Description

IFrame (BP.AdventureFramework.Rendering.IFrame.html)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorRoomMapBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IRoomMapBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.iroommapbuilder.html>)

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Ren**

Namespace: BP (<https://learn.microsoft.com/bp/html/AdventureFramework.html>).Rendering

(**BP.AdventureFramework.Rendering.html**).FrameBuilders (<https://learn.microsoft.com/bp/html/AdventureFramework.Rendering.FrameBuilders.html>).Color

(<https://learn.microsoft.com/bp/html/AdventureFramework.Rendering.FrameBuilders.Color.html>)

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorRoomMapBuilder : IRoomMapBuilder

Color

(**BP.AdventureFramework.Render**

AnsiColor

(**BP.AdventureFramework.Render**

ColorAboutFrameBuilder

(**BP.AdventureFramework.Render**

ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**

GetColorConversionFrameBuilder

(**BP.AdventureFramework.Render**

Declaration

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**

public AnsiColor BoundaryColor { get; set; }

(**BP.AdventureFramework.Render**

ColorHelpFrameBuilder

(**BP.AdventureFramework.Render**

ColorRegionMapBuilder

(**BP.AdventureFramework.Render**

PropertyValue

(**BP.AdventureFramework.Render**

Type ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Render**

AnsiColor (<https://learn.microsoft.com/bp/html/AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html>)

ColorRoomMapBuilder

(**BP.AdventureFramework.Render**

/RD AdventureFramework.Render

Type	Description
ColorRegionMapFrameBuilder	

Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type

(BP.AdventureFramework.Exte

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

HorizontalBoundary

+ BP.AdventureFramework.

Get or set the character to use for horizontal boundaries.

Logic

Declaration

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

```
public char HorizontalBoundary { get; set; }
```

Rendering

(BP.AdventureFramework.Render

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

- BP.AdventureFramework.

Rendering_FrameBuilders.

HorizontalExitBorder

Color

Declaration

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

```
public char HorizontalExitBorder { get; set; }
```

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Property Value

BP.AdventureFramework.Renderin

Type

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

ItemOrCharacterColor

ColorRegionMapBuilder

Get or Set the item or character color.

ColorRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

/RD_AdventureFramework_Renderer

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BP.AdventureFramework.

Extensions

ItemOrCharacterColorExtension

+ BP.AdventureFramework.

Get or set the character used for representing there is an item or a character in the room.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

+ BP.AdventureFramework.

KeyPaddingFrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the padding between the key and the map.

- BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

```
public int KeyPadding { get; set; }
```

(BP.AdventureFramework.Rendering.FrameBuilders)

Property Value

(BP.AdventureFramework.Renderer)

Type

colorAboutFrameBuilder

(BP.AdventureFramework.Renderer)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderer)

LockedExit

(BP.AdventureFramework.Renderer)

ColorGameOverFrameBuilder

Get or set the character used for representing a locked exit.

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

```
public char LockedExit { get; set; }
```

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LockedExitColor

Get or set the locked exit color.

+ **BP.AdventureFramework.**

Declaration

(BP.AdventureFramework.Exte

```
public AnsiColor LockedExitColor { get; set; }
```

+ **BP.AdventureFramework.**

Interpretation

Property Value

(BP.AdventureFramework.Inter

Type

+ **BP.AdventureFramework.**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

UnvisitedExitColor

Rendering

Get or set the unvisited exit color.

(BP.AdventureFramework.Render

Declaration

BP.AdventureFramework.

Rendering.FrameBuilders

```
public AnsiColor UnvisitedExitColor { get; set; }
```

(BP.AdventureFramework.Render

- **BP.AdventureFramework.**

Property Value

Rendering.FrameBuilders.

Type

Color

(BP.AdventureFramework.Render

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

AnsiColor

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

Get ColorComplianceFrameBuilder vertical boundaries.

(BP.AdventureFramework.Render

Declaration

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

```
public char VerticalBoundary { get; set; }
```

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

Property Value

(BP.AdventureFramework.Render

Type ColorRegionMapBuilder

(BP.AdventureFramework.Render

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

/RD AdventureFramework.Render

Description

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type

(BP.AdventureFramework.Exte

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

VisitedExitColor

+ BP.AdventureFramework.

Get or set the visited exit color.

Logic

Declarations

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

```
public AnsiColor VisitedExitColor { get; set; }
```

Rendering

(BP.AdventureFramework.Ren

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(BP.AdventureFramework.Ren

- BP.AdventureFramework.

Rendering.FrameBuilders.

Methods

(BP.AdventureFramework.Ren

AnsiColor

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

ColorAboutFrameBuilder

Build a map for a room.

ColorCompletionFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

gridStringBuilder, Room room, ViewPoint v

icColorGameOverFrameBuilder startX, int startY, out int endX, out int endY)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Parameters

(BP.AdventureFramework.Renderin

Type colorRegionMapBuilder

(BP.AdventureFramework.Renderin

GridStringBuilder

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBu

lder.html)

ColorRoomMapBuilder

/RD_AdventureFramework_Renderin

Type	Name	Description
colorRegionMapBuilder	gridStringBuilder	The string builder to use.

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	room	The room.
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
Key Type (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
+ BP.AdventureFramework.		
Extensions int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
Extensions int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
(BP.AdventureFramework.Extensions) int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
+ BP.AdventureFramework.		
Interpretation (BP.AdventureFramework.Interpretation)	endY	The end position, x.

(BP.AdventureFramework.Interpretation)

Implements [IAdventureFramework](#).

Logic

IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

(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)

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)

(BP.AdventureFramework.Rendering.ColorRoomMapBuilder)

Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

 ↳ Extensions

 ↳ ColorSceneFrameBuilder

(BP.AdventureFramework.Exte

Implements

+ **BP.AdventureFramework.**

 ↳ ISceneFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

Interpretation

Inherited Members

(BP.AdventureFramework.Inter

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

 ↳ Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

 ↳ (BP.AdventureFramework.Logi

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

 ↳ Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

 ↳ (BP.AdventureFramework.Ren

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

+ **BP.AdventureFramework.Rendering.FrameBuilders** ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

 ↳ (BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Assembly: BPAdventureFramework.dll

(BP.AdventureFramework.Render

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

 public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder

Color

(BP.AdventureFramework.Render

Constructors

AnsiColor ([BP.AdventureFramework.Renderin](#)

 ↳ ColorAboutFrameBuilder

 ↳ ColorCompletionFrameBuilder

 Initializes a new instance of the ColorSceneFrameBuilder class.

Declaration ([BP.AdventureFramework.Renderin](#)

 ↳ ColorConversationFrameBuilder

 ↳ ColorGameOverFrameBuilder

 public ColorSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder) ([BP.AdventureFramework.Renderin](#)

 ↳ ColorHelpFrameBuilder

 ↳ (BP.AdventureFramework.Renderin

ColorRegionMapBuilder ([BP.AdventureFramework.Renderin](#)

 ↳ ColorRegionMapFrameBuilder

 ↳ (BP.AdventureFramework.Renderin

ColorRoomMapBuilder ([BP.AdventureFramework.Renderin](#)

 ↳ /RD_AdventureFramework_Renderin


```
public AnsiColor CommandsColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BP.AdventureFramework.

Extensions

DisplayMessagesInIsolation

+ BP.AdventureFramework. Get or set messages that should be displayed in isolation.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ BP.AdventureFramework. Get or set messagesInIsolation { get; set; }

Logic

(BP.AdventureFramework.Logi

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ BP.AdventureFramework.

InputColor

(BP.AdventureFramework.Render

Get or set the input color.

- BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

```
public AnsiColor InputColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

(BP.AdventureFramework.Render

Type

colorAboutFrameBuilder

Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

SuppressMovementMessages

ColorGameOverFrameBuilder

Get or set if movement messages should be suppressed.

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

```
public bool SuppressMovementMessages { get; set; }
```

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

ColorWallBuilder

(BP.AdventureFramework.Render

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

TextColor

Get or set the text color.

+ **BP.AdventureFramework.**

Declaration

(BP.AdventureFramework.Extensions)

```
public AnsiColor TextColor { get; set; }
```

+ **BP.AdventureFramework.**

Interpretation

Property Value

(BP.AdventureFramework.Interpretation)

Type

+ **BP.AdventureFramework.**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(BP.AdventureFramework.Logging)

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Renderer)

+ **BP.AdventureFramework.Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)**

(BP.AdventureFramework.Renderer)

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders.

Color

```
public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)
```

AnsiColor

(BP.AdventureFramework.Renderer)

Parameters

ColorAboutFrameBuilder

Type	Name	Description
BP.AdventureFramework.Renderer		
ColorCompletionFrameBuilder	room	Specify the Room.
Room		
(BP.AdventureFramework.Renderer)		
(BP.AdventureFramework.Assets.Locations.Room.html)		
ColorConversationFrameBuilder		
ViewPoint	viewPoint	Specify the viewpoint from the room.
(BP.AdventureFramework.Renderer)		
(BP.AdventureGames.Core.Framework.Renderer)		
Locations.ViewPoint.html		
PlayableCharacter	player	Specify the player.
ColorHelpFrameBuilder		
PlayableCharacter		
(BP.AdventureFramework.Renderer)		
(BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)		
ColorRegionMapBuilder		
ColorRoomMapBuilder	message	Any additional message.
string		
ColorRegionMapFrameBuilder		
(BP.AdventureFramework.Renderer)		
(https://learn.microsoft.com/dotnet/api/system.string)		
ColorRoomMapBuilder		
/RD_AdventureFramework_Renderer		

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	<i>contextualCommands</i>	The contextual commands to display.
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	<i>keyType</i>	The type of key to use.
+ BP.AdventureFramework.		
Extensions.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
(BP.AdventureFramework.Extensions.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

+ BP.AdventureFramework.

Interpretation

Type	Description
+ BP.AdventureFramework.	

Logic

(BP.AdventureFramework.Logic)

Implements

+ BP.AdventureFramework.

ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

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.html)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapBuilder.html)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapFrameBuilder.html)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.ColorRoomMapBuilder.html)

/RD AdventureFramework.Rendering.ColorRoomMapBuilder.html

Properties

BackgroundColor

Get or set the background color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ BP.AdventureFramework.

Type

Description

Interpretation

(BP.AdventureFramework.Inter

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Logic

BorderColor
(BP.AdventureFramework.Logi

Get or set the border color.

+ BP.AdventureFramework.

Declaration

Rendering
(BP.AdventureFramework.Render

```
public AnsiColor BorderColor { get; set; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

(BP.AdventureFramework.Render

Color

Description

Color
(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

DescriptionColor

(BP.AdventureFramework.Renderin

Get or set the description color.

ColorAboutFrameBuilder

Declaration

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

```
public AnsiColor DescriptionColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorOverFrameBuilder

Property Value

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Description

Ans
(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

TitleColor
(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

Get or set the title color.

(BP.AdventureFramework.Renderin

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	BPAdventureFramework
+ Ansicolor (BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Extensions

Methods

Interpretation

(BP.AdventureFramework.Internal)
Build(string, string, int, int)
+ BP.AdventureFramework.

Build a frame.

(BPAdventureFramework.Logic Declaration)

+ BP.AdventureFramework.

```
public IFrame Build(string title, string message, int width, int height)
```

Rendering
(RR Adventure Framework Beta)

(BR)AV

Parameters			
Type	Name	Description	
+ BPAdventureFramework. Rendering.FrameBuilders			
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title to display to the user.	
- BPAdventureFramework. Rendering.FrameBuilders			
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	The message to display to the user.	
Color			
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.	
(BPAdventureFramework.RenderFrame)			
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.	

AnsiColor Returns

Type	Description
colorAboutFrameBuilder (BP.AdventureFramework.Renderir.IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) ColorCompletionFrameBuilder	

ColorConversations Implementation

ColorGameOverFrameBuilder
ITransitionFrameBuilder (BP_Adventure)

(BP.AdventureFramework.Render) ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer
ColorRegionMapBuilder

(BP.AdventureFramework.Renderer
ColorRegionMapFrameBuilder

ColorRegionMapI GameBuilder
(BP.AdventureFramework.Renderir

ColorRoomMapBuilder

Namespace BP.AdventureFramework.Rendering.Frames

▼ Filter by title

Classes

(BP.AdventureFramework.Ass

+ BP.AdventureFramework.

GridTextFrame (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)

Commands

Provides a grid based frame for displaying a command based interface.

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

TextFrame (BP.AdventureFramework.Rendering.Frames.TextFrame.html)

Conversations

(BP.AdventureFramework.Con) or displaying a command based interface.

+ BP.AdventureFramework.

Interfaces

Extensions

(BP.AdventureFramework.Exte

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Represents any object that is a frame that can display a command based interface.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

GridTextFrame

(BP.AdventureFramework.Renderin

IFrame

(BP.AdventureFramework.Renderin

TextFrame

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

([BP.AdventureFramework.Ass](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ GridTextFrame

Commands

Implements

([BP.AdventureFramework.Com](#))

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

+ **BP.AdventureFramework.**

Inherited Members

Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **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)))

Extensions

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.referenceequals>)

Interpretation

NameSpace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering ([BP.AdventureFramework.Rendering.html](#)).Frames ([BP.AdventureFramework.Rendering.Frames.html](#))

([BP.AdventureFramework.Inter](#))

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Logic

([BP.AdventureFramework.Logi](#))

public sealed class GridTextFrame : IFrame

+ **BP.AdventureFramework.**

Rendering

([BP.AdventureFramework.Render](#))

+ **BP.AdventureFramework.**

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the GridTextFrame class.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders.

Color

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, backgroundcolor)

- **BP.AdventureFramework.**

Rendering.Frames

([BP.AdventureFramework.Render](#))

GridTextFrame
GridStringBuilder
([BP.AdventureFramework.Render](#))
([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))
IFrame
Builder.html
([BP.AdventureFramework.Render](#))

TextFrame

Type		Name	Description
GridTextFrame GridStringBuilder (BP.AdventureFramework.Render) (BP.AdventureFramework.Rendering.FrameBuilders.GridString) IFrame Builder.html (BP.AdventureFramework.Render)		builder	The builder that creates the frame.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorLeft</i>	The cursor left position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor ↓ <code>(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)</code> (BP.AdventureFramework.Ass	<i>backgroundColor</i>	The background color.

+ BP.AdventureFramework.

Commands

Properties

+ BP.AdventureFramework.

AcceptsInput

(BP.AdventureFramework.Con

Get or set if this Frame accepts input.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Exte

```
public bool AcceptsInput { get; set; }
```

+ BP.AdventureFramework.

Interpretation

Property Value

(BP.AdventureFramework.Inter

Type

+ BP.AdventureFramework.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

BackgroundColor

Rendering

Get the background color.

(BP.AdventureFramework.Render

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders

```
public AnsiColor BackgroundColor { get; }
```

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Type

Color

A (https://learn.microsoft.com/dotnet/api/system.drawing.colors.ansi_color)

https://learn.microsoft.com/dotnet/api/system.drawing.colors.ansi_color.html

- BP.AdventureFramework.

Rendering.Frames

CursorLeft

(BP.AdventureFramework.Render

Get the cursor left position.

(BP.AdventureFramework.Render

Declaration

IFrame

(BP.AdventureFramework.Render

TextFrame

```
public int CursorLeft { get; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Ass	

+ BP.AdventureFramework.

CursorTop

(BP.AdventureFramework.Com
Get the cursor top position.

+ BP.AdventureFramework.

Declaration
Conversations

(BP.AdventureFramework.Con
public int CursorTop { get; }

+ BP.AdventureFramework.

Extensions

Property Value
(BP.AdventureFramework.Exte
Type

+ BP.AdventureFramework.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)
Interpretation

(BP.AdventureFramework.Inter

ShowCursor

Logic

Get or set if the cursor should be shown.
(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

public bool ShowCursor { get; set; }
(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Property Value

Rendering.FrameBuilders

Type
(BP.AdventureFramework.Render

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Methods

- BP.AdventureFramework.

Rendering.Frames

Render(TextWriter)

(BP.AdventureFramework.Render

Render this frame on a writer.

GridTextFrame

Declaration
(BP.AdventureFramework.Renderin

IFrame

(BP.AdventureFramework.Renderin

TextFrame

```
public void Render(TextWriter writer)
```

Parameters

Type		Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)	(BP.AdventureFramework.Ass	<i>writer</i>	The writer.

+ BP.AdventureFramework.

ToS

([BP.AdventureFramework.Com](#)

Returns a string that represents the current object.

+ BP.AdventureFramework.

Declaration

Conversations

([BP.AdventureFramework.Con](#)

```
public override string ToString()
```

+ BP.AdventureFramework.

Extensions

Returns

Type	Description
BP.AdventureFramework.Exte	A string that represents the current object.

+ BP.AdventureFramework.

[string](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

Interpretation

([BP.AdventureFramework.Inter](#)

Overrides

[object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ BP.AdventureFramework.

Logic

implements

BP.AdventureFramework.Logi

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

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](#)

TextFrame

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

Assembly: BP.AdventureFramework.dll

Syntax

Commands

(**BP.AdventureFramework.Com**

 public interface IFrame

+ **BP.AdventureFramework.**

 Conversations

 (**BP.AdventureFramework.Con**

Properties

BP.AdventureFramework.

 Extensions

 (**BP.AdventureFramework.Exte**

AcceptsInput

+ **BP.AdventureFramework.**

Get or set if this Frame accepts input.

Interpretation

 (**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

 bool AcceptsInput { get; set; }

Logic

 (**BP.AdventureFramework.Logi**

Property Value

+ **BP.AdventureFramework.**

 Type

Rendering

 (**BP.AdventureFramework.Render**

 (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders

CursorLeft

 (**BP.AdventureFramework.Render**

Get the cursor left position.

+ **BP.AdventureFramework.**

 Data

 (**BP.AdventureFramework.Render**

 Color

 (**BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

Property Value

Rendering.Frames

 (**BP.AdventureFramework.Render**

Description

GridTextFrame

 int (<https://learn.microsoft.com/dotnet/api/system.int32>)

 (**BP.AdventureFramework.Render**

 IFrame

 (**BP.AdventureFramework.Render**

 TextFrame

CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

([BP.AdventureFramework.Ass](#))

Property Value

+ [BP.AdventureFramework.](#)

Type

Commands

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ [BP.AdventureFramework.](#)

Conversations

ShowCursor

([BP.AdventureFramework.Con](#))

Get or set if the cursor should be shown.

+ [BP.AdventureFramework.](#)

Extensions

([BP.AdventureFramework.Exte](#))

bool ShowCursor { get; set; }

+ [BP.AdventureFramework.](#)

Interpretation

Property Value

([BP.AdventureFramework.Inter](#))

Type

+ [BP.AdventureFramework.](#)

Logic

([BP.AdventureFramework.Logi](#))

+ [BP.AdventureFramework.](#)

Methods

([BP.AdventureFramework.Render](#))

+ [BP.AdventureFramework.](#)

Render(TextWriter)

Rendering.FrameBuilders

Render this frame on a writer.

([BP.AdventureFramework.Render](#))

Declaration

+ [BP.AdventureFramework.](#)

Rendering.FrameBuilders.

void Render(TextWriter writer)

Color

([BP.AdventureFramework.Render](#))

Parameters

- [BP.AdventureFramework.](#)

Type

Rendering.Frames

(<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Description

GridTextFrame

([BP.AdventureFramework.Renderir](#))

IFrame

([BP.AdventureFramework.Renderir](#))

TextFrame

Name

Description

writer

The writer.

▼

- (BP.AdventureFramework.Asses
- + BP.AdventureFramework.
Commands
(BP.AdventureFramework.Com
- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con
- + BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rend
- BP.AdventureFramework.
Rendering.Frames
(BP.AdventureFramework.Rend
- GridTextFrame
(BP.AdventureFramework.Renderin
- IFrame
(BP.AdventureFramework.Renderin
- TextFrame

Class TextFrame

Provides a simple text based frame for displaying a command based interface.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ TextFrame

Commands

Implements

(**BP.AdventureFramework.Com**

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html))

+ **BP.AdventureFramework.**

Inherited Members

Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.Exte**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Interpretation

NameSpace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering ([BP.AdventureFramework.Rendering.html](#)).Frames ([BP.AdventureFramework.Rendering.Frames.html](#))

(**BP.AdventureFramework.Inter**

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Logic

(**BP.AdventureFramework.Logi**

public sealed class TextFrame : IFrame

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

ReplacingStringBuilders

(**BP.AdventureFramework.Replac**

Initializes a new instance of the TextFrame class.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders.

Color

public TextFrame(string frameData, int cursorLeft, int cursorTop)

(**BP.AdventureFramework.Render**

BP.AdventureFramework.

Parameters

Rendering.Frames

Type (**BP.AdventureFramework.Render**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

frameData

The data the frame provides.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

cursorLeft

The cursor left position.

IFrame

cursorTop

The cursor top position.

(**BP.AdventureFramework.Render**

TextFrame

Properties

AcceptsInput

Get or set if this Frame accepts input.

Declaration
Type
`(BP.AdventureFramework.Ass`

+ **BP.AdventureFramework.**

Commands

Property Value
`(BP.AdventureFramework.Com`

+ **BP.AdventureFramework.**

Conversations

Type
`bool (https://learn.microsoft.com/dotnet/api/system.boolean)`

(**BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

CursorLeft

Extensions
`(BP.AdventureFramework.Exte`

Get the cursor left position.

+ **BP.AdventureFramework.**

Declaration
Type
`(BP.AdventureFramework.Exte`

Interpretation

`(BP.AdventureFramework.Inter`

+ **BP.AdventureFramework.**

Property Value
Logic

Type
`(BP.AdventureFramework.Logi`

+ **BP.AdventureFramework.**

int (`https://learn.microsoft.com/dotnet/api/system.int32`)

Rendering

`(BP.AdventureFramework.Rend`

CursorTop

BP.AdventureFramework.

RenderingFrameBuilders

Get the cursor top position.

`(BP.AdventureFramework.Rend`

Declaration
Type
`(BP.AdventureFramework.Rend`

+ **BP.AdventureFramework.**

RenderingFrameBuilders

`(BP.AdventureFramework.Rend`

Property Value
Color

`(BP.AdventureFramework.Rend`

- **BP.AdventureFramework.**

Type
`(BP.AdventureFramework.Rend`

RenderingFrames

int (`https://learn.microsoft.com/dotnet/api/system.int32`)

`(BP.AdventureFramework.Rend`

GridTextFrame

`(BP.AdventureFramework.Renderin`

ShowCursor

IFrame

`(BP.AdventureFramework.Renderin`

Get or Set if the cursor should be shown.

TextFrame

Description

Description

Description

Declaration

```
public bool ShowCursor { get; set; }
```

Property Value

Type	Description
(BP.AdventureFramework.Assistant) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ BP.AdventureFramework.

Commands

[\(BP.AdventureFramework.Commands\)](#)

Methods

+ BP.AdventureFramework.

Conversations

[\(BP.AdventureFramework.Conversations\)](#)

Reopen this frame writer.

BP.AdventureFramework.

Extensions

Declaration
[\(BP.AdventureFramework.Extensions\)](#)

+ public void Render(TextWriter writer)

Interpretation

Parameters
[\(BP.AdventureFramework.Interpretation\)](#)

+ BP.AdventureFramework.

To String()

Rendering

[\(BP.AdventureFramework.Rendering\)](#)

Returns a string that represents the current object.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

[\(BP.AdventureFramework.Rendering.FrameBuilders\)](#)

+ BP.AdventureFramework.

Returns
[\(BP.AdventureFramework.Rendering.FrameBuilders\)](#)

Color

Type
[\(BP.AdventureFramework.Rendering\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

A string that represents the current object.

- BP.AdventureFramework.

Rendering.Frames

object (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

GridTextFrame

Implements

[\(BP.AdventureFramework.Renderer\)](#)

IFrame

IFrame ([\(BP.AdventureFramework.Rendering.Frames.IFrame.html\)](#))

[\(BP.AdventureFramework.Renderer\)](#)

TextFrame

▼

- (BP.AdventureFramework.Asses
- + BP.AdventureFramework.
Commands
(BP.AdventureFramework.Com
- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con
- + BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rend
- BP.AdventureFramework.
Rendering.Frames
(BP.AdventureFramework.Rend
- GridTextFrame
(BP.AdventureFramework.Renderin
- IFrame
(BP.AdventureFramework.Renderin
- TextFrame

Namespace BP.AdventureFramework. Utilities

▼ Filter by title

Classes

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.
OverWorldMaker (BP.AdventureFramework.Utilities.OverworldMaker.html)

Conversations

Provides a class for helping to make Regions.
(BP.AdventureFramework.Com)

+ BP.AdventureFramework.
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)

Extensions

Provides a class for helping to make Regions.
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

IAssetTemplate<T> (BP.AdventureFramework.Utilities.IAssetTemplate-1.html)

+ BP.AdventureFramework.

Represents any object that is a template for an asset.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rende

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilit

IAssetTemplate<T>

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

(**BP.AdventureFramework.AssetTemplate**)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Command**)

+ **BP.AdventureFramework.**

Type Conversations

(**BP.AdventureFramework.Conversation**)

+ **BP.AdventureFramework.**

The type of asset being templated.

Extensions

(**BP.AdventureFramework.Extension**)

+ **BP.AdventureFramework.**

Methods

Interpretation

(**BP.AdventureFramework.Interpretation**)

Instantiate()

+ **BP.AdventureFramework.**

Logic

Instantiate a new instance of the templated asset.

(**BP.AdventureFramework.Logic**)

Declaration

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilder)	The asset.

T The asset.

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Rendering.Frame**)

- **BP.AdventureFramework.**

Utilities

(**BP.AdventureFramework.Utilities**)

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([BP.AdventureFramework.Ass](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ OverworldMaker

Commands

Inherited Members

([BP.AdventureFramework.Com](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

↳ Conversations

([BP.AdventureFramework.Con](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

↳ Extensions

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (BP.html), AdventureFramework (BP.AdventureFramework.html), Utilities (BP.AdventureFramework.Utilities.html)

Assembly: BP.AdventureFramework.dll

Syntax

([BP.AdventureFramework.Inter](#))

+ **BP.AdventureFramework.**

public sealed class OverworldMaker

Logic

([BP.AdventureFramework.Logi](#))

Constructors

Rendering

([BP.AdventureFramework.Ren](#))

OverworldMaker(Identifier, Description, params RegionMaker[])

+ **BP.AdventureFramework.**

Initializes a new instance of the OverworldMaker class.

Rendering.FrameBuilders

([BP.AdventureFramework.Ren](#))

+ **BP.AdventureFramework.**

public OverworldMaker(Identifier identifier, Description description, params RegionM
aker[] regionMakers)

Color

([BP.AdventureFramework.Ren](#))

Parameters

+ **BP.AdventureFramework.**

Type

Rendering.Frames

Identifier

([BP.AdventureFramework.Ren](#))

([BP.AdventureFramework.Assets.Identifier.html](#))

- **BP.AdventureFramework.**

Description

Utilities

([BP.AdventureFramework.Assets.Description.html](#))

([BP.AdventureFramework.Utili](#))

IAssetTemplate<T>

Name	Description
identifier	An identifier for the region.
description	A description for the region.

Type	Name	Description
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html) []	regionMakers	The region makes to use to construct regions.

▼

OverworldMaker(string, string, params RegionMaker[])

+ BP.AdventureFramework.OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Commands

Declaration

(BP.AdventureFramework.Commands.OverworldMaker)

+ BP.AdventureFramework.OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)

Conversations

(BP.AdventureFramework.Conversations.OverworldMaker)

Parameters

+ BP.AdventureFramework.OverworldMaker.

Type		Name	Description
Extensions			
(BP.AdventureFramework.OverworldMaker)	string identifier	identifier	An identifier for the region.
+ BP.AdventureFramework.OverworldMaker.	string description	description	A description for the region.
Interpretation			
(BP.AdventureFramework.OverworldMaker)	string identifier	identifier	An identifier for the region.
+ BP.AdventureFramework.OverworldMaker.	string description	description	A description for the region.
RegionMaker			
(BP.AdventureFramework.Utilities.RegionMaker.html)	RegionMaker regionMakers	regionMakers	The region makes to use to construct regions.
Logic			
[](BP.AdventureFramework.Logic.OverworldMaker)			

+ BP.AdventureFramework.

Rendering

Methods

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.OverworldBuilder)

Make an overworld.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.OverworldBuilder

Color

public Overworld Make()

(BP.AdventureFramework.Rendering.FrameBuilders.OverworldBuilder)

+ BP.AdventureFramework.

Rendering.Frames

Type

(BP.AdventureFramework.Rendering.Frames.OverworldBuilder)

Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilities.AssetTemplate)

IAssetTemplate<T>

Description

The created overworld.

▼

- (BP.AdventureFramework.Asses
- + BP.AdventureFramework.
Commands
(BP.AdventureFramework.Com
- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con
- + BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.Frames
(BP.AdventureFramework.Rend
- BP.AdventureFramework.
Utilities
(BP.AdventureFramework.Utilit

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([BP.AdventureFramework.Ass](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ RegionMaker

Commands

Inherited Members

([BP.AdventureFramework.Com](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([BP.AdventureFramework.Con](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Extensions

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: [BP](#) ([BP.html](#)) AdventureFramework ([BP.AdventureFramework.html](#)).Utilities ([BP.AdventureFramework.Utilities.html](#))

Assembly: BP.AdventureFramework.dll

Interpretation

([BP.AdventureFramework.Inter](#))

+ **BP.AdventureFramework.**

public sealed class RegionMaker

Logic

([BP.AdventureFramework.Logi](#))

Constructors

Rendering

([BP.AdventureFramework.Render](#))

RegionMaker(Identifier, Description)

+ **BP.AdventureFramework.**

Initializes a new instance of the RegionMaker class.

Rendering.FrameBuilders

([BP.AdventureFramework.Render](#))

+ **BP.AdventureFramework.**

public RegionMaker(Identifier identifier, Description description)

Rendering.FrameBuilders.

Color

Parameters

([BP.AdventureFramework.Render](#))

Type

+ **BP.AdventureFramework.**

Identifier ([BP.AdventureFramework.Assets.Identifier.html](#))

Name

Description

identifier

An identifier for the region.

([BP.AdventureFramework.Render](#))

Description ([BP.AdventureFramework.Assets.Description.html](#))

description

A description for the region.

- **BP.AdventureFramework.**

Utilities

RegionMaker(string, string)l

IAssetTemplate<T>

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```



Parameters

Type	Name	Description
+ BP.AdventureFramework.Asset string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	An identifier for the region.
+ BP.AdventureFramework.Commands string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description for the region.

+ **BP.AdventureFramework.**

Conversations

Properties

+ **BP.AdventureFramework.**

Extensions

this[int, int]

(**BP.AdventureFramework.Exte**

Get or set the room at a location.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inter**

```
public Room this[int x, int y, int z] { get; set; }
```

+ **BP.AdventureFramework.**

Logic

Parameters

Type	Name	Description
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position.
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position.

Rendering.FrameBuilders

Property Value

(**BP.AdventureFramework.Render**

Type

Type	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	The room.

Color

(**BP.AdventureFramework.Render**

Methods

Rendering.Frames

(**BP.AdventureFramework.Render**

CanPlaceRoom(int, int, int)

- **BP.AdventureFramework.**

Determines if a room can be placed at a location

Utilities

(**BP.AdventureFramework.Utilit**

Declaration

IAssetTemplate<T>

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Assets.RoomPosition.html)	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32) + BP.AdventureFramework.Commands	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Commands)	z	The Z position.

Returns
+ BP.AdventureFramework.

Type
Conversations

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Conversations)	True if the room can be placed, else false.

+ BP.AdventureFramework.

Type
Extensions

GetRoomPositions()
(BP.AdventureFramework.Extensions)

Get all current room positions.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

```
public RoomPosition[] GetRoomPositions()
```

+ BP.AdventureFramework.

Type
Logic

Returns
(BP.AdventureFramework.Logic)

Type	Description
RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition.html)[] (BP.AdventureFramework.Logic)	The room positions.

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Make()
Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

```
public Region Make()
```

Color
(BP.AdventureFramework.Rendering)

Returns

+ BP.AdventureFramework.

Type
Rendering.Frames

(BP.AdventureFramework.Rendering)

Type	Description
Region (BP.AdventureFramework.Assets.Locations.Region.html) (BP.AdventureFramework.Rendering)	The created region.

- BP.AdventureFramework.

Utilities

Make(RoomPosition)
(BP.AdventureFramework.Utilit

IAssetTemplate<T>

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```



Parameters

Type	Name	Description
+ BP.AdventureFramework.RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition.html) (BP.AdventureFramework.Commands)	startPosition	The start position.

Returns

+ BP.AdventureFramework.

Type	Description
+ BP.AdventureFramework.Region (BP.AdventureFramework.Assets.Locations.Region.html)	The created region.

+ BP.AdventureFramework.

Extensions

+ BP.AdventureFramework.Exten

+ BP.AdventureFramework.

Interpretation

Declaration

+ BP.AdventureFramework.Inter

```
public Region Make(int x, int y, int z)
```

Logic

+ BP.AdventureFramework.Logi

Type	Name	Description
+ BP.AdventureFramework.		
Rendering	x	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The start y position.
+ BP.AdventureFramework.	z	The start z position.
Rendering.FrameBuilders		

+ BP.AdventureFramework.Render

Returns

Type	Description
+ BP.AdventureFramework.Rendering.FrameBuilders	The created region.

Color

+ BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.Frames

+ BP.AdventureFramework.Render

- BP.AdventureFramework.

Utilities

+ BP.AdventureFramework.Utili

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