

Namespace NetAF.Adapters

Classes

Filter by title

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

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

IIOAdapter

Interfaces

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

SystemConsoleAdapter

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

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

+ [NetAF.Assets](#)

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

+ [NetAF.Assets.Attributes](#)

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

+ [NetAF.Assets.Characters](#)

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

+ [NetAF.Assets.Interaction](#)

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

+ [NetAF.Assets.Locations](#)

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

+ [NetAF.Commands](#)

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

+ [NetAF.Commands.Frame](#)

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

+ [NetAF.Commands.Global](#)

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

+ [NetAF.Commands.](#)

Persistence

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

+ [NetAF.Commands.Scene](#)

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

+ [NetAF.Conversations](#)

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

Interface IIOAdapter

Represents any object that provides an adapter for input.

Filter by title

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

Assemblies

Syntax

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

+ NetAF.Assets

Methods

+ NetAF.Assets

Attributes

+ NetAF.Assets.Characters

Declaration

+ NetAF.Assets.Interaction

Declaration

+ NetAF.Assets.Locations

Parameters

(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Setup(Game)

+ NetAF.Commands.Global

Setup for a game

(NetAF.Commands.Global.html)

Declaration

+ NetAF.Commands.

Persistence

void Setup(Game game)

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

Parameters

(NetAF.Commands.Scene.html)

Type

+ NetAF.Conversations

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

WantPAcknowledge()

(NetAF.Conversations.Instruct.html)

Type	Name	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	frame	The frame to render.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Setup(Game)

+ NetAF.Commands.Global

Setup for a game

(NetAF.Commands.Global.html)

Declaration

+ NetAF.Commands.

Persistence

void Setup(Game game)

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

Parameters

(NetAF.Commands.Scene.html)

Type

+ NetAF.Conversations

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

WantPAcknowledge()

(NetAF.Conversations.Instruct.html)

Wait for acknowledgment.

Declaration

```
bool WaitForAcknowledge()
```

>Returns

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

+ **WaitForInput()**
NetAF.Assets

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

+ **NetAF.Assets.Attributes**

Declaration

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

+ **NetAF.Assets.Characters**

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

Returns

+ **NetAF.Assets.Interaction**

Type

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Scene**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

Description

The input.

Class SystemConsoleAdapter

Provides an adapter for the System.Console.

Filter by title

Inheritance

↳ **NetAF.Adapters**

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

Implements

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

SystemConsoleAdapter

Inherited Members

([NetAF.Adapters.SystemConsoleA](#)

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

+ NetAF.Assets

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

↳ **NetAF.Assets.Attributes**

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

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

↳ **NetAF.Assets.Characters**

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

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

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

+ NetAF.Assets.Interaction

Assembly: [NetAF.dll](#)

(NetAF.Assets.Interaction.html)

Syntax

↳ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

public sealed class SystemConsoleAdapter : IIIOAdapter

↳ **NetAF.Commands**

(NetAF.Commands.html)

↳ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

↳ **NetAF.Commands.Global**

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

Render a frame.

↳ **NetAF.Commands.**

Persistence

↳ **NetAF.Commands.Persistence**

public void RenderFrame(IFrame frame)

↳ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Parameters

↳ **NetAF.Conversations**

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

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

↳ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

Type	Name	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	frame	The frame to render.

Setup(Game)

Setup for a game.

Declaration

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

Path: NetAFAdapters

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

SystemConsoleAdapter
(NetAF.Adapters.SystemConsoleA

+ NetAFAssets

WaitForAcknowledge()

Declarations

(NetAFAssets.Attributes.html)

```
public bool WaitForAcknowledge()
```

+ NetAFAssets.Characters

(NetAFAssets.Characters.html)

Returns

+ NetAFAssets.Interaction

Type
(NetAFAssets.Interaction.html)

bool

+ NetAFAssets.Locations

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

+ NetAFCommands

(NetAFCommands.html)

WaitForInput()

+ NetAFCommands.Frame

WaitForInput

(NetAFCommands.Frame.html)

Declarations

(NetAFCommands.Global.html)

```
public string WaitForInput()
```

+ NetAFCommands.

Persistence

Returns

(NetAFCommands.Persistence.html)

Type

+ NetAFCommands.Scene

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

+ NetAFConversations

(NetAFConversations.html)

+ NetAFConversations

Type
(NetAFConversations.IIOAdapter.html)

Instructions

(NetAFConversations.Instruct

Type	Description
	The input.

▼

- **NetAF.Adapters**
[\(NetAF.Adapters.html\)](#)
 - IIOAdapter
[\(NetAF.Adapters.IIOAdapter.html\)](#)
 - SystemConsoleAdapter
[\(NetAF.Adapters.SystemConsoleAdapt](#)
- + **NetAF.Assets**
[\(NetAF.Assets.html\)](#)
- + **NetAF.Assets.Attributes**
[\(NetAF.Assets.Attributes.html\)](#)
- + **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.html\)](#)
- + **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.Frame**
[\(NetAF.Commands.Frame.html\)](#)
- + **NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)
- + **NetAF.Commands.**
Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

Namespace NetAF.Assets

Classes

Filter by title ▾

ConditionalDescription (NetAF.Assets.ConditionalDescription.html)

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

- NetAF.Assets

Description (NetAF.Assets.Description.html)

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

(NetAF.Assets.Description)

ExaminableObject (NetAF.Assets.ExaminableObject.html)

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

ExaminableObject

(NetAF.Assets.ExaminableObject.h)

ExaminationCallback

ExaminationRequest (NetAF.Assets.ExaminationRequest.html)

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

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

ExaminationResult (NetAF.Assets.ExaminationResult.html)

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

(NetAF.Assets.ExaminationResult)

IExaminable

ExaminationScene (NetAF.Assets.ExaminationScene.html)

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

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Identifier (NetAF.Assets.Identifier.html)

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

(NetAF.Assets.Identifier)

Item (NetAF.Assets.Item.html)

Item (NetAF.Assets.Item.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Structs

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Interaction

Represents a size.

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Interfaces

IExaminable (NetAF.Assets.IExaminable.html)

Represents any object that is examinable.



IItemContainer (NetAF.Assets.IItemContainer.html)

+ NetAF.Adapters

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

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Assets.html)

Represents any object that is visible to a player.

ConditionalDescription

(NetAF.Assets.ConditionalDescriptor)

Description

(NetAF.Assets.Description.html)

ExaminableObject

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

(NetAF.Assets.ExaminableObject.h)

Represents the callback for examinations.

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

(NetAF.Assets.ExaminationReques

ExaminationResult

(NetAF.Assets.ExaminationResult.I

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ **NetAF.Adapters**

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

- **NetAF.Assets** [Description](#)

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

Inherited Members

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

Assembly: [NetAF.dll](#)

Syntax:

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

Constructors

[IPlayerVisible](#)

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

Identifier

[ConditionalDescription\(string, string, Condition\)](#)

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

Item

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

Represents a conditional description of an object.

Size

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

Declaration

+ **NetAF.Assets.Attributes**

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

```
public ConditionalDescription(string trueDescription, string falseDescription, Condition condition)
```

+ **NetAF.Assets.Characters**

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

Parameters

+ **NetAF.Assets.Interaction**

Type

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

Name

Description

+ **NetAF.Assets.Locations**

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

String

[trueDescription](#)

The true description.

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

[falseDescription](#)

The false description.

[falseDescription](#)

+ **NetAF.Commands**

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

Properties

+ NetAF.Adapters

(NetAF.Adapters.html)
Condition

- NetAF.Assets

Get or set the condition

(NetAF.Assets.html)

Declaration

ConditionalDescription

(NetAF.Assets.ConditionalDescriptor)

```
public Condition Condition { get; set; }
```

(NetAF.Assets.Description.html)

ExaminableObject

(NetAF.Assets.ExaminableObject.h)

Type

ExaminationCallback

Description

(NetAF.Assets.ExaminationCallback)

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

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

(NetAF.Assets.ExaminationResult.h)

ExaminationScene

(NetAF.Assets.ExaminationScene.h)

IExaminable

(NetAF.Assets.IExaminable.html)

GetDescription()

Get the description.

(NetAF.Assets.IItemContainer.html)

Declaration

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

```
public override string GetDescription()
```

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Returns

Size (NetAF.Assets.Size.html)

Description

Type

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

The description.

+ NetAF.Assets.Characters

Overrides

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Class Description

Represents a description of an object.

Filter by title

Inheritance

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

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

- **NetAF.Assets**

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

Inherited Members

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

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

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

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

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

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

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

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

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

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

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

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

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

ExaminationResult

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

Assembly: NetAF

ExaminationScene

Syntax: [NetAF.Assets.ExaminationScene.I](#)

IExaminable

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

ItemContainer

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

IPlayerVisible

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

Identifier

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

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

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

Represents a description of an object.

+ **NetAF.Assets.Attributes**

Declaration

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

+ **NetAF.Assets.Characters**

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

Parameters

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

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

Properties

DefaultDescription

Get or set the description.

Declaration

(NetAF.Adapters.html)

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

- NetAF.Assets

(NetAF.Assets.html)

Property Value

ConditionalDescription

Type	Description
(NetAF.Assets.ConditionalDescriptor.html)	

Description

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

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

Empty

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

Get an empty description.

ExaminationRequest

Declaration

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

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

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Property Value

IExaminable

Type	Description
(NetAF.Assets.IExaminable.html)	

Description

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

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

IPlayerVisible	
----------------	--

(NetAF.Assets.IPlayerVisible.html)	
------------------------------------	--

Identifier	
------------	--

(NetAF.Assets.Identifier.html)	
--------------------------------	--

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

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

GetDescription()

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Declaration

(NetAF.Assets.Attributes.html)

GetDescription()

+

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Returns

+ NetAF.Assets.Locations

Type

(NetAF.Assets.Locations.html)

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

Description

The description.	
------------------	--

+ NetAF.Commands

(NetAF.Commands.html)



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

- **NetAF.Assets**

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

ConditionalDescription

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

Description

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

ExaminableObject

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

ExaminationCallback

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

ExaminationRequest

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

ExaminationResult

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

ExaminationScene

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

IExaminable

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

IItemContainer

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

IPlayerVisible

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

Identifier

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

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

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

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

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

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

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

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

Implements

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

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

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

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

Inherited Members

ExaminationScene

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

ExaminableObject

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

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

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

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

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

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

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

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

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

Assembly: [NetAF.dll](#)

\$NetAF.Assets.Attributes

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

+ public class ExaminableObject : IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableObject>

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

+ NetAF.Assets.Interaction

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

Properties

+ [NetAF.Assets.Locations](#)

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

Attributes

+ [NetAF.Commands](#)

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

Get the attribute manager for this object.

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

Declaration

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

Property Value

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

Commands

ConditionalDescription
(NetAF.Assets.ConditionalDescriptor.html)

Get the objects commands.

(NetAF.Assets.Description.html)

Declaration
ExaminableObject

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

```
ExaminationCallback
```

```
(NetAF.Assets.ExaminationCallback.html)
```

ExaminationRequest

Property Value
(NetAF.Assets.ExaminationRequest.html)

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

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

```
ExaminationScene
```

```
(NetAF.Assets.ExaminationScene.html)
```

IExaminable

Description
(NetAF.Assets.IExaminable.html)

IItemContainer

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

IPlayerVisible

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

Identifier

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

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

Item (NetAF.Assets.Item.html)

Property Value
Size (NetAF.Assets.Size.html)

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

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

Examination
+ **NetAF.Assets.Interaction**

Get the full breakdown of examination of this object.

(NetAF.Assets.Interaction.html)

Declaration
+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

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

+ **NetAF.Commands**

(NetAF.Commands.html)

Property Value

- **NetAF.Commands.Exam...**

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

Identifier

Get this objects identifier.

- NetAF.Assets

Declaration

(NetAF.Assets.html)

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

Description

Property Value
(NetAF.Assets.Description.html)

Type ExaminableObject

(NetAF.Assets.ExaminableObject.html)

Identifier (NetAF.Assets.Identifier.html)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

Get one if this is visible to the player.

IsPlayerVisible (NetAF.Assets.ExaminationScene.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IExaminable

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

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Type Identifier

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

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Methods

NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Examine this object.

+ NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frames

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

Returns

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

ConditionalDescription

(NetAF.Assets.ConditionalDescription.html)

RestoreFrom(ExaminableSerialization)

Description

(NetAF.Assets.Description.html)

Restore this object from a serialization.

ExaminableObject

Declaration

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

Parameters

ExaminationResult

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

ExaminationScene

ExaminableSerialization

(NetAF.Assets.ExaminationScene.IExaminationScene.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

IExaminable (NetAF.Assets.IExaminable.html)

(NetAF.Assets.IPlayerVisible.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Identifier

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

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

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

- **NetAF.Assets**

Assembly: NetAF.dll

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

Syntax

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

Parameters

Type	Name	Description
ExaminationCallback	request	The examination request.

Returns

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

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

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

Class ExaminationRequest

Represents a request to examine an IExaminable.

Filter by title

Inheritance

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

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

Inherited Members

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

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

Assembly: NetAF.dll

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

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

Identifier

Constructors

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

ExaminationRequest(IExaminable, ExaminationScene)

+ NetAF.Assets.Attributes

Represents a request to examine an IExaminable.

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

Declaration

+ NetAF.Assets.Characters

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

 public ExaminationRequest(IExaminable examinable, ExaminationScene scene)

+ NetAF.Assets.Interaction

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

Parameters

+ NetAF.Assets.Locations

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

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

Name

Description

examinable The object being examined.

+ NetAF.Commands

ExaminationScene

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

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

scene

The scene the object is being examined from.

+ NetAF.Commands.Frame

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

ExaminationRequest(IExaminable, Game)

Initializes a new instance of the ExaminationRequest class.

Declaration

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

(NetAF.Assets.html)

Parameters

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

ConditionalDescription
(NetAF.Assets.ExaminableObject.html)

ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)

Properties

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)

ExaminationResult
(NetAF.Assets.ExaminationResult.html)

Examinable
(NetAF.Assets.Examinable.html)

ExaminationScene
(NetAF.Assets.ExaminationScene.html)

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

IExaminable
(NetAF.Assets.IExaminable.html)

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

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

Identifier
(NetAF.Assets.Identifier.html)

IExaminable
(NetAF.Assets.IExaminable.html)

Size
(NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Scope
(NetAF.Assets.Attributes.html)

NetAF.Assets.Characters

Character
(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

Property Value
(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

ExaminationScene
(NetAF.Assets.ExaminationScene.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Description



(NetAF.Assets.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.htm|

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Inherited Members

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

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

ItemContainer

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

Syntax

IPlayerVisible
 (NetAF.Assets.IPlayerVisible.html)

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

Constructors

+ NetAF.Assets.Attributes

 (NetAF.Assets.Attributes.html)

ExaminationResult(string)

+ NetAF.Assets.Characters

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

Declarations

NetAF.Assets.Interaction

 (NetAF.Assets.Interaction.html)

 public ExaminationResult(string description)

+ NetAF.Assets.Locations

 (NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

Type

 (NetAF.Commands.html)

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

+ NetAF.Commands.Frame

 (NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Name	Description
description	A description of the result.



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

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF Commands Global**

Class ExaminationScene

Represents a scene that an examination occurs in.

Filter by title

Inheritance

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

Inherited Members

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

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

Assembly: NetAF.dll
NetAFHandler

Syntax

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Constructors

+ NetAF.Assets.Attributes

ExaminationScene(Character, Room)

+ NetAF.Assets.Characters

Represents a scene that an examination occurs in.

(NetAF.Assets.Characters.html)
Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Parameters
(NetAF.Assets.Locations.html)

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

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

 ↳ Conditional description...

Parameters

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

Properties

Examiner

Get the EXAMINER.

Declaration

 ↳ (NetAF.Assets.IExaminable.html)

 ↳ IItemContainer

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

 ↳ (NetAF.Assets.IPlayerVisible.html)

Property Value

Identifier

Type	Description
NetAF.Assets.Identifier.html	
Item (NetAF.Assets.Item.html) Character (NetAF.Assets.Characters.Character.html) Size (NetAF.Assets.Size.html)	

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Get a default value for when there is no scene.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

 ↳ ExaminationScene (NetAF.Assets.ExaminationScene.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Room

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Get the room the examinable is being examined from.

Declaration

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

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

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Interface IExaminable

Represents any object that is examinable.

Filter by title

Inherited Members

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

Syntax

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

Properties

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

Attributes

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

Size (NetAF.Assets.Size.html)

Declaration

+ NetAF.Assets.Attributes

AttributeManager Attributes [get;]
(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Property Value
(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Commands

+ NetAF.Commands

Get this objects commands.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

CustomCommand[] Commands { get; }

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Property Value

Type	Description

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

Description

Get a description of this object.

Description

Declaration
(NetAF.Assets.Description.html)

ExaminableObject

NetAF.Assets.ExaminableObject; }

ExaminationCallback

(NetAF.Assets.ExaminationCallback)

Property Value

ExaminationRequest

Type
NetAF.Assets.ExaminationReques

Description

ExaminationResult

Description (NetAF.Assets.Description.html)

(NetAF.Assets.ExaminationResult.I

ExaminationScene

(NetAF.Assets.ExaminationScene.I

Identifier

IExaminable

(NetAF.Assets.IExaminable.html)

Get the object's identifier.

Identifier

Declaration
(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier Identifier { get; }

(NetAF.Assets.Identifier.html)

Property Value

Item (NetAF.Assets.Item.html)

Type
Size (NetAF.Assets.Size.html)

Description

+ NetAF.Assets.Attributes

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

Methods

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Examine(ExaminationScene)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

- NetAF.Commands

(NetAF.Commands.html)

ExaminationResult Examine(ExaminationScene scene)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

+ NetAF.Commands.Global

(NetAF.Commands.Global.htm

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

Returns

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

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

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

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

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

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

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

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

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

Interface IItemContainer

Represents any object that is a container of items.

▼ Filter by title

Inherited Members

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

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

ItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

public interface IItemContainer : IExaminable, IPlayerVisible, IRestoreFromObjectSer
ialization<ExaminableSerialization>

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Properties

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Items

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Get the items.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

+ NetAF.Commands

Type (NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Methods

+ NetAF.Commands.

Description

AddItem(Item)

Add an item.

Declaration

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

 Description

Parameters
Type (NetAF.Assets.Description.html)

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

RemoveItem(Item)

Remove an item.
Parameters

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

IItemContainer
(NetAF.Assets.IItemContainer.html)
Parameters
Type (NetAF.Assets.IPlayerVisible.html)

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

Identifier

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Assembly: NetAF.dll

Syntax [\(NetAF.Assets.ExaminableObject.h\)](#)

ExaminationCallback

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

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

ExaminationResult

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

ExaminationScene

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

IExaminable

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

ItemContainer

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

IPlayerVisible

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

Identifier

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

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

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

Property Value

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

(NetAF.Assets.Attributes.html)

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

Description

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

(NetAF.Assets.Characters.html)

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

(NetAF.Assets.Interaction.html)

+ **Type** [NetAF.Assets.Locations](#)

(NetAF.Assets.Locations.html)

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

(NetAF.Commands.html)

+ **Type** [NetAF.Commands.Frame](#)

(NetAF.Commands.Frame.html)

+ **Type** [NetAF.Commands.Global](#)

(NetAF.Commands.Global.html)

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

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance

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

Implements

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)

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

IEquatable<ExaminationResult>
(NetAF.Assets.ExaminationResult.html)

Inherited Members

(NetAF.Assets.ExaminationScene.I)

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

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

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

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

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

(NetAF.Assets.Identifier.html)

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

Assembly: NetAF.dll

Size (NetAF.Assets.Size.html)

Syntax

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html) : IEquatable<string>, IEquatable<Identifier>

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Constructors

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Identifier(string)

+ NetAF.Assets.Locations

Provides a class that can be used as a location identifier.

(NetAF.Assets.Locations.html)

Declarations

+ NetAF.Commands

(NetAF.Commands.html)

 public Identifier(string name)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

+ NetAF.Commands.Global

Type
(NetAF.Commands.Global.html)

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

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

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

Properties

Empty

Get an empty identifier.

Declaration

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

Property Value

(NetAF.Assets.ExaminationRequest)

Type ExaminationResult

(NetAF.Assets.ExaminationResult)

Identifier (NetAF.Assets.Identifier.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

IdentifiableName

(NetAF.Assets.Examinable.html)

IItemContainer

Get the name as a case insensitive identifier.

(NetAF.Assets.ItemContainer.html)

Declaration

(NetAF.Assets.IPlayerVisible.html)

Type Identifier

public string IdentifiableName { get; }

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Property Value

Size (NetAF.Assets.Size.html)

Type

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Name

+ NetAF.Assets.Interaction

Get the name

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public string Name { get; }

+ NetAF.Commands

(NetAF.Commands.html)

Property Value

+ NetAF.Commands.Frame

Type

(NetAF.Commands.Frame.html)

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

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Methods

Persistence

(NetAF.Commands.Persistence)

Equals(Identifier)

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

Declaration

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

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

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

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

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

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

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

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

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

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

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

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

Declaration

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

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

+ **NetAF.Assets.Locations**

`(NetAF.Assets.Locations.html)`

+ **NetAF.Commands**

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

+ **NetAF.Commands.Frame**

`(NetAF.Commands.Frame.html)`

+ **NetAF.Commands.Global**

`(NetAF.Commands.Global.html)`

+ **NetAF.Commands.ToString()**

Persistence

`(NetAF.Commands.Persistence.html)`

Returns a string that represents the current object.

Declaration

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

>Returns

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

Overrides
[ExaminationRequest](#)
([NetAF.Assets.ExaminationRequest](#)).ToString()
[Object](#).ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
[ExaminationResult](#)
([NetAF.Assets.ExaminationResult](#)).ToString()

Implements

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

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

[Persistence](#)

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

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance [System.Object](#)

↳ [ExaminationCallback](#)
↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [NetAF.Assets.ExaminationCallback](#)
↳ [ExaminableObject](#) ([NetAF.Assets.ExaminableObject.html](#))
↳ [ExaminationRequest](#)
↳ [Item](#)
↳ [ExaminationRequest](#)
↳ [ExaminationResult](#)
IExaminationResult ([NetAF.Assets.ExaminationResult.html](#))
IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))
IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable
Serializable ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>
IIInteractWithItem ([NetAF.Assets.IInteractWithItem.html](#))<InteractWithItem.html>
IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ItemSerialization
([NetAF.Serialization.AssetContainerSerialization.html](#))>
IPlayerVisible
Inherited Members
↳ [\(NetAF.Assets.IPlayerVisible.html\)](#)
ExaminableObject.Examination
Identifier
↳ [\(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination\)](#)
ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](#))
ExaminableObject.Description
↳ [\(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description\)](#)
+ **NetAF.Assets.Attributes**
ExaminableObject.Commands
↳ [\(NetAF.Assets.Attributes.html\)](#)
ExaminableObject.Commands
↳ [\(NetAF.Assets.Attributes.html\)](#)
ExaminableObject.Attributes
+ **NetAF.Assets.Characters**
ExaminableObject.Examine(ExaminationScene)
↳ [\(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination
Scene\)](#)
+ **NetAF.Assets:Interaction**
ExaminableObject.IsPlayerVisible
↳ [\(NetAF.Assets.Interaction.html\)](#)
+ **NetAF.Assets:Locations**
ExaminableObject.RestoreFrom(ExaminableSerialization)
↳ [\(NetAF.Assets.Locations.html\)](#)
+ **NetAF.Commands**
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
+ **NetAF.Commands.Persistence**
Name ([Name.html](#))<Name.html>
Assets ([Assets.html](#))<Assets.html>

Syntax

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

▼

Constructors

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

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

ExaminationResult

(NetAF.Assets.ExaminationResult)

Initializes a new instance of the Item class.

ExaminationScene

Declaration

(NetAF.Assets.ExaminationScene.I

IExaminable

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

(NetAF.Assets.ExaminationCallback.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Parameters

Identifier

Type

NetAF.Assets.Identifier.html)

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

Size (NetAF.Assets.Size.html)

Description (NetAF.Assets.Description.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

bool (https://openapi.netaf.com/api/system/boolean)

isTakeable

Specify if this item is takeable.

+ NetAF.Assets.Characters

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

(NetAF.Assets.Characters.html)

InteractionCallback

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.InteractionCallback.html)

(NetAF.Assets.Interaction.html)

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

in NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Declaration

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

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

mmand[] commands = null, InteractionCallback interaction = null, ExaminationCallback

+ NetAF.Commands.Global)

Persistence

(NetAF.Commands.Persistence.html)

Parameters

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

Properties

Identifier
([NetAF.Assets.Identifier.html](#))
ItemContainer
([NetAF.Assets.IContainer.html](#))
Interaction
IPlayerVisible
Get the interaction
([NetAF.Assets.IPlayerVisible.html](#))
Declaration
Identifier
([NetAF.Assets.Identifier.html](#))
Item
([NetAF.Assets.Item.html](#))
public InteractionCallback Interaction { get; }
Size ([NetAF.Assets.Size.html](#))

+ NetAF.Assets.Attributes

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

Type

+ NetAF.Assets.Characters

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

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

+ NetAF.Assets.Interaction

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

IsTakeable

+ NetAF.Assets.Locations

Get or set if this is takeable.

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

Declaration

+ NetAF.Commands

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

public bool IsTakeable { get; }

+ NetAF.Commands.Frame

Pro (NetAF.Commands.Frame.html)

+ Type NetAF.Commands.Global

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

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

+ NetAF.Commands.

Persistence

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

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

Methods

Interact(Item)

Interact with an item.

Declaration

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

ExaminationRequest

(NetAF.Assets.ExaminationReques

Parameters

ExaminationResult

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

IExaminable

Returns
(NetAF.Assets.IExaminable.html)

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

Identifier

RestoreFrom(ItemSerialization)

Item (NetAF.Assets.Item.html)

Restore this object from a serialization.

Size (NetAF.Assets.Size.html)

Declaration

NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Parameters

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

ItemSerialization

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

IExaminable (NetAF.Assets.IExaminable.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

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

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

+ NetAF.Commands.Global

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

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

▼

↳ [ExaminationCallback](#)
(NetAF.Assets.ExaminationCallbac
↳ [ExaminationRequest](#)
(NetAF.Assets.ExaminationReques
↳ [ExaminationResult](#)
(NetAF.Assets.ExaminationResult.I
↳ [ExaminationScene](#)
(NetAF.Assets.ExaminationScene.I
↳ [IExaminable](#)
(NetAF.Assets.IExaminable.html)
↳ [ItemContainer](#)
(NetAF.Assets.IItemContainer.html)
↳ [IPlayerVisible](#)
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

Struct Size

Represents a size.

Filter by title

Inherited Members

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

Assembly Container

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

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

Constructors

(NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Represents a size.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Parameters
(NetAF.Assets.Locations.html)

+ NetAF.Commands

in (NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

Height

(NetAF.Commands.Persistence.html)

Get the height.

+ NetAF.Commands.Scene

Type	Name	Description
int (NetAF.Commands.html)	width	The width.
int (NetAF.Commands.html)	height	The height.

Declaration

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

Property Value

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

Width

ExaminationRequest
(NetAF.Assets.ExaminationRequest)
ExaminationResult
(NetAF.Assets.ExaminationResult.IExaminable)

Get ExaminationScene

(NetAF.Assets.ExaminationScene.IExaminable)
Declaration

IExaminable
(NetAF.Assets.IExaminable.html)
public int Width { get; }
ItemContainer
(NetAF.Assets.IItemContainer.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Property Value
(NetAF.Assets.Identifier.html)

Type

Identifier
(NetAF.Assets.Identifier.html)
int (<https://learn.microsoft.com/dotnet/api/system.int32>)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

Description

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence
(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

Namespace NetAF.Assets.Attributes

Classes

Filter by title

+ NetAF.Adapters

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

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

Provides a description of an attribute.

+ NetAF.Assets

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

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

- NetAF.Assets.Attributes

Provides a class for managing attributes.

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

Attribute

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

AttributeManager

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Commands.Scene

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

+ NetAF.Conversations

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

Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

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

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

↳ Attribute

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

Implements

- **NetAFAssets.Attributes**

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

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

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

Attribute

Inherited Members

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

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

AttributeManager

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

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

+ **NetAFAssets.Characters**

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

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

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

+ **NetAFAssets.Interaction**

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

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

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

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

+ **NetAFAssets.Locations**

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

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

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

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

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

+ **NetAF.Commands.Global**

Constructors

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

+ **NetAF.Commands.**

Attribute(string, string, int, int)

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

Provides a description of an attribute.

+ **NetAF.Commands.Scene**

Declaration

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

+ **NetAF.Conversations**

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

Parameters

+ **NetAF.Conversations.**

Type

Instructions

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

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

+ **NetAF.Extensions**

Type	Name	Description
(NetAF.Conversations.Instruct.html)	name	Specify the name of the attribute.

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

+ NetAF.Assets

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

- NetAF.Assets.Attributes

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

Attribute

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

AttributeManager

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

NetAF.Assets.Characters

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

public string Description { get; }

+ NetAF.Assets.Interaction

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

Property Value

+ NetAF.Assets.Locations

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

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

+ NetAF.Commands

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

NetAF.Commands.Frame

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

Get the maximum limit of the attribute.

+ NetAF.Commands.Global

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

+ NetAF.Commands

[Maximum { get; }](#)

Persistence

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

Property Value

+ NetAF.Commands.Scene

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

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

+ NetAF.Conversations

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

NetAF.Conversations.

Instructions
Get the minimum limit of the attribute.

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

Declaration

+ NetAF.Extensions

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

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

Property Value

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

+ NetAF.Assets

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

- NetAF.Assets.Attributes

Get the name of the attribute.

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

Declaration
Attribute

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

AttributeManager

(NetAF.Assets.Attributes.AttributeM

Property Value

+ NetAF.Assets.Characters

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

Description

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

Methods

+ NetAF.Commands

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

FromSerialization(AttributeSerialization)

+ NetAF.Commands.Frame

Create a new Attribute from a serialization.

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

Declaration

+ NetAF.Commands.Global

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

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

+ NetAF.Commands.

Persistence

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

Name

Description

+ NetAF.Commands.Scene

AttributeSerialization

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

serialization

The serialization to create the Attribute from.

+ NetAF.Conversations

Returns

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

Type

+ NetAF.Conversations.

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

Description

+ NetAF.Conversations.Instruct

+ NetAF.Extensions

RestoreFrom(AttributeSerialization)

Restore this object from a serialization.

Declaration

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

(NetAF.Adapters.html)

Parameters

+ **NetAF.Assets**

Type
(NetAF.Assets.html)

AttributeSerialization

- **NetAF.Assets.Attributes**

(NetAF.Serialization.Assets.AttributeSerialization.html)

(NetAF.Assets.Attributes.html)

Name

Description

serialization

The serialization to restore from.

Attribute

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

AttributeManager

IRestoreFromObjectSerialization

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct.html)

+ **NetAF.Extensions**

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

+ NetAF.Assets

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

NetAF.Assets.Attributes

Implements

(NetAF.Assets.Attributes.html)

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

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

(NetAF.Assets.Attributes.Attribute.html)

Inherited Members

AttributeManager

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

+ NetAF.Assets.Characters

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

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

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

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

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

+ NetAF.Assets.Locations

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

Assembly: NetAF.dll

+ NetAF.Commands

Syntax

(NetAF.Commands.html)

+ NetAF.Commands.Frame

public class AttributeManager : IRestoreFromObjectSerialization<AttributeManager>

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Properties

Persistence

(NetAF.Commands.Persistence.html)

Count

+ NetAF.Commands.Scene

Get the number of attributes this manager has.

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

public int Count { get; }

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct.html)

Type

+ NetAF.Extensions

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

(NetAF.Extensions.html)

Type	Description

Methods

Add(Attribute, int)

Add a value to an attribute.

Declaration

+ NetAF.Assets

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

- NetAF.Assets.Attributes

Parameters

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

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

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

Add a value to an attribute.

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

Declaration

+ NetAF.Assets.Locations

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

+ NetAF.Commands

Parameters

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

+ NetAF.Commands.Frame

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

Name	Description
attributeName	The name of the attribute.

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)
int (<https://learn.microsoft.com/dotnet/api/system.int32>)

value	The value.
-------	------------

+ NetAF.Commands.

GetAsDictionary()

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

Get all attributes as a dictionary.

+ NetAF.Commands.Scene

Declaration

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

+ NetAF.Conversations

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

Returns

+ NetAF.Conversations.

[Instructions](#)

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

+ NetAF.Extensions

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

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

+ NetAF.Assets

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

- NetAF.Assets.Attributes

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

Declaration

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

NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

Description

An array of attributes.

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

+ NetAF.Assets.Locations

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

Gets the value of an attribute.

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

+ NetAF.Commands.Frame

```
public int GetValue(Attribute attribute)
\(NetAF.Commands.Frame.html\)
```

+ NetAF.Commands.Global

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

Type

+ NetAF.Commands.

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

Name

Description

attribute

The attribute.

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

Returns

+ NetAF.Commands.Scene

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

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

Description

The value.

+ NetAF.Conversations

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

NetAF.Extensions

Instructions

Get the value of an attribute.

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

Declaration

+ NetAF.Extensions

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

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

Parameters

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

+ NetAF.Assets

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

Type	Description
NetAF.Assets.Attributes	

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

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

Remove(Attribute)

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

Remove an attribute

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

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

+ NetAF.Assets.Locations

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

Type	Name	Description
Attribute (NetAF.Assets.Attributes.Attribute.html)	attribute	The attribute.

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

Declaration

+ NetAF.Commands.

Persistence Reference Remove(string attributeName)

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

Parameters

+ NetAF.Commands.Scene

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

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

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

+ NetAF.Conversations.

RemoveAll()

Instructions

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

+ NetAF.Extensions

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

```
public void RemoveAll()
```

RestoreFrom(AttributeManagerSerialization)

Restore this object from a serialization.

+ NetAF.Assets

Declaration

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

- NetAF.Assets.Attributes

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

Parameters

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

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

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

+ NetAF.Assets.Characters

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

Subtract(Attribute, int)

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

Subtract a value from an attribute.

+ NetAF.Assets.Locations

Declaration

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

+ NetAF.Commands

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

Parameters

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

+ NetAF.Commands.Global

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

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

+ NetAF.Commands.

Persistence

SubtractCommand(Persistence)

+ NetAF.Commands.Scene

Subtract a value from an attribute.

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

Declaration

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#) attributeName, int value)

+ NetAF.Conversations.

Parameters

Instructions

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

+ NetAF.Extensions

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

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

Type	Name	Description
(NetAF.Assets.Attributes.Attribute.html)	serialization	The serialization to restore from.

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

Implements

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

+ **NetAF.Assets**

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

- **NetAF.Assets.Attributes**

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

Attribute

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

AttributeManager

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Scene**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

Namespace NetAF.Assets.Characters

Classes

Filter by title

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

+ **NetAF.Assets**

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

+ **NetAF.Assets.Attributes**

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

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

- **NetAF.Assets.Characters**

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

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

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

IConverser

Interfaces

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

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Scene**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Class Character

Represents a generic in game character.

Filter by title

Inheritance

+ **NetAF.Assets**

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

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

+ **NetAF.Assets.Attributes**

↳ Character

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

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

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

- **NetAF.Assets.Characters**

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

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

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

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

IConverser

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

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

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

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

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

Inherited Members

+ **NetAF.Assets.Interaction**

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

+ **NetAF.Assets.Locations**

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

+ **NetAF.Commands**

ExaminableObject.Commands

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

ExaminableObject.Attributes

+ **NetAF.Commands.Frame**

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.Examine(ExaminationScene)

+ **NetAF.Commands.Global**

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

ExaminableObject.IsPlayerVisible

+ **NetAF.Commands**

ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

PersistableObject.RestoreFrom(ExaminableSerialization)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_ExaminableSerialization_)

+ **NetAF.Commands.Scene**

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

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

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

+ **NetAF.Conversations**

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

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

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

Instructions

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

>Returns

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

GiveItemToCharacter

(NetAF.Assets.Characters.html)

Give an item to another in game Character.

Character

Declaration:

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

IConverser

[\(NetAF.Assets.Characters.IConverser.html\)](#) (Item item, Character character)

NonPlayableCharacter

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

Parameters

PlayableCharacter

Type	Name	Description
(NetAF.Assets.Interaction.html)	<i>item</i>	The item to give.
Character ((NetAF.Assets.Characters.Character.html))	<i>character</i>	The Character to give the item to.

+ NetAF.Assets.Locations

Returns

(NetAF.Assets.Locations.html)

+ NetAF.Commands

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

True if the transaction completed OK, else false.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

HasItem(Item, bool)

+ NetAF.Commands.Global

Determine if this PlayableCharacter has an item.

(NetAF.Commands.Global.html)

Declaration:

+ NetAF.Commands.

Persistence

[public virtual bool HasItem\(Item item, bool includeInvisibleItems = false\)](#)

(NetAF.Commands.Persistence.html)

+ NetAFCommands.Scene

Parameters

(NetAF.Commands.Scene.html)

Type

+ NetAF.Conversations

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

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

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

>Returns

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Interact(\$item).Characters

(NetAF.Assets.Characters.html)

Interact with an item.

Character

Declaration:

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

IConverser

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

NonPlayableCharacter

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

Parameters:

PlayableCharacter

Type	Name	Description
(NetAF.Assets.Characters.PlayableCharacter.html)	<i>item</i>	The item to interact with.

(NetAF.Assets.Interaction.html)

Returns

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

Description
The result of the interaction.

Type	Description
(NetAF.Commands.Frame.html)	

InteractWithItem(item)

(NetAF.Commands.Frame.html)

Interact with a specified item.

+ NetAF.Commands.Global

Declaration:

(NetAF.Commands.Global.html)

+ NetAF.Commands

protected VIRTUAL InteractionResult InteractWithItem(Item item)

Persistence

(NetAF.Commands.Persistence.html)

Parameters:

Type	Name	Description
(NetAF.Commands.Scene.html)	<i>item</i>	The item to interact with.

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

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

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

Kill()

Kill the characters

(NetAF.Assets.html)

Declaration

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

- NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

RemoveItem(Item)

Character

(NetAF.Assets.Characters.Character)

Remove an item.

IConverser

Declaration

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableItem)

PlayableCharacter

(NetAF.Assets.Characters.PlayableItem)

Parameters

+ NetAF.Assets.Interaction

Type

(NetAF.Assets.Interaction.html)

Item (NetAF.Assets.Item.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

RestoreFrom(CharacterSerialization)

(NetAF.Commands.html)

Restore this object from a serialization.

+ NetAF.Commands.Frame

Declaration

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(characterSerialization serialization)

(NetAF.Commands.Global.html)

Parameters

NetAF.Commands.

Type	Name	Description
(NetAF.Commands.Persistence)	serialization	The serialization to restore from.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Implements

(NetAF.Conversations.html)

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

+ NetAF.Conversations

ItemContainer (NetAF.Assets.ItemContainer.html)

IElastication (NetAF.Assets.IExaminable.html)

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

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

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

+ **NetAF.Assets.Attributes**

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

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

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

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

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

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

Character

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

IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)

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

1.html#NetAF_Serialization_IRestoreFromObjectSerialization_1_RestoreFrom_0_

NonPlayableCharacter

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

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

Assembly: NetAF.dll

PlayableCharacter

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

Properties

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

+ **NetAF.Commands.Frame**

Conversation

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

Get the conversation

+ **NetAF.Commands.Global**

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

Declaration

+ **NetAF.Commands.**

Conversation Conversation { get; }

Persistence

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

Property Value

+ **NetAF.Commands.Scene**

Type

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

Description

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#)

▼

(NetAF.Assets.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

+ **NetAF.Assets.Attributes**

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

- **NetAF.Assets.Characters**

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

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

Implements

Character

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

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

IConverser

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

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

NonPlayableCharacter

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

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

PlayableCharacter

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

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

+ **NetAF.Assets.Interaction**

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

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

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

+ **NetAF.Assets.Locations**

Inherited Members

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

Character.IsAlive ([NetAF.Assets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_IsAlive)

+ **NetAF.Commands**

Character.Interaction

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

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

Character.Kill () ([NetAF.Assets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Kill)

Character.HasItem (Item, bool)

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

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

+ **NetAF.Commands.Global**

Character.FindItem (string, string, bool)

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

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

+ **NetAF.Commands**

Character.Persistence (Item, Character)

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

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

AF_Assets_Characters_Character_)

+ **NetAF.Commands.Scene**

Character.Interact (Item)

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

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

Character.Items ([NetAF.Assets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Items)

+ **NetAF.Conversations**

Character.AddItem (Item)

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

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

Character.RemoveItem (Item)

+ **NetAF.Conversations**

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

em_)

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

+ **NetAF.Extensions**

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

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

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

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

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

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

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

NonPlayableCharacter
(NetAF.Assets.Characters.Character.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

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

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

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

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

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

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

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

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

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

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

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

Assembly: NetAF.dll

+ **NetAF.Commands.Frame**

Syntax
(NetAF.Commands.Frame.html)

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

NonPlayableCharacter : Character, IInteractWithItem, IItemContainer, IObjectSerialization<CharacterSerialization>, IConverser, IExamineable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<NonPlayableCharacterSerialization>

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

Constructors

- **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)

NonPlayableCharacter(Identifier, Description, Conversation, CustomCommand[], InteractionCallback, ExaminationCallback)
(NetAF.Conversations.html)

+ **NetAF Conversations**
Declaration
(NetAF.Conversations.Instruction.html)

+ **NetAF Extensions**

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

Parameters

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

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

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

+ NetAF.Assets.Interaction

Initializes a new instance of the NonPlayableCharacter class.
[\(NetAF.Assets.Interaction.html\)](#)

Declaration

+ NetAF.Assets.Locations

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

public NonPlayableCharacter(Identifier identifier, Description description, bool isAlive, Conversation conversation = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)
[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Commands.Frame

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

Type	Name	Description
+ NetAF.Commands.Global Identifier (NetAF.Assets.Identifier.html) (NetAF.Commands.Global.html)	<i>identifier</i>	The identifier.
Description (NetAF.Assets.Description.html)	<i>description</i>	The description.
+ NetAF.Commands bool (System.Boolean.html) (NetAF.Commands.html)	<i>isAlive</i>	If this character is alive.
Conversation (NetAF.Conversations.Conversation.html)	<i>conversation</i>	The conversation.
+ NetAF.Commands.Scene CustomCommand (NetAF.Commands.CustomCommand.html)[] (NetAF.Commands.Scene.html)	<i>commands</i>	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	<i>interaction</i>	The interaction.
+ NetAF.Conversations ExaminationCallback (NetAF.Assets.ExaminationCallback.html) (NetAF.Conversations.html)	<i>examination</i>	The examination.

+ NetAF.Conversations.

NonPlayableCharacter(string, string, Conversation, CustomCommand[], InteractionCallback, ExaminationCallback)
[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Extensions

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

+ NetAF.Assets.Attributes

Parameters

(NetAF.Assets.Attributes.html)

Type

- NetAF.Assets.Characters

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

(NetAF.Assets.Characters.htm)

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

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

IConverser

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

(NetAF.Assets.Characters.IConverser.htm)

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

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

(NetAF.Assets.Characters.NonPlaya

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

(NetAF.Assets.Characters.PlayableCharacter.htm)

(NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Properties

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Conversation

+ NetAF.Commands

Get the conversation.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

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

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Property Value

+ NetAF.Commands.

Description

Persistence

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

(NetAF.Commands.Persistence.htm)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Methods

+ NetAF.Conversations

(NetAF.Conversations.html)

RestoreFrom(NonPlayableCharacterSerialization)

+ NetAF.Conversations.

Restores the object from a serialization.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

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

Parameters

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

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

Implements

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- ([NetAFAssets.Attributes.html](#))
 - ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- **NetAFAssets.Characters**
 - ↳ ExaminableObject ([NetAFAssets.ExaminableObject.html](#))
 - ↳ Character ([NetAFAssets.Characters.Character.html](#))
 - ↳ PlayableCharacter
 - Character
 - Implements
 - ([NetAFAssets.Characters.Character.html](#))
 - IInteractWithItem ([NetAFAssets.Interaction.IInteractWithItem.html](#))
 - ItemContainer ([NetAFAssets.ItemContainer.html](#))
 - IConverger
 - IExaminable ([NetAFAssets.IExaminable.html](#))
 - NonPlayableView ([NetAFAssets.NonPlayableVisible.html](#))
 - IPlayerVisible ([NetAFAssets.IPlayerVisible.html](#))
 - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ExaminableSerializable ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>
 - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CharacterSerializable ([NetAF.Serialization.Assets.CharacterSerialization.html](#))>
 - + **NetAFAssets.Interaction**
 - ([NetAFAssets.Interaction.html](#))
 - Inherited Members
- + **NetAFAssets.Locations**
 - Character.IsAlive ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_IsAlive)
 - ([NetAFAssets.Locations.html](#))
- CharacterInteraction
- + **NetAFCommands**
 - Character.Kill() ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Kill)
 - ([NetAFCommands.html](#))
- Character.HasItem(item, bool)
- + **NetAFCommands.Frame**
 - ([NetAFCommands.Frame.html](#))
- System.Boolean
- Character.FindItem(string, out Item, bool)
- + **NetAFCommands.Global**
 - ([NetAFCommands.Global.html](#))
- F_AsyncItem, System.Boolean
- Character.Give(Item, Character)
- + **NetAFCommands**
 - Character.Give([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Give_NetAF_Assets_Item_NetAF_PersistenceCharacters_Character_)
- Character.Give([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Interact_NetAF_Assets_Item_)
- + **NetAFCommands.Scene**
 - Character.Items ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Items)
- Character.Items
- ([NetAFCommands.Scene.html](#))
- ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_AddItem_NetAF_Assets_Item_)
- + **NetAFConversations**
 - Character.RemoveItem([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RemoveItem_NetAF_Assets_Item_)
- ([NetAFConversations.html](#))
- ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RemoveItem_NetAF_Assets_Item_)
- + **NetAF.Conversations**
 - Character.RestoreFrom(CharacterSerialization)
- Instructions**
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RestoreFrom_NetAF_Serialization_Assets_CharacterSerialization_)
- ([NetAFConversations.Instruct](#))
- + **NetAF.Extensions**
 - ([NetAFExtensions.html](#))

ExaminableObject.Examination
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)
ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)
ExaminableObject.Description
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)
ExaminableObject.Commands
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)
ExaminableObject.Attributes--
(NetAF_Assets_Attributes.html) NetAF_Assets_ExaminableObject_Attributes)
ExaminableObject.Examine(ExaminationScene)
- NetAF_Assets.Characters
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination_Scene_)
Character
ExaminableObject.IsPlayerVisible
(NetAF_Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)
ExaminableObject.RestoreFrom(ExaminableSerialization)
(NetAF_Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_FormalizableCharacter)
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)))
PlayableCharacter
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
+ NetAF_Assets.Interaction
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
(NetAF_Assets.Interaction.html)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
+ NetAF_Assets.Locations
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF_Assets.Locations.html)
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Characters (NetAF.Assets.Characters.html)
+ NetAF_Commands
Assembly: NetAF.dll
(NetAF.Commands.html)
Syntax
+ NetAF_Commands.Frame
public sealed class PlayableCharacter : Character, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>
(NetAF.Commands.Frame.html)
+ NetAF_Commands.Global
(NetAF.Commands.Global.html)
+ NetAF_Commands.
Constructors
Persistence
(NetAF.Commands.Persistence.html)
PlayableCharacter(Identifier, Description, Item[], CustomCommand[], InteractionCallback, ExaminationCallback)
(NetAF.Commands.Scene.html)
Initializes a new instance of the PlayableCharacter class.
+ NetAF_Conversations
(NetAF_Conversations.html)
Declaration
+ NetAF_Conversations.
Instructions
public PlayableCharacter(Identifier identifier, Description description, Item[] item
s = null, CustomCommand[] commands = null, InteractionCallback interaction = null, E
(NetAF_Conversations.Instruction = null)
+ NetAF_Extensions
(NetAF_Extensions.html)

Parameters

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

Character

(NetAF.Assets.Characters.Character)

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

NonPlayableCharacter

Initializes a new instance of the PlayableCharacter class.

(NetAF.Assets.Characters.NonPlayableCharacter)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

Type	Name	Description
(NetAF.Commands.html)	<i>identifier</i>	The identifier.
Identifier (NetAF.Assets.Identifier.html)	<i>description</i>	The description.
Description (NetAF.Assets.Description.html)	<i>canConverse</i>	If this object can converse with an IConverser.
(NetAF.Commands.Frame.html)	<i>items</i>	The items.
bool	<i>commands</i>	This objects commands.
+ NetAF.Commands.Global (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>interaction</i>	The interaction.
(NetAF.Commands.Scene.html)	<i>examination</i>	The examination.

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

Initializes a new instance of the PlayableCharacter class.

(NetAF.Extensions.html)

Declaration

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



Parameters

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

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

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

in NetAF.Assets.Locations PlayableCharacter class.

(NetAF.Assets.Locations.html)

Declaration

+ NetAF.Commands

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

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

F NetAF.Commands.Global

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	The identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	canConverse	If this object can converse with an IConverser.
Item (NetAF.Assets.Item.html)[]	items	The items.
CustomCommand (NetAF.Commands.CustomCommand.html)	commands	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	interaction	The interaction.

+ NetAF.Extensions

(NetAF.Assets.Interaction.InteractionCallback.html)

(NetAF.Extensions.html)

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

▼

Properties

(NetAF.Assets.Attributes.html)

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

Get if this playable character can converse with an IConverser.

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

IConverser

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

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlay...

Property
PlayableCharacter

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

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

+ NetAF.Commands

(NetAF.Commands.html)

UseItem(Item, IInteractWithItem)

+ NetAF.Commands.Frame

UseItem
(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

```
public InteractionResult UseItem(Item item, IInteractWithItem targetObject)
```

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Commands.Scene

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

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Assets.Interaction.IInteractWithItem.html)

(NetAF.Conversations.html)

* NetAF.Conversations.

Instructions

Type

(NetAF.Conversations.Instruct...

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

Description

The result of the items usage.

+ NetAF.Extensions

(NetAF.Extensions.html)

Implements

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

(NetAF.Assets.Attributes.html)

- NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Namespace NetAF.Assets.Interaction

Classes

Filter by title

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

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

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

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

- NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

Represents a result.
Condition

(NetAF.Assets.Interaction.Condition)

InteractWithItem

(NetAF.Assets.Interaction.IInteractWithItem)

InteractionCallback

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

Represents any object that can interact with an item.

(NetAF.Assets.Interaction.IInteractWithItem)

Enums

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect)

Reaction

(NetAF.Assets.Interaction.Reaction)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult)

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

Result

(NetAF.Assets.Interaction.Result)

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

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

+ NetAF.Assets.Locations

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

Delegates

NetAF.Commands

(NetAF.Commands.html)

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

(NetAF.Commands.Framing.html)

Represents a condition.

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

+ NetAF.Commands

Represents the callback for interacting with objects.

+ NetAF.Commands.Persistence

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Scenes

▼

(NetAF.Assets.html)

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

- NetAF.Assets.Interaction

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

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

Reaction

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

ReactionResult

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

Result

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

Delegate Condition

Represents a callback for conditions.

Filter by title

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

Assembly: NetAF.dll

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

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

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: NetAF.dll

Syntax

+ **NetAF.Assets.Characters**

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

- **NetAF.Assets.Interaction**

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

Condition

Methods

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

IInteractWithItem

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

Interact(Item)

InteractionCallback

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

Interact with an item.

InteractionEffect

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

Declaration

InteractionResult

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

InteractionResult

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

Parameters

ReactionResult

Type	Name	Description
NetAF.Assets.Interaction.ReactionResult	item	The item to interact with.

+ **NetAF.Assets.Locations**

Returns

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

Type

+ **NetAF.Commands**

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

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

Description

The result of the interaction.

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Scene**

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

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

Assembly: NetAF.dll

+ NetAF.Assets.Characters

Syntax
(NetAF.Assets.Characters.htm)

- **NetAFAssetsInteraction**

(NetAF.Assets.Interaction.html)

Parameters

Condition

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

InteractionCallback

Returns **NetAF.Assets.Interaction.InteractionEffect**

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

InteractionEffect

Reaction

NetAF.Assets.Interaction.Reaction

ReactionResult

NetAF.Assets.Interaction.ReactionResult

Result

NetAF.Assets.Interaction.Result.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

- NetAF.Assets.Interaction

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

Condition

(NetAF.Assets.Interaction.Condition)

IInteractWithItem

(NetAF.Assets.Interaction.IInteract)

InteractionCallback

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

Result

(NetAF.Assets.Interaction.Result)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

[NETAF.Assets.Characters](#)

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

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

- NetAF.Assets.Interaction

↳ [InteractionResult](#)

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

Inherited Members

Condition

Result ([\(NetAF.Assets.NetAF_Assets_Interaction.Result.html#NetAF_Assets_Interaction_Result_Description\)](#))

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

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

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

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

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

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

Reaction

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

(NetAF.Assets.Interaction.Reaction)

Assembly: [NetAF.dll](#)

ReactionResult

Syntax

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

Result

public sealed class InteractionResult : Result

+ NetAF.Assets.Locations

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

Constructors

+ NetAF.Commands

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

InteractionResult(InteractionEffect, Item)

+ NetAF.Commands.Frame

Initializes a new instance of the InteractionResult class.

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

Declaration

[+ NetAF.Commands.Global](#)

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

public InteractionResult(InteractionEffect effect, Item item)

+ NetAF.Commands.

Persistence

Parameters

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

Type

Name	Description
effect	The effect of this interaction.
item	The item used in this interaction.

+ NetAF.Commands.Scene

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

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

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

+ NetAF.Conversations

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

..

InteractionResult(InteractionEffect, Item, string)

Initializes a new instance of the InteractionResult class.

Declaration

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

(NetAF.Assets.Characters.html)

Parameters

- **NetAF.Assets.Interaction**

Type
(NetAF.Assets.Interaction.html)

InteractionEffect

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

InteractWithItem

Item
(NetAF.Assets.Item.html)
(NetAF.Assets.Interaction.IInteract)

InteractionCallback

string (https://learn.microsoft.com/dotnet/api/system.string)
(NetAF.Assets.Interaction.InteractionCallback)

Name

Description

effect

The effect of this interaction.

item

The item used in this interaction.

descriptionOfEffect

A description of the effect.

Properties

Reaction

(NetAF.Assets.Interaction.InteractionResult)

Effect

InteractionEffect
(NetAF.Assets.Interaction.Reaction)

Get the effect.

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

Declaration

+ **NetAF.Assets.Locations**

Type
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

Property Value
(NetAF.Commands.html)

Type

+ **NetAF.Commands.Frame**

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

(NetAF.Commands.Frame.html)

Description

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

Item

+ **NetAF.Commands.**

Get the item used in the interaction.

Persistence

Declaration
(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Scene**

public Item Item { get; }
(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

Property Value
(NetAF.Conversations.html)

.. .. -- ..

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

▼

- **NetAF.Assets.Characters**
(NetAF.Assets.Characters.html)
 - **NetAF.Assets.Interaction**
(NetAF.Assets.Interaction.html)
 - Condition
[\(NetAF.Assets.Interaction.Condition.html\)](#)
 - IInteractWithItem
[\(NetAF.Assets.Interaction.IInteractWithItem.html\)](#)
 - InteractionCallback
[\(NetAF.Assets.Interaction.InteractionCallback.html\)](#)
 - InteractionEffect
[\(NetAF.Assets.Interaction.InteractionEffect.html\)](#)
 - InteractionResult
[\(NetAF.Assets.Interaction.InteractionResult.html\)](#)
 - Reaction
[\(NetAF.Assets.Interaction.Reaction.html\)](#)
 - ReactionResult
[\(NetAF.Assets.Interaction.ReactionResult.html\)](#)
 - ReactionResult
[\(NetAF.Assets.Interaction.ReactionResult.html\)](#)
 - Result
[\(NetAF.Assets.Interaction.Result.html\)](#)
- + **NetAF.Assets.Locations**
(NetAF.Assets.Locations.html)
- + **NetAF.Commands**
(NetAF.Commands.html)
- + **NetAF.Commands.Frame**
(NetAF.Commands.Frame.html)
- + **NetAF.Commands.Global**
(NetAF.Commands.Global.html)
- + **NetAF.Commands.**
 - Persistence**
(NetAF.Commands.Persistence.html)
- + **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)
- + **NetAF.Conversations**
(NetAF.Conversations.html)

Class Reaction

Represents a reaction.

Filter by title

Inheritance

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

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

- **NetAF.Assets.Interaction**

↳ Reaction

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

Inherited Members

Condition

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

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

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

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

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

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

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

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

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

Reaction

Assembly: [NetAF.dll](#)

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

Syntax

ReactionResult

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

public sealed class Reaction

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

+ **NetAF.Assets.Locations**

Constructors

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

+ **NetAF.Commands**

Reaction(ReactionResult, string)

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

Return Value

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

Declaration

+ **NetAF.Commands.Global**

public Reaction(ReactionResult result, string description)

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

Parameters

Persistence

Type

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

Name

Description

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

result

The result.

+ **NetAF.Commands.Scene**

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

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

description

A description of the result.

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Properties

Description

Get a description of the result.

Declaration

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

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

Property Value

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

InteractionCallback

(NetAF.Assets.Interaction.InteractionCallback.html)

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect.html)

Result

Get the result.

(NetAF.Assets.Interaction.InteractionResult.html)

Declaration

Reaction

(NetAF.Assets.Interaction.Reaction.html)

public ReactionResult Result { get; }

(NetAF.Assets.Interaction.ReactionResult.html)

Result

Property Value

Type	Description
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)	

+ NetAF.Commands

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Commands.Scene

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

Assembly: NetAF.dll

(NetAF.Assets.Interaction.html)

Syntax

```
Condition  
public enum ReactionResult : IInteractWithItem  
{  
    InteractionCallback  
    InteractionEffect  
}
```

Fields

Name	Description
InteractionResult	(NetAF.Assets.Interaction.InteractionResult.html)
Error	Error.
Reaction	Reaction.
Fatal	A reaction that has a fatal effect on the player.
OK	OK.
Silent	A silent reaction.

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Class Result

Represents a result.

Filter by title

Inheritance

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

NetAF.Assets.Locations

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

public abstract class Result

+ NetAF.Commands

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

- NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

Initializes a new instance of the Result class.

+ NetAF.Commands.

Persistence

([NetAF.Commands.Persistence.html](#))
protected Result ()

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

Properties
([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Descriptions

([NetAF.Conversations.Instruct.html](#))

Get the description.

Declaration

```
public string Description { get; protected set; }
```

Property Value

Type	Description
(NetAF.Assets.Interaction.html) string <small>Condition /learn.microsoft.com/dotnet/api/system.string)</small> (NetAF.Assets.Interaction.Condition IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem InteractionCallback (NetAF.Assets.Interaction.InteractionCallback InteractionEffect (NetAF.Assets.Interaction.InteractionEffect InteractionResult (NetAF.Assets.Interaction.InteractionResult Reaction (NetAF.Assets.Interaction.Reaction ReactionResult (NetAF.Assets.Interaction.ReactionResult Result (NetAF.Assets.Interaction.Result.html)	

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.Frame**

[\(NetAF.Commands.Frame.html\)](#)

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

Namespace NetAF.Assets.Locations

Classes

Filter by title

Exit (NetAF.Assets.Locations.Exit.html)

(NetAF.Assets.Attributes.html)
Represents an exit from a room.

+ NetAF.Assets.Characters

Matrix (NetAF.Assets.Locations.Matrix.html)

Provides a 3D matrix of rooms.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

- NetAF.Assets.Locations

Represents an entire overworld.

(NetAF.Assets.Locations.html)

Direction

Region (NetAF.Assets.Locations.Region.html)

Exit

Represents a region.
(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

Represents a room
(NetAF.Assets.Locations.Overworld)

Region

(NetAF.Assets.Locations.Region.html)

Room

Represents a room position.
(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Represents a view point from a room.
(NetAF.Assets.Locations.ViewPoint.html)

Enums

(NetAF.Commands.html)

+ NetAF.Commands.Frame

Direction (NetAF.Assets.Locations.Direction.html)
(NetAF.Commands.Frame.html)

Enumeration of directions.

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Enum Direction

Enumeration of directions.

Filter by title

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

([NetAF_Assets_Attributes.html](#))

Assembly: NetAF.dll

Syntax

[\(NetAF_Assets_Characters.html\)](#)

public enum Direction

+ NetAF.Assets.Interaction

[\(NetAF_Assets_Interaction.html\)](#)

- NetAF.Assets.Locations

[\(NetAF_Assets_Locations.html\)](#)

Fields

Name	Description
Down	Down.
East	East.
North	North.
Overworld	Overworld
South	South.
Up	Up.
West	West.

Extension Methods

DirectionExtensions_Inverse (Direction)

([NetAF_Extensions_DirectionExtensions.html#NetAF_Extensions_DirectionExtensions_Inverse_NetAF_Assets_Locations_Direction](#))

[\(NetAF_Commands.html\)](#)

+ NetAF.Commands.Frame

[\(NetAF_Commands_Frame.html\)](#)

+ NetAF.Commands.Global

[\(NetAF_Commands_Global.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF_Commands_Persistence.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF_Commands_Scene.html\)](#)

+ NetAF.Conversations

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ NetAF.Assets.Characters (NetAF.Assets.Characters.html)	↳ Exit ↳ ExaminableObject (https://learn.microsoft.com/dotnet/api/system.object) ↳ ExaminableObject (https://learn.microsoft.com/dotnet/api/system.examinableobject.html)
+ NetAF.Assets.Interaction Implements (NetAF.Assets.Interaction.html)	IExaminable (NetAF.Assets.IExaminable.html)
+ NetAF.Assets.Locations Implements (NetAF.Assets.Locations.html)	IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<Examinable Direction IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) (NetAF.Assets.Locations.Direction) IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<ExitSerialization Exit (NetAF.Serialization.Assets.ExitSerialization.html)> (NetAF.Assets.Locations.Exit.html)
Inherited Members	 ↳ Matrix ↳ ExaminableObject.Examination Overworld (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination) ↳ ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier) Region ExaminableObject.Description (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description) Room ExaminableObject.Commands (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands) RoomPosition ExaminableObject.Attributes (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes) ViewPoint ExaminableObject.Examine(ExaminationScene) (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination Scene) + NetAF.Commands ExaminableObject.IsPlayerVisible (NetAF.Commands.html)
+ NetAF.Commands.Frame (NetAF.Commands.Frame.html)	ExaminableObject (ExaminableObject.html#ExaminableObject_RestoreFrom_NetAF_Serialization_As sets_ExaminableSerialization_)
+ NetAF.Commands.Global object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) (NetAF.Commands.Global.html)	object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)) object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode) (NetAF.Commands.Persistence.html)
+ NetAF.Commands.Scene object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals) object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring) (NetAF.Commands.Scene.html)	object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals) object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)	
+ NetAF.Conversations Assembly: NetAF.dll (NetAF.Conversations.html)	

Syntax

```
public sealed class Exit : ExaminableObject, IExaminable, IPlayerVisible, IRotateFor  
omObjectSerialization<ExaminableSerialization>, IInteractWithItem, IRotateFromObjec  
tSerialization<ExitSerialization>
```



Constructors

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

**Exit(Direction, bool, Identifier, Description, CustomCommand[],
InteractionCallback, ExaminationCallback)**

[\(NetAF.Assets.Interaction.html\)](#)

Initializes a new instance of the Exit class.

- NetAF.Assets.Locations

Declaration

[\(NetAF.Assets.Locations.html\)](#)

```
Direction  
public Exit(Direction direction, bool isLocked = false, Identifier identifier = nul  
l (NetAF.Assets.Locations.Direction.  
l Description description = null, CustomCommand[] commands = null, InteractionCallb  
ack interaction = null, ExaminationCallback examination = null)  
(NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)		
Region (NetAF.Assets.Locations.Direction.html)	direction	The direction of the exit.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) Room	isLocked	If this exit is locked.
Identifier (NetAF.Assets.Locations.Room.html)	identifier	An identifier for the exit.
RoomPosition Description (NetAF.Assets.Description.html) (NetAF.Assets.Locations.RoomPosition.html)	description	A description of the exit.
CustomCommand (NetAF.Commands.CustomCommand.html)[] (NetAF.Assets.Locations.ViewPoint.html)	commands	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	interaction	The interaction.
ExaminationCallback (NetAF.Assets.ExaminationCallback.html) (NetAF.Commands.html)	examination	The examination.

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

Properties

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

Direction

+ NetAF.Commands.

Persistence

Get the direction of the exit.

[\(NetAF.Commands.Persistence.html\)](#)

Declaration

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#) get; }

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Property Value

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	

Interaction

Get the Interaction.

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

public InteractionCallback Interaction { get; }

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

Property Value

(NetAF.Assets.Locations.html)

Type

Direction

Interaction (NetAF.Assets.Locations.Direction.html)

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

IsLocked

(NetAF.Assets.Locations.Matrix.html)

Overworld

Get if this Exit is locked.

(NetAF.Assets.Locations.Overworld.html)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

Room

bool IsLocked { get; }

(NetAF.Assets.Locations.Room.html)

RoomPosition

Property Value

(NetAF.Assets.Locations.RoomPos.html)

Type

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Interact(Item)

(NetAF.Commands.Global.html)

Interact with an item.

+ NetAF.Commands.

Persistence

Declaration

(NetAF.Commands.Persistence.html)

public InteractionResult Interact(Item item)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Parameters

+ NetAF.Conversations

(NetAF.Conversations.html)

Type	Name	Description
Item (NetAF.Assets.Item.html)	<i>item</i>	The item to interact with.

Returns

Type	Description
InteractionResult (NetAF.Assets.Interaction.InteractionResult.html)	The result of the interaction.

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Lock()

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public void Lock()

 Direction

 (NetAF.Assets.Locations.Direction.

 Exit

 (NetAF.Assets.Locations.Exit.html)

RestoreFrom(ExitSerialization)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Restore this object from a serialization.

Overworld

Declaration

(NetAF.Assets.Locations.Overworld.

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

Type	Name	Description
NetAF.Assets.Locations.RoomPos	serialization	The serialization to restore from.

+ NetAF.Commands

(NetAF.Commands.html)

Unlock()

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Unlock this exit.

+ NetAF.Commands.Global

Declaration

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Implements

+ NetAF.Commands.Scene

IEventable (NetAF.Assets.IEventable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Conversations

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Conversations.html)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)



+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

(NetAF.Assets.Locations.Direction.html)

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ [\(NetAF.Assets.Characters.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Matrix

+ NetAF.Assets.Interaction

Inherited Members

(NetAF.Assets.Interaction.html)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

- NetAF.Assets.Locations

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Matrix

Name [\(NetAF.Assets.Locations.Matrix.html\)](#) (NetAF.Assets.Locations.html)

Overworld

Assembly: NetAF.dll

(NetAF.Assets.Locations.Overworld)

Syntax

Region

(NetAF.Assets.Locations.Region.html)
public sealed class Matrix

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Constructors

Matrix(RoomPosition[])

+ NetAF.Commands

(NetAF.Commands.html)

Provides a 3D matrix of rooms.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

public Matrix(RoomPosition[] roomPositions)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Parameters

+ NetAF.Commands.

Type Persistence

(NetAF.Commands.Persistence.html)

Name

Description

RoomPosition[] roomPositions The rooms to be represented.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Properties

Conversations

(NetAF.Conversations.html)

Depth

Get the depth of the matrix.

Declaration

```
public int Depth { get; }
```

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Height

Direction

Get the height of the matrix.

(NetAF.Assets.Locations.Direction.html)

Exit

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix

public int Height { get; }

(NetAF.Assets.Locations.Matrix.html)

Overworld

Property Value

Region

Type

(NetAF.Assets.Locations.Region.html)

Room

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

this[int, int, int]

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Get a room in this matrix.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Commands.Frame

int [x, int y, int z] { get; }

(NetAF.Commands.Frame.html)

Parameters

+ NetAF.Commands.Global

Type

(NetAF.Commands.Global.html)

Name

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

x

The x position.

+ NetAF.Commands.Persistence

Persistence

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The z position.

+ NetAF.Commands.Scene

Properties

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Room (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The room.

Width

Get the width of the matrix.

Declaration

```
public int Width { get; }
```

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)
Type
int (https://learn.microsoft.com/dotnet/api/system.int32)

Description

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

(NetAF.Assets.Locations.Direction.

Exit

ToRooms()

(NetAF.Assets.Locations.Exit.html)

Matrix

Return this matrix as a one dimensional array of rooms.

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.

Region

public Room[] ToRooms()

(NetAF.Assets.Locations.Region.html)

Room

Returns a Room

(NetAF.Assets.Locations.Room.html)

Type

Description

(NetAF.Assets.Locations.RoomPos.

RoomView

 The rooms, as a one dimensional array. |

(NetAF.Assets.Locations.ViewPoint.

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF_Assets_Interaction](#)

([NetAF.Assets.Interaction.html](#))

Implementation

([NetAF.Assets.Locations.html](#))

IExaminable ([NetAF.Assets.Examinable.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

Direction ([NetAF.Assets.Direction.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

Exit ([NetAF.Assets.Exit.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Overworld

Serialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))>

Matrix

Inherited Members

([NetAF.Assets.Locations.Matrix.html](#))

Overworld

ExaminableObject.Examination

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Examination)

Region

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Identifier)

([NetAF.Assets.Locations.Region.html](#))

ExaminableObject.Description

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Description)

([NetAF.Assets.Locations.Room.html](#))

ExaminableObject.Commands

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Commands)

([NetAF.Assets.Locations.RoomPosition.html](#))

ExaminableObject.Attributes

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Attributes)

([NetAF.Assets.Locations.ViewPoint.html](#))

ExaminableObject.IsPlayerVisible

+ [NetAF_Commands](#)

([NetAF.Commands.html](#))

([NetAF.Commands.Frame.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ [NetAF_Commands_Global](#)

([NetAF.Commands.Global.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ [NetAF_Commands_Persistence](#)

([NetAF.Commands.Persistence.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

Assembly NetAF.dll

Syntax

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

+ [NetAF.Conversations.](#)

```
public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<OverworldSerialization>
```

Constructors

(NetAF.Assets.Characters.html)

OverWorld(Identifier, Description, CustomCommand[], ExaminationCallback)

(NetAF.Assets.Interaction.html)

Initializes a new instance of the overworld class.

- NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

```
    Direction
public Overworld(Identifier identifier, Description description, CustomCommand[] commands = null, ExaminationCallback examination = null)
    Exit
    (NetAF.Assets.Locations.Exit.html)
```

Parameters

Type	Name	Description
Overworld		
Identifier (NetAF.Assets.Identifier.html)	identifier	The identifier for this overworld.
Region Description (NetAF.Assets.Description.html) (NetAF.Assets.Locations.Region.html)	description	A description of this overworld.
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
RoomPosition (NetAF.Assets.Room.html)		
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

(NetAF.Assets.Locations.RoomPos)

ViewPoint

Overworld(string, string, CustomCommand[], ExaminationCallback)

+ NetAF.Commands

Initializes a new instance of the overworld class.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.Frame

```
(NetAF.Commands.Frame.html)
    Identifier, string description, CustomCommand[] commands = null, ExaminationCallback examination = null)
```

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Parameters

+ NetAF.Commands.Persistence

(NetAF.Commands.Persistence.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	The identifier for this overworld.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description of this overworld.
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

(NetAF.Conversations.html)

+ NetAF.Conversations

Properties

CurrentRegion

Get the current region.

Declaration

(NetAF.Assets.Characters.htm)

```
public Region CurrentRegion { get; }
```

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Property Value

- NetAF.Assets.Locations

Type (NetAF.Assets.Locations.html)

Description

Region (NetAF.Assets.Locations.Region.html)	
---	--

 (NetAF.Assets.Locations.Direction. | | Exit | | (NetAF.Assets.Locations.Exit.html) | | Matrix | |

Regions

Get the NetAF.Assets.Locations.Matrix.htm

Overworld

Declaration (NetAF.Assets.Locations.Overworld)

Region

```
public Region[] Regions { get; }
```

Room

Property Value (NetAF.Assets.Locations.Room.html)

RoomPosition

Type (NetAF.Assets.Locations.RoomPos)

Description

ViewPoint	
-----------	--

 Region (NetAF.Assets.Locations.Region.html)[] | | (NetAF.Assets.Locations.ViewPoint) | |

+ NetAF.Commands

(NetAF.Commands.html)

Methods

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

AddRegion(Region)

+ NetAF.Commands.Global

Add(NetAF.Commands.Global.htm)

DelNetAFCommands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Scene

Parameters

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Region (NetAF.Assets.Locations.Region.html)

Name

Description

region

The region to add.

+ NetAF.Conversations.

Examine(ExaminationScene)

Examine this object.

Declaration

```
public override ExaminationResult Examine(ExaminationScene scene)
```

(NetAF.Assets.Characters.htm)

Parameters

Type	Name	Description
(NetAF.Assets.Interaction.html) ExaminationScene (NetAF.Assets.ExaminationScene.html)	scene	The scene this object is being examined from.
(NetAF.Assets.Locations.html)		

Returns

Direction

Type	Description
(NetAF.Assets.Locations.Direction.html)	
Exit (NetAF.Assets.Locations.Exit.html)	A ExaminationResult detailing the examination of this object.
(NetAF.Assets.ExaminationResult.html) Matrix (NetAF.Assets.Locations.Matrix.html)	

Overrides

Overworld

Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_Region)

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

FindRegion(string, out Region)

(NetAF.Assets.Locations.RoomPos.html)

Find a region.

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Declaration

+ NetAF.Commands

```
public bool FindRegion(string regionName, out Region region)
```

(NetAF.Commands.html)

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

Type

+ NetAF.Commands.Global

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Commands.Global.html)

Region (NetAF.Assets.Locations.Region.html)

+ NetAF.Commands.

Persistence

Returns

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Commands.Scene

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Move(Region)

+ NetAF.Conversations.

Type	Name	Description
(NetAF.Commands.Persistence.html)	regionName	The regions name.
	region	The region.

Type	Description
(NetAF.Commands.Scene.html)	True if the region was found.

Move to a region.

Declaration

```
public bool Move(Region region)
```



Parameters

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html) (NetAF.Assets.Interaction.html)	region	The region to move to.

Returns

- [NetAF.Assets.Locations](#)

Type	Description
bool (learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Direction. Direction)	True if the region could be moved to, else false.

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

RemoveRegion(Region)

Remove a region from this overworld.
Overworld

Declaration

[NetAF.Assets.Locations.Overworld](#)

Region

```
public void RemoveRegion(Region region)
```

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

Parameters

RoomPosition

Type	Name	Description
ViewPoint Region (NetAF.Assets.Locations.Region.html) (NetAF.Assets.Locations.ViewPoint)	region	The region to remove.

+ [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

RestoreFrom(OverworldSerialization)

+ [NetAF.Commands.Frame](#)

Restore this object from a serialization.

[\(NetAF.Commands.Frame.html\)](#)

Declaration

+ [NetAF.Commands.Global](#)

[\(NetAF.Commands.Global.html\)](#)

```
public void RestoreFrom(OverworldSerialization serialization)
```

+ [NetAF.Commands.](#)

Persistence

Parameters

Type	Name	Description
OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html)	serialization	The serialization to restore from.

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

Implements

IExaminable ([NetAF.Assets.IExaminable.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

▼

([NetAF.Assets.Characters.html](#))

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

- **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

Direction

[\(NetAF.Assets.Locations.Direction.html\)](#)

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

Matrix

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Overworld

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

RoomPosition

[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

+ **NetAF.Commands**

([NetAF.Commands.html](#))

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Class Region

Represents a region.

Filter by title

Inheritance

+ NetAF.Assets.Interaction

object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Interaction.html\)](#)

↳ Region

- NetAF.Assets.Locations

Implements

[\(NetAF.Assets.Locations.html\)](#)

IExaminable (NetAF.Assets.IExaminable.html)

Direction

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

[\(NetAF.Assets.Locations.Direction.html\)](#)

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<Examinable

Exit

Serialization (NetAF.Serialization.Assets.ExaminableSerialization.html)>

[\(NetAF.Assets.Locations.Exit.html\)](#)

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<Region

Matrix

Serialization (NetAF.Serialization.Assets.RegionSerialization.html)>

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Inherited Members

Overridden

ExaminableObject.Examination

Region

[\(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination\)](#)

[\(NetAF.Assets.Locations.Region.html\)](#)

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](#))

Room

ExaminableObject.Description

[\(NetAF.Assets.Locations.Room.html\)](#)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

RoomPosition

ExaminableObject.Commands

[\(NetAF.Assets.Locations.RoomPos.html\)](#)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

ViewPoint

ExaminableObject.Attributes

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.IsPlayerVisible

[\(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible\)](#)

ExaminableObject.RestoreFrom(ExaminableSerialization)

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Commands.Persistence

[\(NetAF.Commands.Persistence.html\)](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Namespace: NetAF (NetAF.html) Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

Assembly: NetAF.dll

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

```
public sealed class Region : ExaminableObject, IExaminable, IPlayerVisible, IRotateFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<RegionSerialization>
```

▼ Constructors

+ NetAF.Assets.Interaction

Region(Identifier, Description, CustomCommand[], ExaminationCallback)

NetAF.Assets.Locations

Initializes a new instance of the Region class.

(NetAF.Assets.Locations.html)

Declaration

Direction

```
public Region(Identifier identifier, Description description, CustomCommand[] commands = null, ExaminationCallback examination = null)
    (NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

NetAF.Assets.Locations.Matrix.html

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)		
Identifier (NetAF.Assets.Identifier.html)	identifier	This Regions identifier.
Description (NetAF.Assets.Description.html)	description	The description of this Region.
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
RoomPosition (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Region(string, string, CustomCommand[], ExaminationCallback)

+ NetAF.Commands

(NetAF.Commands.html)

Initializes a new instance of the Region class.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

```
public Region(string identifier, string description, CustomCommand[] commands = null, ExaminationCallback examination = null)
```

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Parameters

Persistence Type	Name	Description
(NetAF.Commands.Persistence.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	This Regions identifier.
+ NetAF.Commands.Scene		
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description of this Region.
(NetAF.Commands.Scene.html)		
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
+ NetAF.Conversations		
(NetAF.Conversations.html)	examination	The examination.

+ NetAF.Conversations.

Instructions

Properties

CurrentRoom

Get the current room.

Declaration

+ NetAF.Assets.Interaction

```
public Room CurrentRoom { get; }
```

(NetAF.Assets.Interaction.html)

NetAF.Assets.Locations

Property value

(NetAF.Assets.Locations.html)

Type

Direction

Room (NetAF.Assets.Locations.Room.html)

(NetAF.Assets.Locations.Direction.html)

Exit

(NetAF.Assets.Locations.Exit.html)

this[int, int, int]

(NetAF.Assets.Locations.Matrix.html)

Get a Room at specified location.

(NetAF.Assets.Locations.Overworld.html)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

```
public Room this[int x, int y, int z] { get; }
```

Room (NetAF.Assets.Locations.Room.html)

RoomPosition

Parameters

(NetAF.Assets.Locations.RoomPos.html)

Type

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

Name

Description

x

The x position.

y

The y position.

z

The z position.

+ NetAF.Commands.Frame

Property value

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Room (NetAF.Assets.Locations.Room.html)

Description

The room.

+ NetAF.Commands.

Persistence

Room (NetAF.Commands.Persistence.html)

NetAF.Commands.Scene contains.

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Property Value

Instructions

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

VisibleWithoutDiscovery

Get if the current region is visible without discovery.

+ NetAF.Assets.Interaction

Declaration

[\(NetAF.Assets.Interaction.html\)](#)

- NetAF.Assets.Locations

VisibleWithoutDiscovery { get; set; }

[\(NetAF.Assets.Locations.html\)](#)

Property

Type

[\(NetAF.Assets.Locations.Direction.Exit.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Matrix

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Overworld

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

AddRoom(Room, int, int, int)

[\(NetAF.Assets.Locations.Room.html\)](#)

Add Room to this region.

[\(NetAF.Assets.Locations.RoomPos.html\)](#)

Declaration

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

public bool AddRoom(Room room, int x, int y, int z)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Parameters

+ NetAF.Commands.Frame

Type

[\(NetAF.Commands.Frame.html\)](#)

Room ([\(NetAF.Assets.Locations.Room.html\)](#))

Name

Description

room The room to add.

+ NetAF.Commands.Global

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

[\(NetAF.Commands.Global.html\)](#)

x

The x position within the region.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position within the region.

+ NetAF.Commands.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The z position within the region.

[\(NetAF.Commands.Persistence.html\)](#)

Returns

+ NetAF.Commands.Scene

Type

[\(NetAF.Commands.Scene.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.Examine(ExaminationScene)

Instructions

Description

Examine this object.

Declaration

```
public override ExaminationResult Examine(ExaminationScene scene)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html) (NetAF.Assets.ExaminationScene.html)	scene	The scene this object is being examined from.
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)		

Returns

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	

ExaminationResult
[\(NetAF.Assets.ExaminationResult.html\)](#)

Matrix
[\(NetAF.Assets.Locations.Matrix.html\)](#)

Overrides
Overworld

ExaminableObject.Examine(ExaminationScene)
[\(NetAF.Assets.Locations.Overworld.html\)](#)

NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination

Scene
[\(NetAF.Assets.Locations.Region.html\)](#)

Region
[\(NetAF.Assets.Locations.Region.html\)](#)

Room
[\(NetAF.Assets.Locations.Room.html\)](#)

RoomPosition
[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

GetAdjoiningRoom(Direction)
[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

ViewPoint
[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

+ NetAF.Commands

GetAdjoiningRoom(Direction direction)
[\(NetAF.Commands.html\)](#)

Parameters

Type	Name	Description
+ NetAF.Commands.Global (NetAF.Commands.Direction.html)	direction	The direction of the adjoining Room. (NetAF.Commands.Global.html)

Returns

+ NetAF.Commands.

Type	Description
+ NetAF.Commands.Persistence (NetAF.Commands.Persistence.html)	The adjoining Room. (NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

GetAdjoiningRoom(Direction, Room)

+ NetAF.Conversations

GetAdjoiningRoom(Room)
[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions

```
public Room GetAdjoiningRoom(Direction direction, Room room)
```

Parameters

Type	Name	Description
Direction (NetAF.Assets.Direction.html)	direction	The direction of the adjoining room.
+ NetAF.Assets.Room.html (NetAF.Assets.Interaction.html)	room	The room to use as the reference.

Returns

- NetAF.Assets.Locations

Type	Description
Room (NetAF.Assets.Locations.Room.html)	The adjoining room.

(NetAF.Assets.Direction.Exit)
Exit

(NetAF.Assets.Locations.Exit.html)
Matrix

Get the position of a room.
Overworld

Declaration
(NetAF.Assets.Locations.Overworld)

Region

```
public RoomPosition GetPositionOfRoom(Room room)
```

Room

(NetAF.Assets.Locations.Room.html)

Parameters
RoomPosition

Type	Name	Description
ViewPoint Room (NetAF.Assets.Locations.Room.html)	room	The room.

Related

+ NetAF.Commands

Type	Description
+ NetAF.Commands.Frame	The position of the room.

+ NetAF.Commands.Global

JumpToRoom(int, int, int)

JumpToRoom

Persistence

Declaration
(NetAF.Commands.Persistence)

```
public bool JumpToRoom(int x, int y, int z)
```

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Parameters

+ NetAF.Conversations

Type	Name	Description
int (http://learn.microsoft.com/dotnet/api/system.int32)	x	The x location of the room.

Instructions

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y location of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z location of the room.

Returns

Type	Description
+ NetAF.Assets.Interaction bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Interaction.html)	True if the room could be jumped to, else false.

- NetAF.Assets.Locations

MOVE(DIRECTION) ([NetAF.Assets.Locations.html](#))

Direction

Move in a direction.
([NetAF.Assets.Locations.Direction.html](#))

Declaration

([NetAF.Assets.Locations.Exit.html](#))

Matrix
public bool Move(Direction direction)
([NetAF.Assets.Locations.Matrix.html](#))

Overworld

Parameters
([NetAF.Assets.Locations.Overworld.html](#))

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)		

Direction
([NetAF.Assets.Locations.Direction.html](#))

direction

The direction to move in.

Room
([NetAF.Assets.Locations.Room.html](#))

Type	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	

RoomPosition

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the move was successful, else false.

+ NetAF.Commands

(NetAF.Commands.html)

RestoreFrom(RegionSerialization)

+ NetAF.Commands.Frame

Restore this object from a serialization.

(NetAF.Commands.Frame.html)

Declaration

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

public void RestoreFrom(RegionSerialization serialization)

+ NetAF.Commands.

Persistence

Parameters
([NetAF.Commands.Persistence.html](#))

Type

+ NetAF.Commands.Scene

RegionSerialization

(NetAF.Commands.Scene.html)

([NetAF.Serialization.Assets.RegionSerialization.html](#))

serialization

The serialization to restore from.

+ NetAF.Conversations

(NetAF.Conversations.html)

SetStartRoom(Room)

(NetAF.Conversations.html)

Instructions

Set the room to start in.

Declaration

```
public void SetStartRoom(Room room)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	room	The Room to start in.

- NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

SetStartRoom(int, int, int)

Direction

Set the Room to start in.

Exit

Declaration

[\(NetAF.Assets.Locations.Exit.html\)](#)

Matrix

```
public void SetStartRoom(Matrix x, int y, int z)
```

Overworld

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Parameters

Region

Type	Name	Description
NetAF.Assets.Locations.Region.htm	x	The x position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Locations.Room.htm)	y	The y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Locations.RoomPos.htm)	z	The z position.

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

+ NetAF.Commands

ToMatrix()

[\(NetAF.Commands.html\)](#)

Get this region as a 3D matrix of rooms.

+ NetAF.Commands.Frame

Declaration

[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global

public Matrix ToMatrix()

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Returns

Persistence

Type

[\(NetAF.Commands.Persistence.html\)](#)

Matrix ([\(NetAF.Assets.Locations.Matrix.html\)](#))

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

TryFindRoom(string, out Room)

[\(NetAF.Conversations.html\)](#)

Try and find a room within this region.

+ NetAF.Conversations.

Declaration

Instructions

```
public bool TryFindRoom(string name, out Room room)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	name	The rooms name.
+ NetAF.Assets.Interaction Room.html (NetAF.Assets.Interaction.html)	room	The room, if found, else null.

Returns

- [NetAF.Assets.Locations](#)

Type	Description
(NetAF.Assets.Locations.html)	True if the room could be found, else false.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Assets.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Unlock a pair of doors in a specified direction in the CurrentRoom.

Overworld

Declaration

[\(NetAF.Assets.Locations.Overworld\)](#)

Region

[\(NetAF.Assets.LockDoorPair.Direction direction\)](#)

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

Type	Name	Description
(NetAF.Assets.Locations.RoomPos)	direction	The direction to unlock in.

+ [NetAF.Commands](#)

Type	Description
(NetAF.Commands.html)	True if the door pair could be unlocked, else false.

+ [NetAF.Commands.Frame](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Commands.Frame.html\)](#)

+ [NetAF.Commands.Global](#)

Implements

[\(NetAF.Commands.Global.html\)](#)

IExaminable ([NetAF.Assets.IExaminable.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

Persistence

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

[\(NetAF.Commands.Persistence\)](#)

+ [NetAF.Commands.Scene](#)

[\(NetAF.Commands.Scene.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

[Instructions](#)

Class Room

Represents a room

Filter by title

Inheritance

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](#))

- NetAF.Assets.Locations

↳ Room

(NetAF.Assets.Locations.html)

Implements

Direction

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

↳ (NetAF.Assets.Direction)

IItemContainer ([NetAF.Assets.IItemContainer.html](#))

↳ Exit

IExaminable ([NetAF.Assets.IExaminable.html](#))

↳ (NetAF.Assets.Locations.Exit.html)

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

↳ Matrix

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

↳ (NetAF.Assets.Locations.Matrix.html)

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

Overworld

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<RoomSerialization

↳ (NetAF.Assets.Locations.Overworld.html)

(NetAF.Serialization.Assets.RoomSerialization.html)>

Region

Inherited Members

(NetAF.Assets.Locations.Region.html)

Room

ExaminableObject.Examination

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

RoomPosition

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](#))

↳ (NetAF.Assets.Locations.RoomPos)

ExaminableObject.Description

ViewPoint

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

ExaminableObject.Commands

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

ExaminableObject.Attributes

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.PlayerVisible

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_ExaminableSerialization)

ExaminableObject.Global

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

↳ + NetAF.Commands.

Persistence

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.Equals(object, System.Object)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

↳ (NetAF.Commands.Scene.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ + NetAF.Conversations.

Instructions

↳ (NetAF.Conversations.Instruct)

Assembly: NetAF.dll

↳ + NetAF.Conversations.

Syntax

Instructions

↳ (NetAF.Conversations.Instruct)

```
public sealed class Room : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<RoomSerialization>
```

▼ Constructors

+ [NetAF.Assets.Interaction](#)

([NetAF.Assets.Interaction.html](#))

Room(Identifier, Description, Exit[], Item[], CustomCommand[], InteractionCallback, ExaminationCallback)
[NetAF.Assets.Locations](#)
[NetAF.Assets.Locations.html](#))

Initializes a new instance of the Room class.

 Direction

 Declaration
 Exit

```
    (NetAF.Assets.Locations.Exit.html)
    public Room(Identifier identifier, Description description, Exit[] exits = null, Item[]
        Matrix items = null, CustomCommand[] commands = null, InteractionCallback interaction =
        (NetAF.Assets.Locations.Matrix.html)
        null, ExaminationCallback examination = null)
        Overworld
```

 (NetAF.Assets.Locations.Overworld)

Parameters

 Region

Type	Name	Description
Room		
Identifier (NetAF.Assets.Identifier.html)	identifier	This rooms identifier.
RoomPosition		
Description (NetAF.Assets.Description.html)	description	This rooms description.
(NetAF.Assets.RoomPosition)		
Exit (NetAF.Assets.Locations.Exit.html)[]	exits	The exits from this room.
(NetAF.Assets.Locations.ViewPoint)		
Item (NetAF.Assets.Item.html)[]	items	The items in this room.
+ NetAF Commands		
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
(NetAF.Commands.html)		
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	interaction	The interaction.
+ NetAF.Commands.Frame		
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	examination	The examination.
(NetAF.Commands.Frame.html)		

+ **NetAF.Commands.Global**

Room(string, string, Exit[], Item[], CustomCommand[], InteractionCallback, ExaminationCallback)
[NetAF.Commands](#)

Persistence

Initializes a new instance of the Room class.

([NetAF.Commands.Persistence.html](#))

Declaration

+ **NetAF.Commands.Scene**

([NetAFCommands.Scene.html](#))
 public Room(string identifier, string description, Exit[] exits = null, Item[] items
 = null, CustomCommand[] commands = null, InteractionCallback interaction = null, Exam-
 inationCallback examination = null)

([NetAF.Conversations.html](#))

+ **NetAF Conversations.**

Instructions

([NetAF Conversations.Instruct.html](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	This rooms identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	This rooms description.
Exit (NetAF.Assets.Locations.Exit.html) [▼]	<i>exits</i>	The exits from this room.
Item (NetAF.Assets.Item.html) [+] + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	<i>items</i>	The items in this room.
Custom Command (NetAF.Commands.CustomCommand.html) [+] - NetAF.Assets.Locations (NetAF.Assets.Locations.html)	<i>commands</i>	This objects commands.
Interaction Callback (NetAF.Assets.Interaction.InteractionCallback.html)	<i>interaction</i>	The interaction.
Examination Callback (NetAF.Assets.ExaminationCallback.html)	<i>examination</i>	The examination.

Direction
[\(NetAF.Assets.Locations.Direction.html\)](#)

Exit
[\(NetAF.Assets.Locations.Exit.html\)](#)

Properties

Characters

Overworld
[\(NetAF.Assets.Locations.Overworld.html\)](#)

Get the characters in this Room.
[Region](#)

Region
[\(NetAF.Assets.Locations.Region.html\)](#)

Room
[\(NetAF.Assets.Locations.Room.html\)](#)

```
public NonPlayableCharacter[] Characters { get; }
```

RoomPosition
[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

Property Value

Type	Description
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html) [+] + NetAF.Commands (NetAF.Commands.html)	

+ NetAF.Commands.Frame

[EnteredFrom](#)

+ NetAF.Commands.Global

Get which direction this Room was entered from.

[\(NetAF.Commands.Global.html\)](#)

Declaration

+ NetAF.Commands.

Persistence
[EnteredFrom? EnteredFrom { get; }](#)

[\(NetAF.Commands.Persistence.html\)](#)

Property Value

[NetAF.Commands.Scene](#)

Type	Description
(NetAF.Commands.Scene.html)	

+ NetAF.Conversations.

EnteredFrom
[\(NetAF.Commands.EnteredFrom.Direction.html\)?](#)

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Exits

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction of an exit.

Property Value

Type	Description
+ NetAF.Assets.Interaction.Exit (NetAF.Assets.Interaction.html)	The exit.

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Items

Direction

Get the direction.

Exit

Declaration
(NetAF.Assets.Locations.Exit.html)

Matrix

public Item[] Items { get; }
(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Property Value

Region

Type
(NetAF.Assets.Locations.Region.html)

Room

Item (NetAF.Assets.Item.html)[]
(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos.html)

UnlockedExits

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)
Get all unlocked exits.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Commands.Frame

UnlockedExits { get; }
(NetAF.Commands.Frame.html)

Property Value

+ NetAF.Commands.Global

Type
(NetAF.Commands.Global.html)

+ NetAF.Commands.

Exit (NetAF.Assets.Locations.Exit.html)[]

Persistence

(NetAF.Commands.Persistence.html)

Methods

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

AddCharacter(NonPlayableCharacter)

(NetAF.Conversations.html)

Add a character to this room.

+ NetAF.Conversations.

Declaration

InSTRUCTIONS

(NetAF.Conversations.Instruct.html)

```
public void AddCharacter(NonPlayableCharacter character)
```

Parameters

Type	Name	Description
NonPlayableCharacter + NetAF.Assets.Interaction (NetAF.Assets.Characters.NonPlayableCharacter.html) (NetAF.Assets.Interaction.html)	character	The character to add.

- NetAF.Assets.Locations

AddItem(Item)

Direction
Add an item.
(NetAF.Assets.Locations.Direction.html)

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix
public void AddItem(Item item)
(NetAF.Assets.Locations.Matrix.html)

Overworld

Parameters

(NetAF.Assets.Locations.Overworld.html)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	item	The item to add.

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Test (NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

```
public bool CanMove(Direction direction)
+ NetAF.Commands.Frame
```

(NetAF.Commands.Frame.html)

Parameters

+ NetAF.Commands.Global

Type (NetAF.Commands.Global.html)

Direction (NetAF.Assets.Locations.Direction.html)

+ NetAF.Commands.Persistency

Persistence

Returns (NetAF.Commands.Persistence.html)

Type

+ NetAF.Commands.Scene

```
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
(NetAF.Commands.Scene.html)
```

+ NetAF.Conversations

(NetAF.Conversations.html)

ContainsCharacter(NonPlayableCharacter, bool)

+ NetAF.Conversations

Get if this Room contains a character.

Instructions

Declaration (NetAF.Conversations.Instruct.html)

```
public bool ContainsCharacter(NonPlayableCharacter character, bool includeInvisibleCharacters = false)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction NonPlayableCharacter (NetAF.Assets.Interaction.html)	character	The character.
- NetAF.Assets.Locations b (NetAF.Assets.Locations.html) (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Direction.html)	includeInvisibleCharacters	Specify if invisible characters should be included.

Exit

Returns
([NetAF.Assets.Locations.Exit.html](#))

Type	Description
Matrix (NetAF.Assets.Locations.Matrix.html)	True if the item is in this room, else false.

Overworld
([NetAF.Assets.Locations.Overworld.html](#))

Region

ContainsCharacter(string, bool)

Get if this Room contains a character.

RoomPosition

Declaration
([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

```
(NetAF.Assets.Locations.ViewPoint.html) ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)
```

+ NetAF.Commands

([NetAF.Commands.html](#))

Parameters

Type	Name	Description
+ NetAF.Commands.Frame string (NetAF.Commands.Frame.html)	characterName	The character name to check for.
+ NetAF.Commands.Global bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Commands.Global.html)	includeInvisibleCharacters	Specify if invisible characters should be included.

+ NetAF.Commands.Scene

Returns
([NetAF.Commands.Scene.html](#))

Type	Description
+ NetAF.Conversations bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Conversations.html)	True if the item is in this room, else false.

+ NetAF.Conversations.

ContainsText(Direction, bool)

([NetAF.Conversations.Instruct.html](#))

Get if this Room contains an exit.

Declaration

```
public bool ContainsExit(Direction direction, bool includeInvisibleExits = false)
```



Parameters

+ **NetAF.Assets.Interaction**

Type
[\(NetAF.Assets.Interaction.html\)](#)

Direction (NetAF.Assets.Locations.Direction.html)
- **NetAF.Assets.Locations**

bool
[\(NetAF.Assets.Locations.html\)](#)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)
Direction
lean
(NetAF.Assets.Locations.Direction.

Name

Description

direction

The direction of the exit to check for.

includeInvisibleExits

Specify if invisible exits should be included.

Exit

Returns
[\(NetAF.Assets.Locations.Exit.html\)](#)

Type
[Matrix](#)

(NetAF.Assets.Locations.Matrix.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Overworld

Description

True if the exit exists, else false.

ContainsExit(bool)

Room

Get if NetAF.Room contains an exit.

RoomPosition

Declaration
[\(NetAF.Assets.Locations.RoomPos](#)

ViewPoint

```
public bool ContainsExit(bool includeInvisibleExits = false)
```

(NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

Parameters

[\(NetAF.Commands.html\)](#)

Type

+ **NetAF.Commands.Frame**

bool

[\(NetAF.Commands.Frame.html\)](#)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Name

Description

includeInvisibleExits

Specify if invisible exits should be included.

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

Returns

+ **NetAF.Commands.**

Type

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the exit exists, else false.

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

ContainsInteractionTarget(string)

+ **NetAF.Conversations**

Get NetAF.Conversation containing a conversation target.

[\(NetAF.Conversations.html\)](#)

Declaration

NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct](#)

```
public bool ContainsInteractionTarget(string targetName)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Assets.Interaction.html	targetName	The name of the target to check for.

(NetAF.Assets.Interaction.html)

Returns

Type	Description
(NetAF.Assets.Locations.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) Direction	True if the target is in this room, else false.

(NetAF.Assets.Locations.Direction.

Exit

ContainsItem(Item)

Matrix

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.

Overworld

(NetAF.Assets.Locations.Overworld

Declaration

Region

(NetAF.Assets.Locations.Region.html)
Room

(NetAF.Assets.Locations.Room.html)

Parameters

Type	Name	Description
(NetAF.Assets.Locations.RoomPosition.html) ViewPoint	item	The item to check for.

+ NetAF.Commands

Returns

(NetAF.Commands.html)

Type

+ NetAF.Commands.Frame

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Commands.Frame.html)

Description

True if the item is in this room, else false.

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

ContainsItem(String, bool)

+ NetAF.Commands.

Get if this Room contains an item.

Persistence

Declaration

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

public bool ContainsItem(string itemName, bool includeInvisibleItems = false)

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The item name to check for.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	includeInvisibleItems	Specify if invisible items should be included.

+ [NetAF.Assets.Interaction.html](#)

Returns

- [NetAF.Assets.Locations.html](#)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Direction.html)	True if the item is in this room, else false.

Exit

([NetAF.Assets.Locations.Exit.html](#))

Examine([ExaminationScene.html](#))

Matrix

([NetAF.Assets.Locations.Matrix.html](#))

Handle examination this Room.

Overworld

([NetAF.Assets.Locations.Overworld.html](#))

Region

([NetAF.Assets.Locations.Region.html](#))

Room

([NetAF.Assets.Locations.Room.html](#))

Parameters

RoomPosition

Type	Name	Description
NetAF.Assets.Locations.RoomPosition ViewPoint ExaminationScene (NetAF.Assets.Locations.ViewPoint.html) (NetAF.Assets.ExaminationScene.html)	scene	The scene this object is being examined from.

+ [NetAF.Commands.html](#)

- [NetAF.Commands.html](#)

Returns

Type	Description
NetAF.Commands.Frame.html ExaminationResult (NetAF.Assets.ExaminationResult.html)	The result of this examination.

+ [NetAF.Commands.Global.html](#)

Overrides

- [NetAF.Commands.Global.html](#)

ExaminableObject.Examine(ExaminationScene)

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene)

+ [NetAF.Commands.Persistence.html](#)

- [NetAF.Commands.Persistence.html](#)

FINDCharacter(string, out NonPlayableCharacter)

- [NetAF.Commands.Scene.html](#)

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

+ [NetAF.Conversations.html](#)

Declaration

- [NetAF.Conversations.html](#)

+ [NetAF.Conversations.html](#)

- [NetAF.Conversations.html](#)

Instructions

- [NetAF.Conversations.Instruct.html](#)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	characterName	The character.
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	character	The character name.

+ NetAF.Assets.Interaction

Returns

[\(NetAF.Assets.Interaction.html\)](#)

Type

- NetAF.Assets.Locations

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Assets.Locations.html\)](#)

Description

True if the character was found.

Direction

(NetAF.Assets.Direction.[Direction.html](#))

FindCharacter(string, out NonPlayableCharacter, bool)

[Exit](#)

(NetAF.Assets.Direction.Exit.html)

Find a character.

Matrix

(NetAF.Assets.Direction.Matrix.html)

Overworld

(NetAF.Assets.Direction.Overworld.html)

public bool FindCharacter(string characterName, out NonPlayableCharacter character,

bool includeInvisibleCharacters)

(NetAF.Assets.Direction.Region.html)

Room

Parameters

(NetAF.Assets.Direction.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Direction.RoomPosition.html)	characterName	The character name.
String ViewPoint (https://learn.microsoft.com/dotnet/api/system.string)	character	The character.
+ NetAF.Commands	includeInvisibleCharacters	Specify if invisible characters should be included.
NonPlayableCharacter (NetAF.Commands.html) (NetAF.Assets.Characters.NonPlayableCharacter.html)		
+ NetAF.Commands.Frame		
(NetAF.Commands.Frame.html) (https://learn.microsoft.com/dotnet/api/system.boolean)		
+ NetAF.Commands.Global		
(NetAF.Commands.Global.html)		

+ NetAF.Commands.

Type	Description
Persistence (NetAF.Commands.Persistence.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the character was found.

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

FindExit(Direction, bool, out Exit)

[\(NetAF.Conversations.html\)](#)

Find an exit.

+ NetAF.Conversations.

Declaration

[Instructions](#)

[\(NetAF.Conversations.Instructions.html\)](#)

```
public bool FindExit(Direction direction, bool includeInvisibleExits, out Exit exit)
```

Parameters

Type	Name	Description
Direction (NetAF.Assets.Direction.html) + NetAF.Assets.Interaction - NetAF.Assets.Locations	direction	The exits direction.
bool (NetAF.Assets.Interaction.html) (https://learn.microsoft.com/dotnet/api/system.boolean) olean)	includeInvisibleExits	Specify if invisible exists should be included.
Exit (NetAF.Assets.Locations.Exit.html) Direction	exit	The exit.

Returns
Exit

Type	Description
Matrix (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Matrix.htm)	True if the exit was found.

Overworld

(NetAF.Assets.Locations.Overworld)

FindInteractionTarget(string, out IInteractWithItem)

(NetAF.Assets.Locations.Region.html)
Find an interaction target.

Room

Declaration
Room

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Parameters

+ NetAF.Commands

Type	Name	Description
(NetAF.Commands.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	targetName	The targets name.

+ NetAF.Commands.Frame

Type	Description
IInteractWithItem (https://learn.microsoft.com/dotnet/api/system.IInteractWithItem)	The target.

+ NetAF.Commands.Global

Returns
(NetAF.Commands.Global.html)

Type

+ NetAF.Commands.

bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the target was found.
--	-------------------------------

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

FindItem(string, out Item)

(NetAF.Commands.Scene.html)

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false

+ NetAF.Conversations

Declaration
(NetAF.Conversations.html)

+ NetAF.Conversations

public bool FindItem(string itemName, out Item item)

Instructions

(NetAF.Conversations.Instruct)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The items name. This is case insensitive
Item (NetAF.Assets.Item.html)	item	The item

+ **NetAF.Assets.Interaction**

Returns

[\(NetAF.Assets.Interaction.html\)](#)

Type

- **NetAF.Assets.Locations**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Assets.Locations.html\)](#)

Description

True if the item was found

Direction

(NetAF.Assets.Locations.Direction.html)

FindItem(string, out Item, bool)

Exit

(NetAF.Assets.Locations.Exit.html)

Find an item.

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Parameters

Room

Type	Name	Description
NetAF.Assets.Locations.Room.htm		
RoomPosition		
string (NetAF.Assets.Locations.RoomPos (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The items name.
ViewPoint (NetAF.Assets.Locations.ViewPoin		
Item (NetAF.Commands.html)	item	The item.
(NetAF.Commands.html)		
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	includeInvisibleItems	Specify is invisible items should be included.
(NetAF.Commands.Frame.html)		

Return **NetAF.Commands.Global**

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item was found.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

HasLockedExitInDirection(Direction, bool)

NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Get if this room has a visible locked exit in a specified direction.

+ **NetAF.Conversations**

Declaration

[\(NetAF.Conversations.html\)](#)

public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits
= false)

Instructions

[\(NetAF.Conversations.Instruct](#)

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction to check.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Assets.Interaction	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

(NetAF.Assets.Interaction.html)

Returns

Type	Description
(NetAF.Assets.Locations.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Assets.Locations	If there is a locked exit in the specified direction.

HasUnlockedExitInDirection(Direction, bool)

Matrix

Get if this room has a visible unlocked exit in a specified direction.

(NetAF.Assets.Locations.Matrix.html)

Declaration

(NetAF.Assets.Locations.Overworld.html)

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)
```

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

Type	Name	Description
ViewPoint Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Locations.ViewPoint.html)	<i>direction</i>	The direction to check.
bool + NetAF.Commands	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

+ NetAF.Commands.Frame

Returns

(NetAF.Commands.Frame.html)

Type	Description
+ NetAF.Commands.Global	

(NetAF.Commands.Global.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Interact(Item)

+ NetAF.Commands.Scene

Interact with an item

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

```
public InteractionResult Interact(Item item)
```

+ NetAF.Conversations.

Instructions

Parameters

(NetAF.Conversations.Instruct.html)

Type	Name	Description
Item (NetAF.Assets.Item.html)	<i>item</i>	The item to interact with.

Returns

Type	Description
+ InteractionResult (NetAF.Assets.Interaction.InteractionResult.html)	The result of the interaction.

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations
MovedInto(Direction?)
 (NetAF.Assets.Locations.html)

Handle movement into this GameLocation.

Declaration
 Declaration
 Exit

(NetAF.Assets.Locations.Exit.html)
 public void MovedInto(Direction? fromDirection)

(NetAF.Assets.Locations.Matrix.htm

Overworld
 Parameters

Type	Name	Description
Region	<i>fromDirection</i>	The direction movement into this Room is from. Use null if there is no direction.

ViewPoint

(NetAF.Assets.Locations.ViewPoin

RemoveCharacter(NonPlayableCharacter)

+ NetAF.Commands

Remove a character from the room.

(NetAF.Commands.html)

Declaration
 Declaration

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

public void RemoveCharacter(NonPlayableCharacter character)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Parameters

Type	Name	Description
Persistence NonPlayableCharacter	<i>character</i>	The character to remove.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

RemoveInteractionTarget(IInteractWithItem)

(NetAF.Conversations.html)

Remove an interaction target from the room.

+ NetAF.Conversations

Instructions

(NetAF.Conversations.Instruct

```
public IInteractWithItem RemoveInteractionTarget(IInteractWithItem target)
```

Parameters

Type	Name	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) + NetAF.Assets.interaction	target	The target to remove.

(NetAF.Assets.Interaction.html)

Returns

Type	Description
(NetAF.Assets.Locations.html) IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) Direction	The target removed from this room.

(NetAF.Assets.Locations.Direction.
Exit)

RemoveItem(item)

Matrix
Remove an item

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld)

Region

```
public void RemoveItem(Item item)
```

(NetAF.Assets.Locations.Region.html)

Room

Parameters
(NetAF.Assets.Locations.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)		

Item
(NetAF.Assets.Item.html)

item

The item to remove.

(NetAF.Assets.Locations.ViewPoint)

+ NetAF.Commands

RestoreFrom(RoomSerialization)

(NetAF.Commands.html)

Restore this object from a serialization.

(NetAFCommands.Frame.html)

Declaration

+ NetAF.Commands.Global

public void RestoreFrom(RoomSerialization serialization)

(NetAFCommands.Global.html)

Parameters

Persistence

Type
(NetAF.Commands.Persistence.html)

Name

Description

RoomSerialization
(NetAF.Serialization.Assets.RoomSerialization.html)

serialization

The serialization to restore

(NetAFCommands.Scene.html)

from.

+ NetAF.Conversations

(NetAFConversations.html)

SpecifyConditionalDescription(ConditionalDescription)

+ NetAF Conversations

Specify a conditional description of this room.

Instructions

Declaration

(NetAFConversations.Instruct)

```
public void SpecifyConditionalDescription(ConditionalDescription description)
```

Parameters

Type	Name	Description
ConditionalDescription (NetAF.Assets.ConditionalDescription.html) + NetAF.Assets.Interaction	description	The description of this room.

(NetAF.Assets.Interaction.html)

Implements

Locations

(NetAF.Assets.Locations.html)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

IItemContainer (NetAF.Assets.IItemContainer.html)

IExamineable (NetAF.Assets.IExamineable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- **NetAF.Assets.Locations**

↳ RoomPosition

([NetAF.Assets.Locations.html](#))

Inherited Members

Direction

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Exit

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Matrix

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

Overwrite

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Region

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

Assembly: NetAF.dll

RoomPosition

Syntax

([NetAF.Assets.Locations.RoomPos](#))

ViewPoint

public class RoomPosition

([NetAF.Assets.Locations.ViewPoin](#))

+ **NetAF.Commands**

([NetAF.Commands.html](#))

Constructors

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

RoomPosition(Room, int, int, int)

+ **NetAF.Commands.Global**

Represents a room position.

([NetAF.Commands.Global.html](#))

Declaration

+ **NetAF.Commands.**

Persistence

public RoomPosition(Room room, int x, int y, int z)

([NetAF.Commands.Persistence](#))

+ **NetAF.Commands.Scene**

Parameters

([NetAF.Commands.Scene.html](#))

Type

+ **NetAF.Conversations**

Room ([NetAF.Assets.Locations.Room.html](#))

([NetAF.Conversations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **NetAF.Conversations.**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Instructions

([NetAF.Conversations.Instruct](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z The z position of the room.

Type	Name	Description
room	The room/	
x	The x position of the room.	
y	The y position of the room.	
z	The z position of the room.	

Properties

Room

Get the room.

Declaration

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

Direction

Type	Description
Exit	
Room (NetAF.Assets.Locations.Room.html)	(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

X Overworld

(NetAF.Assets.Locations.Overworld.html)

Get the X position of the room.

(NetAF.Assets.Locations.Region.html)

Declaration

Room

(NetAF.Assets.Locations.Room.html)

public int X { get; }

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Type	Description
+ NetAF.Commands	

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Commands.html)

+ NetAF.Commands.Frame

Y (NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Get the Y position of the room.

(NetAF.Commands.Global.html)

Declaration

+ NetAF.Commands.

Persistence Y { get; }

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

Type	Description
(NetAF.Commands.Scene.html)	

+ NetAF.Conversations

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Z Instructions

(NetAF.Conversations.Instruct.html)

Get the Z position of the room.

Declaration

```
public int Z { get; }
```

Property Value

Type	Description
(NetAF.Assets.Interaction.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	

- NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Methods

(NetAF.Assets.Locations.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

IsAtPosition(int, int, int)

(NetAF.Assets.Locations.Matrix.html)

Get if this Room position is at a position.

Overworld

Declaration

(NetAF.Assets.Locations.Overworld.

Region

[\(NetAF.Assets.Locations.Region.html\)](#) int x, int y, int z)

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

Type	Name	Description
NetAF.Assets.Locations.RoomPos	x	The X position.
ViewPoint int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Locations.ViewPoint)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Commands.html)	z	The Z position.

+ NetAF.Commands.Frame

Returns

[\(NetAF.Commands.Frame.html\)](#)

Type

Description

+ NetAF.Commands.Global

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Commands.Global.html\)](#)

True if this is at the position, else false.

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

- NetAFAssets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAFAssets.Locations.html](#))

↳ ViewPoint

Direction

Inherited Members

([NetAFAssets.Direction.html](#))

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAFAssets.Exit.html](#))

object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAFAssets.LocationMatrix.html](#))

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAFAssets.Overwork.html](#))

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAFAssets.Region.html](#))

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Region

NameSpace: NetAF (NetAF.html).Assets (NetAFAssets.html).Locations (NetAFAssets.Locations.html)

Assembly: NetAF.dll

RoomPosition

Syntax

([NetAFAssets.RoomPosition.html](#))

ViewPoint

public sealed class ViewPoint

([NetAFAssets.ViewPoint.html](#))

+ NetAF.Commands

([NetAFCommands.html](#))

Properties

([NetAFCommands.Frame.html](#))

Any

([NetAFCommands.Global.html](#))

Get if there is a view in any direction.

+ NetAF.Commands.

Declaration

Persistence

([NetAFCommands.Persistence.html](#))

public bool Any { get; }

+ NetAF.Commands.Scene

([NetAFCommands.Scene.html](#))

Property Value

+ NetAF.Conversations

([NetAFConversations.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Conversations.

Instructions

([NetAFConversations.Instruct.html](#))

AnyNotVisited

+ NetAF.Extensions

([NetAFExtensions.html](#))

Type	Description

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

Type	Description
NetAF.Assets.Locations (NetAF.Assets.Locations.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Direction
(NetAF.Assets.Locations.Direction.html)

Exit
(NetAF.Assets.Locations.Exit.html)

Matrix
Get if there is a view in any direction.
(NetAF.Assets.Locations.Matrix.html)

Declaration
OverWorld
(NetAF.Assets.Locations.Overworld.html)

```
public bool AnyVisited { get; }
```

```
(NetAF.Assets.Locations.Region.html)
```

Room
Property Value
(NetAF.Assets.Locations.Room.html)

Type	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands
this[Direction]
[\(NetAF.Commands.html\)](#)

Get the room that lies in a specified direction.

+ NetAF.Commands.Frame

Declaration
[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global
public Room this[Direction direction] { get; }
[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Type	Name	Description
(NetAF.Commands.Persistence.html)		

Direction (NetAF.Assets.Locations.Direction.html)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Type	Description
(NetAF.Conversations.html)	The room.

+ NetAF.Conversations.
Instructions
[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

Type	Description
NetAF.Assets.Locations (NetAF.Assets.Locations.html)	

Direction
(NetAF.Assets.Locations.Direction.html)

Exit
(NetAF.Assets.Locations.Exit.html)

Matrix
(NetAF.Assets.Locations.Matrix.html)

Methods

Create(Region)

(NetAF.Assets.Locations.Overworld.html)

CreateRegion ViewPoint.

(NetAF.Assets.Locations.Region.html)
Declaration
Room

(NetAF.Assets.Locations.Room.html)
public static ViewPoint Create(Region region)

(NetAF.Assets.Locations.RoomPos.html)

Parameters

(NetAF.Assets.Locations.ViewPoint.html)

Type

+ NetAF.Commands

Region (NetAF.Assets.Locations.Region.html)
[\(NetAF.Commands.html\)](#)

NetAF.Commands.Frame

Type	Description
(NetAF.Commands.Frame.html)	

(NetAF.Commands.Frame.html)

View Point (NetAF.Assets.Locations.ViewPoint.html)

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

Namespace NetAF.Commands

Classes

Filter by title

(NetAF.Assets.Attributes.html)
CommandHelp (NetAF.Commands.CommandHelp.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

CustomCommand (NetAF.Commands.CustomCommand.html)

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

Interfaces

(NetAF.Assets.Locations.html)

- **NetAF.Commands**

ICommand (NetAF.Commands.ICommand.html)

Represents a command.

CommandHelp

(NetAF.Commands.CommandHelp.html)

CustomCommand

(NetAF.Commands.CustomCommand.html)

CustomCommandCallback

(NetAF.Commands.CustomCommandCallback.html)

CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)

ICommand

Provides a callback for custom commands.

(NetAF.Commands.ICommand.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Characters.html\)](#)
↳ CommandHelp

+ NetAF.Assets.Interaction

Implements

[\(NetAF.Assets.Interaction.html\)](#)

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp

(NetAF.Commands.CommandHelp.html)>

+ NetAF.Assets.Locations

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<string
([\(NetAF.Assets.Locations.html\)](#))
(<https://learn.microsoft.com/dotnet/api/system.string>)>

NetAF Commands

Inherited Members

[\(NetAF.Commands.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
↳ CommandHelp

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
↳ CustomCommand

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>)
↳ ICommand

([\(NetAF.Commands.ICommand.html\)](#)
Namespace: NetAF ([\(NetAF.html\)](#)).Commands ([\(NetAF.Commands.html\)](#))

* NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global

public sealed class CommandHelp : IEquatable<CommandHelp>, IEquatable<string>
[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Persistence

Constructors

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

CommandHelp(string, string, string)
[\(NetAF.Commands.Scene.html\)](#)

Provides help for a command.

+ NetAF.Conversations

Delegation

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

public CommandHelp(string command, string description, string shortcut = "")
Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Parameters

+ NetAF.Extensions

Type

[\(NetAF.Extensions.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

command

The command.

+ NetAF.Interpretation

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The help.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>shortcut</i>	A shortcut for the command.

▼

Properties Characters

(NetAF.Assets.Characters.html)

Command

(NetAF.Assets.Interaction.html)

Get the command.

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

- NetAF.Commands

public string Command { get; }

(NetAF.Commands.html)

Property Value

(NetAF.Commands.CommandHelp.html)

Type CustomCommand

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

CustomCommandCallback

(NetAF.Commands.CustomCommand.html)

ICommand

Description

(NetAF.Commands.ICommand.html)

Get the description of the command.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Declaration

+ NetAF.Commands.Global

public string Description { get; }

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Property Value

Persistence

Description

Type (NetAF.Commands.Persistence.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Shortcut

(NetAF.Conversations.html)

Get the shortcut for the command.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct.html)

public string Shortcut { get; }

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Methods

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

Indicates whether the current object is equal to another object of the same type.

[\(NetAF.Assets.Interaction.html\)](#)

Declaration

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

- NetAF.Commands

[\(NetAF.Commands.html\)](#)

Type `CommandHelp`

Type	Description
(NetAF.Commands.CommandHelp)	
CommandHelp (NetAF.Commands.CommandHelp.html)	
CustomCommand	<code>other</code> An object to compare with this object.

[\(NetAF.Commands.CustomCommand.html\)](#)

Returns `CustomCommandCallback`

Type `CustomCommand`

Type	Description
(NetAF.Commands.CustomCommand.html)	
ICommand	
<code>bool Equals(Command other)</code>	<code>true</code> (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the <code>other</code> parameter; otherwise, <code>false</code> .

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

`ean)`

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

- NetAF.Commands.

Equals(`string`)

[Persistence](#)

Indicates whether the current object is equal to another object of a different type.

[\(NetAF.Commands.Persistence.html\)](#)

Declaration

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

`public bool Equals(string other)`

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Parameters

Type `Instructions`

Type	Name	Description
<code>string</code> (https://learn.microsoft.com/dotnet/api/system.string)	<code>other</code>	An object to compare with this object.

[\(NetAF.Conversations.Instruct.html\)](#)

- NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool).

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)

+ **NetAF.Assets.Interaction**

[IEquatable<T> \(<https://learn.microsoft.com/dotnet/api/system.iequatable-1>\)](#)

[IEqualityComparer \(<https://learn.microsoft.com/dotnet/api/system.iequatable-1>\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

- **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

CommandHelp

[\(NetAF.Commands.CommandHelp.html\)](#)

CustomCommand

[\(NetAF.Commands.CustomCommand.html\)](#)

CustomCommandCallback

[\(NetAF.Commands.CustomCommandCallback.html\)](#)

ICommand

[\(NetAF.Commands.ICommand.html\)](#)

+ **NetAF.Commands.Frame**

[\(NetAF.Commands.Frame.html\)](#)

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

↳ Load ([NetAF.Commands.Persistence.Load.html](#))

↳ Save ([NetAF.Commands.Persistence.Save.html](#))

+ **NetAF.Assets**

Implements

([NetAF.Assets.Locations.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

([NetAF.Commands.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

CommandHelp

Inherited Members

([NetAF.Commands.CommandHelp](#))

CustomCommand

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Commands.CustomCommand](#))

CustomCommandCallback

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.CustomCommand](#))

ICloneable

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.ICloneable](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

([NetAF.Commands.Frame.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Commands.Global**

Name ([NetAF.Commands.Global.html](#))

Assembly ([NetAF](#))

Syntax

+ **NetAF.Commands.**

Persistence

public class CustomCommand : ICommand, IPlayerVisible, IRestoreFromObjectSerializati

on<CustomCommandSerialization>

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

Constructors

NetAF.Conversations

([NetAF.Conversations.html](#))

CustomCommand(CommandHelp, bool, bool, CustomCommandCallback)

Instructions

Provides a custom command.

([NetAF.Conversations.Instruct](#))

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

public CustomCommand(CommandHelp help, bool isPlayerVisible, bool interpretIfNotPlay

ervisible, CustomCommandCallback callback)

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Parameters

Type	Name	Description
CommandHelp (NetAF.Commands.CommandHelp.html)	<i>help</i>	The help for this command.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Characters.html)	<i>isPlayerVisible</i>	If this is visible to the player.
bool + NetAF.Assets.Interaction (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Interaction.html)	<i>interpretIfNotPlayerVisible</i>	If this command can be interpreted when the IsPlayerVisible is false.
+ NetAF.Assets.Locations CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html) - NetAF.Commands (NetAF.Commands.html)	<i>callback</i>	The callback to invoke when this command is invoked.

Properties

CommandHelp
(NetAF.Commands.CommandHelp.html)

CustomCommand
(NetAF.Commands.CustomCommand.html)

CustomCommandCallback
(NetAF.Commands.CustomCommandCallback.html)

Get **CustomCommandArguments**.

Declaration
(NetAF.Commands.ICommand.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html) `get; set; }`

+ NetAF.Commands.Global

Property Value
(NetAF.Commands.Global.html)

+ NetAF.Commands.

String
(https://learn.microsoft.com/dotnet/api/system.string)[]

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

Help
(NetAF.Commands.Scene.html)

Get the help for this command.

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

public CommandHelp Help { get; }

Instructions

(NetAF.Conversations.Instruct.html)

Property Value

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

CommandHelp (NetAF.Commands.CommandHelp.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Type	Description
(NetAF.Extensions.html)	
(NetAF.Interpretation.html)	

InterpretIfNotPlayerVisible

Get if this command can be interpreted when the IsPlayerVisible is false.

Declaration

```
public bool InterpretIfNotPlayerVisible { get; set; }
```

Property Value

+ [NetAF.Assets.Interaction](#)

Description

[\(NetAF.Assets.Interaction.html\)](#)
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

[IsPlayerVisible](#)

- [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#) Gets the value of player.

Declaration

(NetAF.Commands.CommandHelp

CustomCommand

```
public bool IsPlayerVisible { get; set; }
```

(NetAF.Commands.CustomCommand

CustomCommandCallback

Property Value

Type [ICommand](#)

Description

[\(NetAF.Commands.ICommand.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ [NetAF.Commands.Frame](#)

[\(NetAF.Commands.Frame.html\)](#)

+ [NetAF.Commands.Global](#)

[Methods](#)

+ [NetAF.Commands.](#)

[Invoke\(Game\)](#)

[\(NetAF.Commands.Persistence.html\)](#)

Invoke the command.

+ [NetAF.Commands.Scene](#)

Declaration

[\(NetAF.Commands.Scene.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

Parameters

+ [NetAF.Conversations.](#)

Type [Instructions](#)

Name

Description

[\(NetAF.Conversations.Instruct](#)

Game

([NetAF.Logic.Game.html](#)) The game to invoke the command on.

+ [NetAF.Extensions](#)

Returns

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

RestoreFrom(CustomCommandSerialization)

Restore this object from a serialization.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

```
public void RestoreFrom(CustomCommandSerialization serialization)
```

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

- NetAF.Commands

(NetAF.Commands.html)

CustomCommandSerialization

(NetAF.Serialization.CustomCommandSerialization.html)

Name

Description

serialization

The serialization to restore from.

Implements

NetAF.Commands.CustomCommand

CustomCommandCallback

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.CustomCommand)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

ICommand

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Commands.ICommand.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

+ NetAF.Assets.Interaction

Syntax
[\(NetAF.Assets.Interaction.html\)](#)

+ NetAF.Assets.Locations

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)
[\(NetAF.Assets.Locations.html\)](#)

Parent:

NetAF.Commands

Type	Name	Description
Game (NetAF.Logic.Game.html) (NetAF.Commands.CommandHelp)	game	The game to invoke the command on.
string CustomCommand (http://NetAF.Commands.CommandHelp/system.string) [] CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)	arguments	The arguments to invoke the command with.

Return type:

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html) (NetAF.Commands.Frame.html)	The reaction to the command.

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Interface ICommand

Represents a command.

 Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

+ **NetAF.Assets.Interaction**

Assembly: NetAF.dll

[\(NetAF.Assets.Interaction.html\)](#)

Syntax

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

- **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

CommandHelp

[\(NetAF.Commands.CommandHelp.html\)](#)

CustomCommand

[\(NetAF.Commands.CustomCommand.html\)](#)

Invoke(Game)

[CustomCommandCallback](#)

[Invoke the command.](#)

[ICommand](#)

Declaration:

[\(NetAF.Commands.ICommand.html\)](#)

+ **NetAF.Commands.Frame**

[Reaction Invoke\(Game game\)](#)

[\(NetAF.Commands.Frame.html\)](#)

+ **NetAF.Commands.Global**

Parameters:

[\(NetAF.Commands.Global.html\)](#)

Type

Name

Description

+ **NetAF.Commands**

[Game](#) ([NetAF.Logic.Game.html](#))

game

The game to invoke the command on.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Returns

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

Description

The reaction.

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

Namespace NetAF.Commands.Frame

Classes

Filter by title

NetAF.Assets.Characters

CommandsOff (NetAF.Commands.Frame.CommandsOff.html)

(NetAF.Assets.Characters.htm)

Represents the CommandsOff command.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

CommandsOn (NetAF.Commands.Frame.CommandsOn.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.htm)

Represents the LocationsOn command.

KeyOff (NetAF.Commands.Frame.KeyOff.html)

(NetAF.Commands.htm)

Represents the KeyOff command.

- NetAF.Commands.Frame

KeyOn (NetAF.Commands.Frame.KeyOn.html)

Represents the KeyOn command.

(NetAF.Commands.Frame.Comma

CommandsOn

(NetAF.Commands.Frame.Comma

KeyOff

(NetAF.Commands.Frame.KeyOff.I

KeyOn

(NetAF.Commands.Frame.KeyOn.I

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Class CommandsOff

Represents the CommandsOff command.

 Filter by title

Inheritance

[\(NetAF.Assets.Characters.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Interaction**

↳ CommandsOff

[\(NetAF.Assets.Interaction.html\)](#)

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

[\(NetAF.Assets.Locations.html\)](#)

Inherited Members

+ **NetAF.Commands**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[\(NetAF.Commands.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Commands.Frame.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

KeyOff

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Frame (NetAF.Commands.Frame.html)

[\(NetAF.Commands.Frame.KeyOff.html\)](#)

Assembly: NetAF.dll

KeyOn

Syntax

[\(NetAF.Commands.Frame.KeyOn.html\)](#)

+ **NetAF.Commands.Global**

public class CommandsOff : ICommand

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Persistence

Properties [\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

Get the command help:

[\(NetAF.Conversations.html\)](#)

Declaration

+ **NetAF.Conversations.**

Instructions `public CommandHelp CommandHelp { get; }`

[\(NetAF.Conversations.Instruct.html\)](#)

Property Value

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Description

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

[\(NetAF.Interpretation.html\)](#)

Methods

Invoke(Game)

Invoke the command.

Declaration

(NetAF.Assets.Characters.htm)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

Type (NetAF.Assets.Locations.html)

Name

Description

Game (NetAE.Logic.Game.html)

game

The game to invoke the command on.

+ NetAF.Commands

(NetAF.Commands.html)

Returns

- NetAF.Commands.Frame

Type (NetAF.Commands.Frame.html)

Description

Reaction (NetAF.Assets.Interaction.Reaction.html)

The reaction.

CommandsOff (NetAF.Commands.Frame.Comma

CommandsOn

NetAF.Commands.Frame.Comma

KeyOff

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.Frame.KeyOff.I

KeyOn

(NetAF.Commands.Frame.KeyOn.I

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class CommandsOn

Represents the CommandsOn command.

Filter by title

Inheritance

+ NetAFAssets.Interaction

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAFAssets.Interaction.html\)](#)
↳ CommandsOn

+ NetAFAssets.Locations

Implements
[\(NetAFAssets.Locations.html\)](#)
[\(NetAFAssetsLocations.html\)](#)

Inherited Members

+ NetAF.Commands

(NetAFCommands.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- NetAF.Commands.Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object)))
[\(NetAF.Commands.Frame.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.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>)

 (NetAFCommands.Frame.KeyOff)

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Frame ([NetAF.Commands.Frame.html](#))

KeyOn

Assembly: NetAF.dll

 (NetAF.Commands.Frame.KeyOn)

Syntax

+ NetAF.Commands.Global

(NetAFCommands.Global.html)

 public class CommandsOn : ICommand

+ NetAF.Commands.

Persistence

(NetAFCommands.Persistence)

Properties

+ NetAF.Commands.Scene

(NetAFCommands.Scene.html)

CommandHelp

+ NetAF.Conversations

(NetAFConversations.html)

NetAFConversations.

Instructions

 public static CommandHelp CommandHelp { get; }

+ NetAF.Extensions

Property Value

(NetAFExtensions.html)

Type

+ NetAF.Interpretation

 CommandHelp ([NetAFCommands.CommandHelp.html](#))

+ NetAF.Logic

Description

Methods

Invoke(Game)

Invoke the command.



Declaration

+ NetAF.Assets.Interaction

public Reaction Invoke(Game game)

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Parameters

(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

Game (NetAF.Logic.Game.html)

(NetAF.Commands.html)

Name

Description

game

The game to invoke the command on.

NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Type

CommandsOff

Reaction (NetAF.Assets.Interaction.Reaction.html)

(NetAF.Commands.Frame.Comma

Description

The reaction.

CommandsOn

(NetAF.Commands.Frame.Comma

KeyOff

(NetAF.Commands.Frame.KeyOff.I

ICommand (NetAF.Commands.ICommand.html)

KeyOn

(NetAF.Commands.Frame.KeyOn.I

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Class KeyOff

Represents the KeyOff command.

Filter by title

Inheritance  [Object](#)

(NetAFAssetsInteraction.html)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFAssetsLocations**

(NetAFAssetsLocations.html)

[ICommand](#) ([NetAFCommands ICommand.html](#))

+ **NetAFCommands**

Inherited Members

(NetAFCommands.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

- **NetAFCommandsFrame**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object-object)))

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>)

KeyOn

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Frame (NetAF.Commands.Frame.html)

(NetAF.Commands.Frame.KeyOn)

Assembly: NetAF.dll

+ **NetAFCommandsGlobal**

(NetAFCommandsGlobal.html)

public class KeyOff : ICommand

+ **NetAFCommands**

Persistence

(NetAFCommandsPersistence.html)

Properties

NetAFCommandsScene

(NetAFCommandsScene.html)

+ **NetAFConversations**

CommandHelp

(NetAFConversations.html)

Get the command help.

+ **NetAFConversations**.

Declaration

Instructions

(NetAFConversations.Instruct)

public static CommandHelp CommandHelp { get; }

+ **NetAFExtensions**

(NetAFExtensions.html)

Property Value

+ **NetAFInterpretation**

Type

(NetAFInterpretation.html)

CommandHelp ([NetAFCommands.CommandHelp.html](#))

+ **NetAFLogic**

(NetAFLogic.html)

Description

Methods

Invoke(Game)

Invoke the command.

Declaration

(NetAF.Assets.Interaction.html)
public Reaction Invoke(Game game)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

Type	Name	Description
(NetAF.Commands.html) Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

- NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Type	Description
CommandsOff (NetAF.Commands.Frame.Comma Reaction (NetAF.Assets.Interaction.Reaction.html) CommandsOn	The reaction.

(NetAF.Commands.Frame.Comma

KeyOff

(NetAF.Commands.Frame.KeyOff.I

KeyOn

ICommand (NetAF.Commands.ICommand.html)
(NetAF.Commands.Frame.KeyOn.I

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Class KeyOn

Represents the KeyOn command.

Filter by title

Inheritance

([NetAFAssets.Interaction.html](#))

+ **NetAFAssets.Locations**
↳ [KeyOn](#)
([NetAFAssets.Locations.html](#))

Implements

+ **NetAFCommands**

ICommand ([NetAFCommands.ICommand.html](#))

([NetAFCommands.html](#))

Inherited Members

- **NetAFCommands.Frame**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))
([NetAFCommands.Frame.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))
object.Equals(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](#))

([NetAFCommands.Frame.KeyOn](#))

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAFCommands.html](#)).Frame ([NetAFCommands.Frame.html](#))

Assembly: NetAF

+ **NetAFCommands.Global**

([NetAFCommands.Global.html](#))

+ **NetAFCommands.**

public class KeyOn : ICommand

Persistence

([NetAFCommands.Persistence.html](#))

+ **NetAFCommands.Scene**

([NetAFCommands.Scene.html](#))

+ **NetAFConversations**

([NetAFConversations.html](#))

CommandHelp

+ **NetAFConversations.**

Get the command help.

Instructions

Declaration

([NetAFConversations.Instruct](#))

+ **NetAFExtensions**

public static CommandHelp CommandHelp { get; }

([NetAFExtensions.html](#))

Properties

([NetAFProperties.html](#))

Type

Description

+ **NetAFLogic**

CommandHelp ([NetAFCommands.CommandHelp.html](#))

([NetAFLogic.html](#))

Methods

Invoke(Game)

Invoke the command.

Declaration
`(NetAF.Assets.Interaction.html)`

+ `NetAF.Assets.Locations.Game` (Game game)
([NetAF.Assets.Locations.html](#))

Parameters

+ NetAF.Commands

Type	Name	Description
NetAF.Commands.Frame	game	The game to invoke the command on.

([NetAF.Commands.Frame.html](#))

Returns
CommandsOff

Type	Description
NetAF.Commands.Frame.Comma CommandsOn Reaction (NetAF.Assets.Interaction.Reaction.html) (NetAF.Commands.Frame.Comma KeyOff (NetAF.Commands.Frame.KeyOff.html) KeyOn (NetAF.Commands.Frame.KeyOn.html) ICommand (NetAF.Commands.ICommand.html)	The reaction.

KeyOff

([NetAF.Commands.Frame.KeyOff.html](#))

KeyOn

([NetAF.Commands.Frame.KeyOn.html](#))

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Namespace NetAF.Commands.Global

Classes

Filter by title

About (NetAF.Commands.Global.About.html)

+ NetAFAssetsInteraction

Represents the About command.

(NetAFAssetsInteraction.html)

+ NetAFAssetsLocations

End (NetAF.Commands.Global.End.html)

(NetAFAssetsLocations.html)

Represents the End command.

+ NetAFCommands

(NetAFCommands.html)

Exit (NetAF.Commands.Global.Exit.html)

+ NetAFCommandsFrame

Represents the Exit command.

(NetAFCommandsFrame.html)

Help (NetAFCommandsGlobal.Help.html)

(NetAFCommandsGlobal.html)

Represents the Help command.

About

(NetAFCommandsGlobal.About.html)

Map (NetAFCommandsGlobal.Map.html)

End

Represents the Map command.

Exit

(NetAFCommandsGlobal.Exit.html)

New (NetAFCommandsGlobal.New.html)

Help

Represents the New command.

Map

(NetAFCommandsGlobal.Map.html)

New

(NetAFCommandsGlobal.New.html)

+ NetAFCommands.

Persistence

(NetAFCommandsPersistence.html)

+ NetAFCommandsScene

(NetAFCommandsScene.html)

+ NetAFConversations

(NetAFConversations.html)

+ NetAFConversations.

Instructions

(NetAFConversationsInstructions.html)

+ NetAFExtensions

(NetAFExtensions.html)

Class About

Represents the About command.

Filter by title

Inheritance

+ NetAF.Assets.interaction

↳ [\(NetAF.Assets.interaction.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ About

+ NetAF.Assets.Locations

Implements

[\(NetAF.Assets.Locations.html\)](#)

ICommand (NetAF.Commands.ICommand.html)

+ NetAF.Commands

Inherited Members

[\(NetAF.Commands.html\)](#)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ NetAF.Commands.Frame

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

[\(NetAF.Commands.Frame.html\)](#)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-system-object))

[\(NetAF.Commands.Global.html\)](#)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

[\(NetAF.Commands.Global.htm\)](#)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

[\(NetAF.Commands.Global.End.htm\)](#) Namespace: NetAF (NetAF.htm) Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

Exit

Assembly: NetAF.dll

[\(NetAF.Commands.Global.Exit.htm\)](#)

Syntax

Help

[\(NetAF.Commands.Global.Help.htm\)](#)
public class About : ICommand

[\(NetAF.Commands.Global.Map.htm\)](#)

New

[\(NetAF.Commands.Global.New.htm\)](#)

Properties

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

CommandHelp

+ NetAF.Commands.Scene

Get the command help.

[\(NetAF.Commands.Scene.html\)](#)

Declaration

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

public static CommandHelp CommandHelp { get; }

+ NetAF.Conversations.

Instructions

Property Value

[\(NetAF.Conversations.Instruct.html\)](#)

Type

+ NetAF.Extensions

CommandHelp (NetAF.Commands.CommandHelp.html)

[\(NetAF.Extensions.html\)](#)

Description

Methods

Invoke(Game)

Invoke the command.

Declaration
+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)
public Reaction Invoke(Game game)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)
Game (NetAF.Logic.Game.html)

Name

Description

game

The game to invoke the command on.

+ NetAF.Commands.Frame

Returns
(NetAF.Commands.Frame.html)

Type
- NetAF.Commands.Global

Reaction (NetAF.Assets.Interaction.Reaction.html)

Description

The reaction.

About

(NetAF.Commands.Global.About.html)

Implements

ICommand (NetAF.Commands.ICommand.html)

Exit

(NetAF.Commands.Global.Exit.html)

Help

(NetAF.Commands.Global.Help.html)

Map

(NetAF.Commands.Global.Map.html)

New

(NetAF.Commands.Global.New.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Class End

Represents the End command.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Locations**

↳ End

([NetAF.Assets.Locations.html](#))

Implements

+ **NetAF Commands**

↳ ICommand ([Command.ICommand.html](#))

([NetAFCommands.html](#))

Inherited Members

+ **NetAF Commands.Frame**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

([NetAF.Commands.Frame.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

- **NetAF Commands.Global**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

Assembly: NetAF.dll

Help

Syntax

([NetAF.Commands.Global.Help.html](#))

Map

public class End : ICommand

([NetAF.Commands.Global.Map.html](#))

New

([NetAF.Commands.Global.New.html](#))

+ **NetAF.Commands.**

Fields

Persistence

([NetAF.Commands.Persistence.html](#))

SuccessfulEnd

([NetAF.Commands.Scene.html](#))

Get the string for successful ended.

+ **NetAF.Conversations**

Declaration

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ **NetAF.Interpretation**

Properties

CommandHelp

Get the command help.

Declaration

(NetAF.Assets.Interaction.html)

```
public static CommandHelp CommandHelp { get; }
```

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

+ NetAF.Commands

Type (NetAF.Commands.html)

Description

```
CommandHelp (NetAF.Commands.CommandHelp.html)
```

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

- NetAF.Commands.Global

Methods

About

(NetAF.Commands.Global.About.html)

Invoke(Game)

End

Invoke the command.

Exit

Declaration

(NetAF.Commands.Global.Exit.html)

Help

(NetAF.Commands.Global.Help.html)

Map

(NetAF.Commands.Global.Map.html)

Parameters

New

Type (NetAF.Commands.Global.New.html)

Name

Description

+ NetAF.Commands

game

The game to invoke the command on.

Persistence

Reaction (NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

Reaction (NetAF.Commands.Scene.html)

Description

The reaction.

+ NetAF.Conversations

(NetAF.Conversations.html)

Implements

+ NetAF.Conversations.

ICommand (NetAF.Commands.ICommand.html)

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Class Exit

Represents the Exit command.

Filter by title

Inheritance

+ NetAFAssets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAFAssets.Locations.html\)](#)

+ NetAFCommands

IC ([\(NetAFCommands.html\)](#))Command.html

Inherited Members

+ NetAF.Commands.Frame

object ([\(NetAFCommands.Frame.html\)](#))[`object.Equals\(object, object\)`](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

- NetAFCommands.Global
object ([\(NetAFCommands.Global.html\)](#))
[`object.Equals\(object, object\)`](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object [`GetHashCode\(\)`](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object [`GetType\(\)`](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object [`MemberwiseClone\(\)`](#) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object [`ReferenceEquals\(object, object\)`](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object [`ToString\(\)`](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([\(NetAF.html\)](#))Commands ([\(NetAF.Commands.html\)](#)).Global ([\(NetAF.Commands.Global.html\)](#))

Help:

Assembly: NetAF.dll

(NetAF.Commands.Global.Help.htm)

Syntax

Map

(NetAF.Commands.Global.Map.htm)

public class Exit : ICommand

New

(NetAF.Commands.Global.New.htm)

+ NetAF.Commands.

Persistence

Properties

(NetAF.Commands.Persistence.htm)

+ NetAF.Commands.Scene

CommandHelp

(NetAF.Commands.Scene.html)

Get the command help

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations.

public static CommandHelp CommandHelp { get; }

Instructions

(NetAF.Conversations.Instruct.htm)

Property Value

+ NetAF.Extensions

Type ([\(NetAF.Extensions.html\)](#))

Description

CommandHelp ([\(NetAF.Commands.CommandHelp.html\)](#))

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

Invoke(Game)

Invoke the command.



Declaration

+ NetAF.Assets.Locations

```
public Reaction Invoke(Game game)  
(NetAF.Assets.Locations.html)
```

+ NetAF.Commands

Parameters

[\(NetAF.Commands.html\)](#)

Type

+ NetAF.Commands.Frame

Game ([NetAF.Logic.Game.html](#))

[\(NetAF.Commands.Frame.html\)](#)

Name

Description

game

The game to invoke the command on.

Returns

[NetAF.Commands.Global](#)

[\(NetAF.Commands.Global.html\)](#)

Type

Description

About

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

([NetAF.Commands.Global.About.html](#))

End

([NetAF.Commands.Global.End.html](#))

[Implements](#)

Exit

([NetAF.Commands.Global.Exit.html](#))

ICommand ([NetAF.Commands.Command.html](#))

Help

([NetAF.Commands.Global.Help.html](#))

Map

([NetAF.Commands.Global.Map.html](#))

New

([NetAF.Commands.Global.New.html](#))

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Class Help

Represents the Help command.

Filter by title

Inheritance

[NETAF.Assets.Locations](#)

(NetAF.Assets.Locations.html)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Help

+ **NetAF.Commands**

Implements

(NetAF.Commands.html)

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF.Commands.Frame**

Inherited Members

(NetAF.Commands.Frame.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Commands.Global**

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>)

Help: NetAF (NetAF.html).Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

(NetAF.Commands.Global.Help.htm)

Assembly: NetAF.dll

Map

Syntax: [\(NetAF.Commands.Global.Map.html\)](#)

New

public class Help : ICommand
(NetAF.Commands.Global.New.htm)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

Properties

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

CommandHelp

+ **NetAF.Conversations**

Get the command help.

(NetAF.Conversations.html)

Declaration:

+ **NetAF.Conversations.**

Instructions

public static CommandHelp CommandHelp { get; }

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Property Value

(NetAF.Extensions.html)

Type

+ **NetAF.Interpretation**

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

(NetAF.Interpretation.html)

Description

Methods

Invoke(Game)

Invoke the command.

Declaration

+ [NetAF.Assets.Locations](#)

(NetAF.Assets.Locations.html)
public Reaction Invoke(Game game)

+ NetAF.Commands

(NetAF.Commands.html)

+ [NetAF.Commands.Frame](#)

(NetAF.Commands.Frame.html)
Game ([NetAF.Logic.Game.html](#))

Name

Description

game

The game to invoke the command on.

- [NetAF.Commands.Global](#)

Return
(NetAF.Commands.Global.html)

Type

About
([NetAF.Commands.Global.About.html](#))

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

End

([NetAF.Commands.Global.End.html](#))

Exit

([NetAF.Commands.Global.Exit.html](#))

Help

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.Global.Help.html](#))

Map

([NetAF.Commands.Global.Map.html](#))

New

([NetAF.Commands.Global.New.html](#))

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class Map

Represents the Map command.

 Filter by title

Inheritance

([NetAF.Assets.Locations.num\(\)](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

↳ Map

([NetAF.Commands.html](#))

Implements

+ **NetAFCommands.Frame**

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.Frame.html](#))

Inherited Members

- **NetAFCommands.Global**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.Global.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)) Commands ([NetAF.Commands.html](#)).Global ([NetAF.Commands.Global.html](#))

Map

Assembly: NetAF.dll

([NetAF.Commands.Global.Map.html](#))

Syntax

New

([NetAF.Commands.Global.New.html](#))

public class Map : ICommand

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

Properties

Properties.Scene

([NetAF.Commands.Scene.html](#))

CommandHelp

([NetAF.Conversations.html](#))

Get the command help.

+ **NetAF.Conversations.**

Declaration

Instructions

([NetAF.Conversations.Instruct.html](#))

public static CommandHelp CommandHelp { get; }

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Property Value

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

+ **NetAF.Logic**

Description

Methods

Invoke(Game)

Invoke the command.

Declaration

[\(NetAF.Assets.Locations.html\)](#)

+ [NetAF.Commands](#)

([NetAF.Commands.html](#))

Parameters

+ [NetAF.Commands.Frame](#)

Type [NetAF.Commands.Frame.html](#)

Name

Description

- [NetAF.Commands.Global](#)

game

The game to invoke the command on.

([NetAF.Commands.Global.html](#))

Returns

About

Type [NetAF.Commands.Global.About.html](#)

Description

End Reaction ([NetAF.Assets.Interaction.Reaction.html](#))
([NetAF.Commands.Global.End.html](#))

The reaction.

Exit

([NetAF.Commands.Global.Exit.html](#))

Help

([NetAF.Commands.Global.Help.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

Map

([NetAF.Commands.Global.Map.html](#))

New

([NetAF.Commands.Global.New.html](#))

+ [NetAF.Commands](#)

Persistence

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

+ [NetAF.Conversations](#)

Instructions

([NetAF.Conversations.Instructions.html](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

Class New

Represents the New command.

Filter by title

Inheritance

+ NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Commands.html\)](#)
↳ New

+ NetAF.Commands.Frame

Implements
[\(NetAF.Commands.Frame.html\)](#)
IClaim ([NetAF.Commands.Command.html](#))

Inherited Members

NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
out
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>)

Map: NetAF (NetAF.html).Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)
[\(NetAF.Commands.Global.Map.html\)](#)

Assembly: NetAF.dll
New
Syntax
[\(NetAF.Commands.Global.New.html\)](#)

+ NetAF.Commands.: ICommand

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

[Properties](#) ([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

[CommandHelps](#) ([NetAF.Commands.CommandHelps.html](#))

+ NetAF.Conversations.

Instructions

Declaration
[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Property Value

+ NetAF.Interpretation

[T](#) ([NetAF.Interpretation.html](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Description

Methods

Invoke(Game)

Invoke the command.



Declaration

+ NetAF.Commands

`public Reaction Invoke(Game game)`
[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.Frame

Parameters
[\(NetAF.Commands.Frame.html\)](#)

Type	Name	Description
NetAF.Commands.Global <code>Game (NetAF.Logic.Game.html)</code> (NetAF.Commands.Global.html)	<code>game</code>	The game to invoke the command on.

About

Returns
[\(NetAF.Commands.Global.About.html\)](#)

Type	Description
End <code>(NetAF.Commands.Global.End.html)</code>	The reaction.

Reaction
[\(NetAF.Assets.Interaction.Reaction.html\)](#)

Exit

[\(NetAF.Commands.Global.Exit.html\)](#)

Help

[\(NetAF.Commands.Global.Help.html\)](#)

Map

[ICommand \(NetAF.Commands.ICommand.html\)](#)

[\(NetAF.Commands.Global.Map.html\)](#)

New

[\(NetAF.Commands.Global.New.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Namespace NetAF.Commands.Persistence

Classes

Filter by title

Load ([NetAF.Commands.Persistence.Load.html](#)) ([NetAF.Assets.Interaction.html](#))

Represents the Load command.

+ **NetAF.Assets.Locations**

 ([NetAF.Assets.Locations.html](#))

Save ([NetAF.Commands.Persistence.Save.html](#))

+ **NetAF.Commands**

Represents the Save command.

 ([NetAF.Commands.html](#))

+ **NetAF.Commands.Frame**

 ([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

 ([NetAF.Commands.Global.html](#))

- **NetAF.Commands.**

Persistence

 ([NetAF.Commands.Persistence.html](#))

 Load

 ([NetAF.Commands.Persistence.Load.html](#))

 Save

 ([NetAF.Commands.Persistence.Save.html](#))

+ **NetAF.Commands.Scene**

 ([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

 ([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

 ([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

 ([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

 ([NetAF.Logic.html](#))

Class Load

Represents the Load command.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)
↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

+ NetAF.Commands

↳ Load

(NetAF.Commands.html)

Implements

+ NetAF.Commands.Frame

ICustomCommand ([NetAF.Commands.Command.html](#))

(NetAF.Commands.Frame.html)

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

+ NetAF.Commands.Global

Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

(NetAF.Commands.Global.html)

Inherited Members

- NetAF.Commands

CustomCommand.Arguments

Persistence

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Arguments)

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

CustomCommand.InterpretIfNotPlayerVisible

Load

([NetAF.Commands.Persistence.Load.html](#)#NetAF_Commands_CustomCommand_InterpretIfNotPlayerVisible)

CustomCommand.Invoke(Game)

Save
([NetAF.Commands.Persistence.Save.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_)

+ NetAF.Commands.Scene

CustomCommand.ISLayerVisible

(NetAF.Commands.Scene.html)

([NetAF.Commands.Scene.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

CustomCommand.RestoreFrom(CustomCommandSerialization)

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_RestoreFrom_NetAF_Serialization_CustomCommandSerialization_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

(NetAF.Conversations.Instruct)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.MemberwiseClone() ([https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

(NetAF.Interpretation)

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Persistence ([NetAF.Commands.Persistence.html](#))

+ NetAF.Logic

Assembly: NetAF.dll

(NetAF.Logic.html)

Syntax

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

ICustomCommand, ICommand, IPlayerVisible, IRestoreFromObjectSerializa-

tion<CustomCommandSerialization>

+ NetAF.Persistence

(NetAF.Persistence.html)

Constructors

Load()

Initializes a new instance of the Load class.

Declaration
Declaration

+ **NetAF.Assets.Locations**

(**NetAF.Assets.Locations.html**)

+ **NetAF.Commands**

(**NetAF.Commands.html**)

Implements

+ **NetAF.Commands.Frame**

(**NetAF.Commands.Frame.html**)

IPlayerVisible (**NetAF.Assets.IPlayerVisible.html**)

+ **NetAF.Commands.Global**

IRestoreFromObjectSerialization<T> (**NetAF.Serialization.IRestoreFromObjectSerialization-1.html**)

(**NetAF.Commands.Global.html**)

- **NetAF.Commands.**

Persistence

(**NetAF.Commands.Persistence.html**)

Load

(**NetAF.Commands.Persistence.Load.html**)

Save

(**NetAF.Commands.Persistence.Save.html**)

+ **NetAF.Commands.Scene**

(**NetAF.Commands.Scene.html**)

+ **NetAF.Conversations**

(**NetAF.Conversations.html**)

+ **NetAF.Conversations.**

Instructions

(**NetAF.Conversations.Instructions.html**)

+ **NetAF.Extensions**

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**

(**NetAF.Interpretation.html**)

+ **NetAF.Logic**

(**NetAF.Logic.html**)

+ **NetAF.Logic.Modes**

(**NetAF.Logic.Modes.html**)

+ **NetAF.Persistence**

(**NetAF.Persistence.html**)

Class Save

Represents the Save command.

Filter by title

Inheritance

([NetAF.Assets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands**

↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

([NetAFCommands.html](#))

+ **NetAFCommands.Frame**

([NetAFCommands.Frame.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

+ **NetAFCommands.Global**

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

Inherited Members

Persistence

CustomCommand.Arguments

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Arguments)

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

CustomCommand.InterpretIfNotPlayerVisible

([NetAF.Commands.Persistence.Load.html](#))

CustomCommand.InvokeGame ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_InvokeGame)

CustomCommand.Persistence.Save ([NetAF.Commands.Persistence.Save.html](#))

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

CustomCommand.IsPlayerVisible ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

+ **NetAF.Conversations**

CustomCommand.RestoreFrom(CustomCommandSerialization)

([NetAF.Conversations.html](#))

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_RestoreFrom_NetAF_Serializ

ation_CustomCommandSerialization_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([NetAF.Conversations.Instruct.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Extensions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Extensions.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Interpretation** (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic**

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Persistence ([NetAF.Commands.Persistence.html](#))

([NetAF.Logic.html](#))

Assembly: NetAF.dll

\$ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

public class Save : CustomCommand, ICommand, IPlayerVisible, IRestoreFromObjectSerializa

+ **NetAF.Persistence** [CustomCommandSerialization](#)

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

Constructors

Save()

Initializes a new instance of the Save class.

Declaration

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

ICommand (NetAF.Commands.ICommand.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

- NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Namespace NetAF.Commands.Scene

Classes

Filter by title

+ [NetAF.Assets.Locations](#)

Drop ([NetAF.Commands.Scene.Drop.html](#)) ([NetAF.Assets.Locations.html](#))

Represents the Drop command.

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

Examine ([NetAF.Commands.Scene.Examine.html](#))

+ **NetAF.Commands.Frame**

Represents the Examine command.

[\(NetAF.Commands.Frame.html\)](#)

+ [NetAF.Commands.Global](#)

Move ([NetAF.Commands.Scene.Move.html](#)) ([NetAF.Commands.Global.html](#))

Represents the Move command.

+ **NetAF.Commands.**

Persistence

Take ([NetAF.Commands.Scene.Take.html](#)) ([NetAF.Commands.Persistence.html](#))

Represents the Take command.

- **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

TakeAll ([NetAF.Commands.Scene.TakeAll.html](#))

Drop

Represents the Take all command.

[\(NetAF.Commands.Scene.Drop.html\)](#)

Examine

[\(NetAF.Commands.Scene.Examine.html\)](#)

Move

Represents the Unactionable command.

[\(NetAF.Commands.Scene.Move.html\)](#)

Take

[\(NetAF.Commands.Scene.Take.html\)](#)

UseOn ([NetAF.Commands.Scene.UseOn.html](#))

TakeAll

Represents the UseOn command.

[\(NetAF.Commands.Scene.TakeAll.html\)](#)

Unactionable

[\(NetAF.Commands.Scene.Unactionable.html\)](#)

UseOn

[\(NetAF.Commands.Scene.UseOn.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

Class Drop

Represents the Drop command.

Filter by title

Inheritance

+ [NetAF.Commands](#) (https://learn.microsoft.com/dotnet/api/system.object)
[\(NetAF.Commands.html\)](#)

Implements

+ [NetAF.Commands.Frame](#)
ICommand (NetAF.Commands ICommand.html)
[\(NetAF.Commands.Frame.html\)](#)

Inherited Members

+ [NetAF.Commands.Global](#)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
[\(NetAF.Commands.Global.html\)](#)

+ [NetAF.Commands](#)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
PERSISTENCEobject-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

+ [NetAF.Commands.Scene](#)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
[\(NetAF.Commands.Scene.html\)](#)(https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Drop

Name space NetAF (NetAF.Commands.Scene.Drop) (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Assembly NetAF.dll

Syntax

Move

(NetAF.Commands.Scene.Move.htm
public class Drop : ICommand

Take

(NetAF.Commands.Scene.Take.htm

TakeAll

Constructors

NetAF.Commands.Scene.TakeAll.

Unactionable

(NetAF.Commands.Scene.Unaction

Drop(item)

(NetAF.Commands.Scene.UseOn.I

Represents the Drop command.

+ [NetAF.Conversations](#)

Declaration

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Item (NetAF.Assets.Item.html)

Type		Name	Description
		item	The item to take.

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Properties

CommandHelp

Get the command help.

Declaration
`

+ NetAF.Commands.

public static CommandHelp CommandHelp { get; }
[\(NetAF.Commands.html\)](#)

NetAF.Commands.Frame

Type
[\(NetAF.Commands.Frame.html\)](#)

Description

+ NetAF.Commands.Global

CommandHelp ([NetAF.Commands.CommandHelp.html](#))
[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

ItemPersistence

([NetAF.Commands.Persistence.html](#))
Get the item.

NetAF.Commands.Scene

Declaration

[\(NetAF.Commands.Scene.html\)](#)

public Item Item { get; }
[\(NetAF.Commands.Scene.Drop.html\)](#)

Examine

Property Value
[\(NetAF.Commands.Scene.Examine.html\)](#)

Type
Move

[\(NetAF.Commands.Scene.Move.html\)](#)
Item ([NetAF.Assets.Item.html](#))

Description

[\(NetAF.Commands.Scene.Take.html\)](#)

TakeAll

[\(NetAF.Commands.Scene.TakeAll.html\)](#)

Methods

Unactionable

[\(NetAF.Commands.Scene.Unactionable.html\)](#)

UseOn

[\(NetAF.Commands.Scene.UseOn.html\)](#)

NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

public Reaction Invoke(Game game)

[\(NetAF.Conversations.Instruct.html\)](#)

Parameters

NetAF.Extensions

Type
[\(NetAF.Extensions.html\)](#)

Name

Description

Game ([NetAF.Logic.Game.html](#))

game

The game to invoke the command on.

[\(NetAF.Interpretation.html\)](#)

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

Implements

ICommand (NetAF.Commands.ICommand.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

- **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Class Examine

Represents the Examine command.

Filter by title

Inheritance

+ NetAF.Commands

↳ [\(NetAF.Commands.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Examine

+ NetAF.Commands.Frame

Implements

[\(NetAF.Commands.Frame.html\)](#)

ICommand (NetAF.Commands.ICommand.html)

+ NetAF.Commands.Global

Inherited Members

[\(NetAF.Commands.Global.html\)](#)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ NetAF.Commands.

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

[\(NetAF.Commands.Persistence.html\)](#)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

[\(NetAF.Commands.Scene.html\)](#)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

[\(NetAF.Commands.Scene.Drop.html\)](#)

Name: [Examine](#) (NetAF (NetAF.html).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html))

Assembly: [\(NetAF.Commands.Scene.Examine\)](#)

Syntax

[\(NetAF.Commands.Scene.Move.html\)](#)

Take

public class Examine : ICommand
(NetAF.Commands.Scene.Take.html)

TakeAll

[\(NetAF.Commands.Scene.TakeAll.html\)](#)

Constructors

[\(NetAF.Commands.Scene.Unaction.html\)](#)

UseOn

[\(NetAF.Commands.Scene.UseOn.html\)](#)

+ NetAF.Conversations

Represents the EXAMINE Command.

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions: `Examine(IExaminable examinable)`

[\(NetAF.Conversations.Instruct.html\)](#)

Parameters

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

[+ NetAF.Interpretations.IExaminable.html](#)

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Type	Name	Description
(NetAF.Interpretation.html)	examinable	The examinable.

Properties

CommandHelp

Get the command help.



Declaration

+ NetAF.Commands

(NetAF.Commands.html) `public Reaction<CommandHelp> CommandHelp { get; }`

+ NetAF.Commands.Frame

Property Value

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

CommandHelp (NetAF.Commands.CommandHelp.html)

+ NetAF.Commands.

Persistence

Examinable

(NetAF.Commands.Persistence.Examinable.html)

Get the examinable.

(NetAF.Commands.Scene)

(NetAF.Commands.Scene.html)

Declaration

Drop

p(NetAF.Commands.Scene.Dropable) `public Reaction<Dropable> Dropable { get; }`

Examine

(NetAF.Commands.Scene.Examine.html)

Property Value

Move

Type (NetAF.Commands.Scene.Move.html)

Description

Description

Take

IExaminable (NetAF.Assets.IExaminable.html)

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

Methods

UseOn

(NetAF.Commands.Scene.UseOn.html)

Invoke(Game)

+ NetAF.Conversations

Invoke (NetAF.Conversations.html)

Declaration

NetAF.Conversations.

Instructions

public Reaction<Invoke(Game, game)>

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type

Name

Description

+ NetAF.Interpretation

Game (NetAF.Logic.Game.html)

(NetAF.Interpretation.html)

game

The game to invoke the command on.

NetAF.Logic

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

Implements

+ **NetAF.Commands**

ICommand (NetAF.Commands.ICommand.html)
[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.Frame**

[\(NetAF.Commands.Frame.html\)](#)

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

- **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

Drop

[\(NetAF.Commands.Scene.Drop.html\)](#)

Examine

[\(NetAF.Commands.Scene.Examine.html\)](#)

Move

[\(NetAF.Commands.Scene.Move.html\)](#)

Take

[\(NetAF.Commands.Scene.Take.html\)](#)

TakeAll

[\(NetAF.Commands.Scene.TakeAll.html\)](#)

Unactionable

[\(NetAF.Commands.Scene.Unactionable.html\)](#)

UseOn

[\(NetAF.Commands.Scene.UseOn.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

Class Move

Represents the Move command.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

Implements

+ **NetAF.Commands.Global** ([Command.html](#))

([NetAF.Commands.Global.html](#))

Inherited Members

↳ **NetAF.Commands** ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Persistence

object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

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>)

Examine

Name space: NetAF (NetAF.Snd).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Assembly: **Move** (NetAF.dll)

Syntax ([NetAF.Commands.Scene.Move.html](#))

Take

([NetAF.Commands.Scene.Take.html](#))
public class Move : ICommand
TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Unactionable

Constructors

([NetAF.Commands.Scene.Unactionable.html](#))

UseOn

([NetAF.Commands.Scene.UseOn.html](#))

Move(Direction)

+ **NetAF.Conversations**

Referenced from ([NetAF.Conversations.html](#))

NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

Parameters

([NetAF.Extensions.html](#))

Type

+ **NetAF.Interpretation**

Defined in ([NetAF.Interpretation.Direction.html](#))

Name	Description
<i>direction</i>	The direction to move.

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Fields

SuccessfulMove

Get the string for successful moves.

Declaration

(NetAF.Commands.html)

```
public const string SuccessfulMove = "Moved."
```

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Field Value

+ NetAF.Commands.Global

Type (NetAF.Commands.Global.html)

Description

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Properties

Commands.Scene

(NetAF.Commands.Scene.html)

Direction

Drop (NetAF.Commands.Scene.Drop.html)

Get the direction.

Examine (NetAF.Commands.Scene.Examine.html)

Declaration

Move

(NetAF.Commands.Scene.Move.html)

```
public Direction Direction { get; }
```

Take (NetAF.Commands.Scene.Take.html)

TakeAll

Property Value

(NetAF.Commands.Scene.TakeAll.html)

Type Unactionable

Description

(NetAF.Commands.Scene.Unactionable.html)

Direction (NetAF.Assets.Locations.Direction.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

DownCommandHelp

(NetAF.Conversations.html)

Get the command help for down.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct.html)

```
public static CommandHelp DownCommandHelp { get; }
```

+ NetAF.Extensions.

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation.

Type

(NetAF.Interpretation.html)

CommandHelp (NetAF.Commands.CommandHelp.html)

Description

+ NetAF.Logic.

(NetAF.Logic.html)

EastCommandHelp

Get the command help for east.

Declaration

```
public static CommandHelp EastCommandHelp { get; }
```

(NetAF.Commands.html)

Property Value

+ NetAF.Commands.Frame

Type (NetAF.Commands.Frame.html)

CommandHelp (NetAF.Commands.CommandHelp.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

NorthCommandHelp

Persistence

Get the command help for north.

(NetAF.Commands.Persistence.html)

Declaration

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

```
public static CommandHelp NorthCommandHelp { get; }
```

Drop

(NetAF.Commands.Scene.Drop.html)

Property Value

Examine

Type NetAF.Commands.Scene.Examine

Move

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

SouthCommandHelp

(NetAF.Commands.Scene.TakeAll.html)

Get the command help for south.

Unactionable

Declaration (NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

```
public static CommandHelp SouthCommandHelp { get; }
```

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Get the command help for up.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

Description

Description

Description

```
public static CommandHelp UpCommandHelp { get; }
```

Property Value

Type	Description
CommandHelp (NetAF.Commands.CommandHelp.html) (NetAF.Commands.html)	

+ NetAF.Commands.Frame

WestCommandHelp
(NetAF.Commands.Frame.html)

- NetAF.Commands.Global

Declaration
[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

public static CommandHelp WestCommandHelp { get; }

[\(NetAF.Commands.Persistence.html\)](#)

Property Value

- NetAF.Commands.Scene

Type
[\(NetAF.Commands.Scene.html\)](#)

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

Invoke (NetAF.Commands.Scene.TakeAll.html)

Unactionable

Declaration
(NetAF.Commands.Scene.Unactionable.html)

UseOn

public Reaction Invoke (Game game)

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

Parameters
[\(NetAF.Conversations.html\)](#)

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

+ NetAF.Conversations.Instruction

Returns

+ NetAF.Extensions

Type
[\(NetAF.Extensions.html\)](#)

Reaction (NetAF.Assets.Interaction.Reaction.html)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

▼

(NetAF.Commands.html)

+ **NetAF.Commands.Frame**

[\(NetAF.Commands.Frame.html\)](#)

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

- **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

Drop

[\(NetAF.Commands.Scene.Drop.html\)](#)

Examine

[\(NetAF.Commands.Scene.Examine.html\)](#)

Move

[\(NetAF.Commands.Scene.Move.html\)](#)

Take

[\(NetAF.Commands.Scene.Take.html\)](#)

TakeAll

[\(NetAF.Commands.Scene.TakeAll.html\)](#)

Unactionable

[\(NetAF.Commands.Scene.Unactionable.html\)](#)

UseOn

[\(NetAF.Commands.Scene.UseOn.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Class Take

Represents the Take command.

Filter by title

Inheritance

+ **NetAF.Commands.Frame**
↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Commands.Frame.html\)](#)

+ **NetAF.Commands.Global**
↳ [ICloneable](#) ([Object.html](#))
[\(NetAF.Commands.Global.html\)](#)

Inherited Members

+ **NetAF.Commands.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))
[\(NetAF.Commands.Persistence.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object-system-object-object)))
[\(NetAF.Commands.Scene.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
[\(NetAF.Commands.Scene.html\)](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
[\(NetAF.Commands.Scene.html\)](#)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
[\(NetAF.Commands.Scene.Drop.html\)](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
[\(NetAF.Commands.Scene.Examine.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
[\(NetAF.Commands.Scene.Examine.html\)](#)

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Assembly: [NetAF.Commands.Scene.Move.html](#)

Syntax

(NetAF.Commands.Scene.Take.html)

TakeAll
public class Take : ICommand
(NetAF.Commands.Scene.TakeAll.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

Constructors

(NetAF.Commands.Scene.UseOn.html)

+ **NetAF.Conversations**

Take(item)
[\(NetAF.Conversations.html\)](#)

Represents the Take command.

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct.html)
public Take(Item item)

+ **NetAF.Extensions**

(NetAF.Extensions.html)
Parameters

+ **NetAF.Interpretation**
Type
[\(NetAF.Interpretation.html\)](#)

Item ([NetAF.Assets.Item.html](#))

+ **NetAF.Logic**

(NetAF.Logic.html)

Type	Name	Description
	item	The item to take.

Properties

CommandHelp

Get the command help.

Declaration

+ NetAF.Commands.Frame

```
public static CommandHelp CommandHelp { get; }
```

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Property Value

(NetAF.Commands.Global.html)

Type

+ NetAF.Commands.

CommandHelp (NetAF.Commands.CommandHelp.html)

Persistence

(NetAF.Commands.Persistence.html)

Item

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Get the item.

Drop

Declaration

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Property Value

Take

Type (NetAF.Commands.Scene.Take.html)

Description

TakeAll

Item (NetAF.Assets.Item.html)

(NetAF.Commands.Scene.TakeAll.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

Methods

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Invoke the command.

Instructions

Declaration

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Invoke (Game game)

(NetAF.Extensions.html)

Parameters

NetAF.Interpretation

Type (NetAF.Interpretation.html)

Name

Description

+ NetAF.Logic

Logic.Game.html)

game

The game to invoke the command on.

(NetAF.Logic.html)

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

Implements

ICommand (NetAF.Commands.ICommand.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Class TakeAll

Represents the Take all command.

Filter by title

Inheritance

+ [NetAF.Commands.Frame](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ TakeAll

+ [NetAF.Commands.Global](#)

Implements

[\(NetAF.Commands.Global.html\)](#)

ICommand ([NetAF.Commands.ICommand.html](#))

+ [NetAF.Commands](#)

Inherited Members

[Persistence](#)

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-object)))

[\(NetAF.Commands.Scene.html\)](#)

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Drop

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

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>)

Move

Name space NetAF ([NetAF.html](#)) Commands ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))

Assembly

NetAF.dll

Syntax

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))
public class TakeAll : ICommand
Unactionable

([NetAF.Commands.Scene.Unactionable.html](#))

UseOn

([NetAF.Commands.Scene.UseOn.html](#))

Properties

[NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

[CommandHelp](#)

[NetAF.Conversations](#).

[Instructions](#)

Get the command help.

[\(NetAF.Conversations.Instruct.html\)](#)

Declaration

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

public static CommandHelp CommandHelp { get; }

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

+ [Type](#)

[NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

+ [NetAF.Logic.Modes](#)

Description

Methods

Invoke(Game)

Invoke the command.



Declaration

+ **NetAF.Commands.Frame**

([NetAFCommands.Frame.html](#))

 public Reaction Invoke(Game game)

+ **NetAF.Commands.Global**

([NetAFCommands.Global.html](#))

Parameters

+ **NetAF.Commands.**

Name

Description

Persistence

Game ([NetAF.Logic.Game.html](#))

game

The game to invoke the command on.

([NetAFCommands.Persistence.html](#))

Returns

- **NetAF.Commands.Scene**

([NetAFCommands.Scene.html](#))

Description

Drop ([NetAF.Assets.Interaction.Reaction.html](#))

The reaction.

([NetAF.Commands.Scene.Drop.html](#))

Examine

([NetAFCommands.Scene.Examine.html](#))

Move

ICommand ([NetAFCommands.Scene.Move.html](#))

Take

([NetAF.Commands.Scene.Take.html](#))

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Unactionable

([NetAF.Commands.Scene.Unactionable.html](#))

UseOn

([NetAF.Commands.Scene.UseOn.html](#))

+ **NetAF.Conversations**

([NetAFConversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAFConversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAFExtensions.html](#))

+ **NetAF.Interpretation**

([NetAFInterpretation.html](#))

+ **NetAF.Logic**

([NetAFLogic.html](#))

+ **NetAF.Logic.Modes**

Class Unactionable

Represents the Unactionable command.

Filter by title

Inheritance

([NetAF.Commands.Frame.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands.Global**

↳ Unactionable

([NetAF.Commands.Global.html](#))

Implements

+ **NetAF Commands**

ICommand ([NetAF.Commands.ICommand.html](#))

Persistence

Inherited Members

([NetAF.Commands.Persistence.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands.Scene**

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)))

Drop

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Examine

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

Move

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

ToString

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Assembly: NetAF

Take ([NetAF.Commands.Scene.Take.html](#))

TakeAll

(NetAF.Commands.Scene.TakeAll.)

Unactionable

public class Unactionable : ICommand
(NetAF.Commands.Scene.Unactio

UseOn

(NetAF.Commands.Scene.UseOn.I

Constructors

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Unactionable()

+ **NetAF.Conversations.**

Instructions

Initializes a new instance of the Unactionable class.

([NetAF.Conversations.Instruct.html](#))

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Unactionable(string)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Initializes a new instance of the Unactionable class.

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

```
public Unactionable(string description)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Frame.html)	<i>description</i>	The description.

+ [NetAF.Commands.Global](#)
([NetAF.Commands.Global.html](#))

Properties

+ [NetAF.Commands.](#)

Persistence

Description

[NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

Declaration

Drop

```
public string Description { get; }
```

Examine

```
(NetAF.Commands.Scene.Examine)
```

Property Value

Move

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Scene.Take.html)	

TakeAll

```
(NetAF.Commands.Scene.TakeAll)
```

Unactionable

([NetAF.Commands.Scene.Unactionable.html](#))

UseOn

```
(NetAF.Commands.Scene.UseOn)
```

Invoke(Game)

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

- [NetAF.Conversations.](#)

Instructions

```
(NetAF.Conversations.Instruction)
```

+ [NetAF.Extensions](#)

Parameters

([NetAF.Extensions.html](#))

Type

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Name

Description

game

The game to invoke the command on.

+ [NetAF.Logic](#)

Returns

([NetAF.Logic.html](#))

Type

+ [NetAF.Logic.Modes](#)

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

([NetAF.Logic.Modes.html](#))

Description

The reaction.

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

▼

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

- **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

Drop

[\(NetAF.Commands.Scene.Drop.html\)](#)

Examine

[\(NetAF.Commands.Scene.Examine.html\)](#)

Move

[\(NetAF.Commands.Scene.Move.html\)](#)

Take

[\(NetAF.Commands.Scene.Take.html\)](#)

TakeAll

[\(NetAF.Commands.Scene.TakeAll.html\)](#)

Unactionable

[\(NetAF.Commands.Scene.Unactionable.html\)](#)

UseOn

[\(NetAF.Commands.Scene.UseOn.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

Class UseOn

Represents the UseOn command.

Filter by title

Inheritance

+ **NetAFCommands.Global**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAFCommands.Global.html\)](#)
↳ UseOn

+ **NetAFCommands.**

↳ **Persistence** ([ICloneable.html](#))
[\(NetAFCommands.Persistence.html\)](#)

Inherited Members

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

[\(NetAFCommands.Scene.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))
Drop

[\(NetAFCommands.Scene.Drop.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Examine

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAFCommands.Scene.Examine.html\)](#)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

Move

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[\(NetAFCommands.Scene.Move.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Take

Name space: NetAF (NetAF.html). Contains: (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Assembly: NetAF.dll

Syntax

 Unactionable

 (NetAF.Commands.Scene.Unactionable)
 public class UseOn : ICommand
 UseOn

 (NetAF.Commands.Scene.UseOn.I

+ **NetAFConversations**

Constructors

[\(NetAF.Conversations.html\)](#)

+ **NetAFConversations.**

UseOn(item, IInteractWithItem)

Instructions

Represented by: NetAFConversations.Instruct

↓ **NetAFExtensions**

[\(NetAF.Extensions.html\)](#)

 public UseOn(Item item, IInteractWithItem target)

+ **NetAFInterpretation**

[\(NetAF.Interpretation.html\)](#)

Parameters

+ **NetAFLogic**

Type
[\(NetAF.Logic.html\)](#)

Item ([NetAF.Assets.Item.html](#))

+ **NetAFLogicModes**

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

[\(NetAF.Logic.Modes.html\)](#)

	Name	Description
Item (NetAF.Assets.Item.html)	item	The item to use.
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	target	The target of the command.

Properties

Item

Get the item.



Declaration

+ NetAF.Commands.Global

```
public Item Item { get; }
```

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Property Value

Persistence

Type	Description
(NetAF.Commands.Persistence.html)	

Item (NetAF.Assets.Item.html)

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Drop

OnCommandHelp

(NetAF.Commands.Scene.Drop.html)

Examine

Get the command help for on.

(NetAF.Commands.Scene.Examine.html)

Declaration

Move

(NetAF.Commands.Scene.Move.html)

```
public static CommandHelp OnCommandHelp { get; }
```

(NetAF.Commands.Scene.Take.html)

TakeAll

Property Value

(NetAF.Commands.Scene.TakeAll.html)

Type	Description
Inactionable	

(NetAF.Commands.Scene.Inactionable.html)

CommandHelp (NetAF.Commands.CommandHelp.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

Target

(NetAF.Conversations.html)

Get the target.

+ NetAF.Conversations.

Declarations

(NetAF.Conversations.Instruct.html)

```
public IInteractWithItem Target { get; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

+ NetAF.Logic

(NetAF.Logic.html)

UseAFLogicModes

(NetAF.Logic.Modes.html)

Get the command help.

-- -- -- -- --

Type	Description
(NetAF.Logic.Modes.html)	

Declaration

```
public static CommandHelp UseCommandHelp { get; }
```

Property Value

Type	Description
CommandHelp (NetAF.Commands.CommandHelp.html)	

+ **NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Methods

[\(NetAF.Commands.Persistence.html\)](#)

InvokeGame

[\(NetAF.Commands.Scene.html\)](#)

Invoke the command.

Drop

[\(NetAF.Commands.Scene.Drop.html\)](#)

Examine

[\(NetAF.Commands.Scene.Examine.html\)](#)

Move

[\(NetAF.Commands.Scene.Move.html\)](#)

Parameters

Take

Type	Name	Description
Take (NetAF.Commands.Scene.Take.html)	game	The game to invoke the command on.

Unactionable

Return [\(NetAF.Commands.Scene.Unactionable.html\)](#)

Type	Description
UseOn (NetAF.Commands.Scene.UseOn.html)	The reaction.

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Implements

[NetAF.Conversations.](#)

Instructions

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF.Conversations.Instruct**

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

Namespace NetAF.Conversations

Classes

Filter by title

Conversation (NetAF.Conversations.Conversation.html)

+ NetAF.Commands.

Represents a conversation.

+ NetAF.Commands.Frame

LogItem (NetAF.Conversations.LogItem.html)

(NetAF.Commands.Frame.html)

Provides a container for log items.

NetAF.Commands.Global

(NetAF.Commands.Global.html)

Paragraph (NetAF.Conversations.Paragraph.html)

+ NetAF.Commands.

Represents a paragraph in a Conversation.

Persistence

(NetAF.Commands.Persistence.html)

Response (NetAF.Conversations.Response.html)

+ NetAF.Commands.Scene

Provides a response to a conversation.

(NetAF.Commands.Scene.html)

NetAF Conversations

Enums

(NetAF.Conversations.html)

Conversation

Participant (NetAF.Conversations.Participant.html)

(NetAF.Conversations.Conversation)

ConversationParticipant

Enables participants in a conversation.

(NetAF.Conversations.Conversation.html)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

Participant

(NetAF.Conversations.Participant.html)

Provides a callback that can be used in conversations invoking actions.

Response

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Class Conversation

Represents a conversation.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Conversation

+ **NetAF.Commands.Global**

Serialization ([NetAF.Serialization.Assets.ConversationSerialization.html](#))>

([NetAF.Commands.Global.html](#))

Inherited Members

+ **NetAF.Commands.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([NetAF.Commands.Persistence.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands.Scene**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.Scene.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.html](#))

Namespace: NetAF (NetAF.html).Conversations ([NetAF.Conversations.html](#))

Assembly: NetAF.dll

Syntax

ConversationActionCallback

(NetAF.Conversations.Conversation

LogItem sealed class Conversation : IRestoreFromObjectSerialization<ConversationSerializat

ion> ([NetAF.Conversations.LogItem.html](#))

Paragraph

(NetAF.Conversations.Paragraph.h

Participant

Constructors

([NetAF.Conversations.Participant.html](#))

Response

(NetAF.Conversations.Response.h

Conversation(params Paragraph[])

+ **NetAF.Conversations.**

Represents a conversation.

Instructions

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

public Conversation(params Paragraph[] paragraphs)

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Parameters

([NetAF.Interpretation.html](#))

Type

+ **NetAF.Logic**

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

([NetAF.Logic.html](#))

+ **NetAF.Logic Modes**

Properties

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

(NetAF.Commands.html)

```
public Paragraph CurrentParagraph { get; }
```

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)
Property Value

+ NetAF.Commands.Global

Type

(NetAF.Commands.Global.html)

Paragraph (NetAF.Conversations.Paragraph.html)

Description

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)
Log

+ NetAF.Commands.Scene

Get the log.

(NetAF.Commands.Scene.html)

Declaration

- NetAF.Conversations

(NetAF.Conversations.html);

Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

Type (NetAF.Conversations.Conversation.html)

Description

LogItem

LogItem (NetAF.Conversations.LogItem.html)[]

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

Paragraphs

(NetAF.Conversations.Participant.html)

Get the current paragraph in the conversation.

Response

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

public Paragraph[] Paragraphs { get; }

Instructions

(NetAF.Conversations.Instruct.html)

Property Value

+ NetAF.Extensions

Type (NetAF.Extensions.html)

Description

Paragraph (NetAF.Conversations.Paragraph.html)[]

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic Modes

Next(Game)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```

(NetAF.Commands.html)

Parameters

Type	Name	Description
NetAF.Commands.Frame	game	The game.

+ NetAF.Commands.Global

Returns

(NetAF.Commands.Global.html)

Type
+ NetAF.Commands.

Persistence (NetAF.Assets.Interaction.Reaction.html)

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

Respond(Response, Game)
(NetAF.Commands.Scene.html)

Respond to the conversation.

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

```
public Reaction Respond(Response response, Game game)
```

ConversationActionCallback

Parameters
LogItem

Type	Name	Description
NetAF.Conversations.LogItem.html		
Paragraph (NetAF.Conversations.Response.html) (NetAF.Conversations.Paragraph.html)	response	The response.

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.Participant.html)

Response

Parameters
Type

Type	Description
NetAF.Conversations.Response.html	The reaction to the response.

+ NetAF.Conversations.
Instructions

(NetAF.Conversations.Instruct.html)

RestoreFrom(ConversationSerialization)

(NetAF.Extensions.html)

Restore this object from a serialization.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic RestoreFrom(ConversationSerialization serialization)

(NetAF.Logic.html)

+ NetAF.Logic Modes

Parameters

Type	Name	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	<i>serialization</i>	The serialization to restore from.

▼

Implements (NetAF.Commands.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF Logic Modes

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: [NetAF](#).[\(NetAF.html\)](#).[Conversations](#) ([NetAF.Conversations.html](#))

Assembly: [NetAF.dll](#)

+ **NetAF.Commands.Frame**

Syntax
[\(NetAF.Commands.Frame.html\)](#)

+ **NetAF.Commands.Global**

[Game](#).[ConversationActionCallback](#)([Game game](#))

[\(NetAF.Commands.Global.html\)](#)

Parent: [NetAF.Commands](#).

Type	Name	Description
(NetAF.Commands.Persistence.html)	game	The game to invoke the callback on.

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

- **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Conversation

[\(NetAF.Conversations.Conversation.html\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

+ **NetAF.Commands.Frame**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ LogItem

+ **NetAF.Commands.Global**

Inherited Members

(**NetAF.Commands.Global.htm**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Persistence**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**NetAF.Commands.Persistence.htm**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Commands.Scene**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals([object](https://learn.microsoft.com/dotnet/api/system.object.referenceequals), [object](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **NetAF.Conversations**

Namespace: NetAF (NetAF.html), Conversations (NetAF.Conversations.html)

(**NetAF.Conversations.htm**)

Assembly: NetAF.dll

Conversation

Syntax

(NetAF.Conversations.Conversation)

ConversationActionCallback

public sealed class LogItem

(NetAF.Conversations.Conversation)

LogItem

(NetAF.Conversations.LogItem.htm)

Paragraph

(NetAF.Conversations.Paragraph.htm)

Participant

(NetAF.Conversations.Participant.htm)

Response

Provides a container for Response.

([NetAF.Container.IContainerResponse.htm](https://learn.microsoft.com/dotnet/api/system.reflection.typeinfo))

+ **NetAF.Conversations.**

Instructions

(**NetAF.Conversations.Instruction.htm**)

+ **NetAF.Extensions**

Parameters

(**NetAF.Extensions.htm**)

Type

+ **NetAF.Interpretation**

Participant (NetAF.Conversations.Participant.html)

Name

Description

participant

The participant.

+ **NetAF.Logic**

(**NetAF.Logic.htm**)

+ **NetAF.Logic.Modes**

(**NetAF.Logic.Modes.htm**)

Properties

Line

Get the line.



Declaration

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Property Value

(NetAF.Commands.Global.htm)

+ NetAF.Commands.

Type [String](https://learn.microsoft.com/dotnet/api/system.string) ([System.String](https://learn.microsoft.com/dotnet/api/system.string))

(NetAF.Commands.Persistence.htm)

+ NetAF.Commands.Scene

Participant

(NetAF.Commands.Scene.html)

Get the participant.

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

public Participant Conversation { get; }

ConversationActionCallback

Property Value

LogItem

Type [NetAF.Conversations.LogItem.htm](#)

Description

Paragraph

Participant ([NetAF.Conversations.Participant.html](#))

(NetAF.Conversations.Paragraph.htm)

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

Description

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

(NetAF.Commands.Frame.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands.Global**

(NetAFCommands.Global.html)

Inherited Members

+ **NetAFCommands**

Persistence

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAFCommands.Scene**

(NetAFCommands.Scene.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

- **NetAFConversations**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Conversations.html)

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Conversation

Assembly: NetAF.dll

(NetAF.Conversations.Conversation)

Syntax

ConversationActionCallback

(NetAF.Conversations.Conversation)

public sealed class Paragraph

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

Constructors

Participant

(NetAF.Conversations.Participant.html)

Response

Paragraph(string, ConversationActionCallback, IEndOfParagraphInstruction, string)

[\(NetAF.Conversations.Response.html\)](#)

+ **NetAF.Conversations**.

Represents a paragraph in a Conversation.

Instructions

Declaration

(NetAF.Conversations.Instruct.html)

+ **NetAF.Extensions**

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstruction instruction, string name = "")

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

Parameters

[\(NetAF.Interpretation.html\)](#)

Type	Name	Description
+ NetAF.Logic		
s (NetAF.Logic.html) (https://learn.microsoft.com/dotnet/api/system.string)	line	Specify the line.

+ **NetAF.Persistence**

Type	Name	Description
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	action	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) (NetAF.Commands.Frame.html)	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ NetAF.Commands.Global (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Global.html)	name	Specify the name of the paragraph.

+ NetAF.Commands.

Persistence

Paragraph(string, ConversationActionCallback, string)

+ **NetAF.Commands.Scene**

Initializes a new instance of the Paragraph class.

(NetAF.Commands.Scene.html)

Declaration

- **NetAF.Conversations**

(NetAF.Conversations.html)

Conversation

Parameters

ConversationActionCallback

Type
(NetAF.Conversations.ConversationActionCallback.html)

Name

Description

LogItem

string
(<https://learn.microsoft.com/dotnet/api/system.string>)
(NetAF.Conversations.LogItem.html)

line

Specify the line.

Paragraph

ConversationActionCallback
(NetAF.Conversations.ConversationActionCallback.html)
(NetAF.Conversations.Paragraph.html)

action

Specify any action to be carried out with this line.

Participant

string
(<https://learn.microsoft.com/dotnet/api/system.string>)
(NetAF.Conversations.Participant.html)

name

Specify the name of the paragraph.

Response

(NetAF.Conversations.Response.html)

Paragraph(string, IEndOfParagraphInstruction, string)

+ **NetAF.Conversations.Instruct**

Instructions

Initializes a new instance of the Paragraph class.

(NetAF.Conversations.Instruct.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Parameters

+ **NetAF.Logic**

(NetAF.Logic.html)

string

(NetAF.Logic.Modes.html)
(<https://learn.microsoft.com/dotnet/api/system.string>)
(NetAF.Logic.Modes.html)

Name

Description

line

Specify the line.

+ NetAF.Persistence

Type	Name	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Frame.html)	<i>name</i>	Specify the name of the paragraph.

+ NetAF.Commands.Global

Paragraph(string, string)
[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Initializes a new instance of the Paragraph class.
Persistence

Declaration
[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

public Paragraph(string line, string name = "")
[\(NetAF.Commands.Scene.html\)](#)

NetAF Conversations

Parameters

(NetAF.Conversations.html)

Type	Name	Description
Conversation string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Conversation.html)	<i>line</i>	Specify the line.
ConversationActionCallback string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.ConversationActionCallback.html)	<i>name</i>	Specify the name of the paragraph.

Properties

Declaration
[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

Get or set any action to carry out on this line.

+ NetAF Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruction.html)

+ NetAF.Extensions

Properties
[\(NetAF.Extensions.html\)](#)

+ Type

(NetAF.Interpretation.html)

ConversationActionCallback ([\(NetAF.Conversations.ConversationActionCallback.html\)](#))

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

CanRespond

+ NetAF.Logic.Modes

Get if a response is possible

[\(NetAF.Logic.Modes.html\)](#)

Declaration

+ NetAF Persistence

Description

```
public bool CanRespond { get; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Commands.Frame.html)	

+ **NetAF.Commands.GlobalInstruction**
[\(NetAF.Commands.Global.html\)](#)

For the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Persistence

[Declaration](#)

+ **NetAF.Commands.Scene**
public IEndOfParagraphInstruction Instruction { get; }
[\(NetAF.Commands.Scene.html\)](#)

- **NetAF Conversations**

Property Value

[\(NetAF.Conversations.html\)](#)

Type	Description
Conversation	
IEndOfParagraphInstruction (NetAF Conversations.Conversation.html)	
ConversationActionCallback	
(NetAF.Conversations.ConversationActionCallback.html)	
LogItem	
(NetAF.Conversations.LogItem.html)	
Line	
(NetAF.Conversations.Line.html)	
Paragraph	
(NetAF.Conversations.Paragraph.html)	
Declaration	
Participant	
(NetAF.Conversations.Participant.html)	
Response	
public string Line { get; set; }	
(NetAF.Conversations.Response.html)	

Property Value

NetAF Conversations.

Type	Description
(NetAF.Conversations.Instruction.html)	

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Name

[NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Get the name.

NetAF Logic

[Declaration](#)

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

Property Value

+ **NetAF.Persistence**

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Responses

Get or set the responses, applicable to the last line.

[\(NetAF.Commands.Frame.html\)](#)

Declaration

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

```
public Response[] Responses { get; set; }
```

+ **NetAF.Commands.**

Persistence

Property Value

[\(NetAF.Commands.Persistence.html\)](#)

Type

+ **NetAF.Commands.Scene**

Response ([NetAF.Conversations.Response.html](#))[]

[\(NetAF.Commands.Scene.html\)](#)

Description

- **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Conversation

[\(NetAF.Conversations.Conversation.html\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

+ **NetAF.Commands.Global**

Syntax
[\(NetAF.Commands.Global.htm\)](#)

+ **NetAF.Commands.**

public enum Participant

Persistence

[\(NetAF.Commands.Persistence.htm\)](#)

+ **NetAF.Commands.Scene**

[Fields](#) [Commands.Scene.html](#)

Name	Description
(NetAF.Conversations.htm)	
Other Conversation	Any other participant.

Play [\(NetAF.Conversations.Conversation.htm\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.htm\)](#)

LogItem

[\(NetAF.Conversations.LogItem.htm\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.htm\)](#)

Participant

[\(NetAF.Conversations.Participant.htm\)](#)

Response

[\(NetAF.Conversations.Response.htm\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.htm\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Modes**

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

+ **NetAF.Commands.Global**

↳ [\(NetAF.Commands.Global.html\)](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Response

+ **NetAF.Commands.**

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object,-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object,-system-object)))

- [\(NetAF.Commands.Scene.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

- [\(NetAF.Conversations.html\)](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: [NetAF](#) ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#))

Assembly: [NetAF.dll](#)

([NetAF.Conversations.Conversation.html](#))

Syntax

LogItem

 ([NetAF.Conversations.LogItem.html](#))

 public sealed class Response

 Paragraph

 ([NetAF.Conversations.Paragraph.html](#))

 Participant

 ([NetAF.Conversations.Participant.html](#))

Constructors

Response

 ([NetAF.Conversations.Response.html](#))

Response(string)

 ([NetAF.Conversations.html](#))

Instructions

Initializes a new instance of the Response class.

 ([NetAF.Conversations.Instruct.html](#))

Declaration

+ **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

 ([NetAF.Interpretation.html](#))

+ **Type**

+ **NetAF.Logic**

 ([NetAF.Logic.html](#))

 string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

line

The line to trigger this response.

+ **NetAF.Logic.Modes**

 ([NetAF.Logic.Modes.html](#))

Response(string, IEndOfParagraphInstruction)

+ **NetAF.Persistence**

Provides a response to a conversation.

 ([NetAF.Persistence.html](#))

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
+ NetAF.Commands.Global String (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>	The line to trigger this response.
+ NetAF.Commands.Persistence IEndOfParagraphInstruction (NetAF.Commands.Persistence.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

- NetAF.Conversations Properties

([NetAF.Conversations.html](#))

Conversation

Instruction

([NetAF.Conversations.Conversation.html](#))

ConversationActionCallback

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

LogItem

([NetAF.Conversations.LogItem.html](#))

Declaration

Paragraph

([NetAF.Conversations.Paragraph.html](#))

```
public IEndOfParagraphInstruction Instruction { get; }
```

Participant

([NetAF.Conversations.Participant.html](#))

Response

Type

([NetAF.Conversations.Response.html](#))

+ NetAF.Conversations

Instructions

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

([NetAF.Conversations.Instructions.html](#))

Line

([NetAF.Extensions.html](#))

Get the line.

+ NetAF.Interpretation

Declaration

([NetAF.Interpretation.html](#))

+ NetAF.Logic

Line { get; }

([NetAF.Logic.html](#))

Logic

([NetAF.Logic.Modes.html](#))

+ NetAF.Persistence

String (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Persistence.html](#))

Type	Description

▼

+ **NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**
 Persistence
[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)

- **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

 Conversation
[\(NetAF.Conversations.Conversation.html\)](#)
 ConversationActionCallback
[\(NetAF.Conversations.ConversationActionCallback.html\)](#)
 LogItem
[\(NetAF.Conversations.LogItem.html\)](#)
 Paragraph
[\(NetAF.Conversations.Paragraph.html\)](#)
 Participant
[\(NetAF.Conversations.Participant.html\)](#)
 Response
[\(NetAF.Conversations.Response.html\)](#)

+ **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)

Namespace NetAF.Conversations. Instructions

▼ Filter by title

Classes

(NetAF.Commands.html)

+ NetAF.Commands.Frame

ByCallback (NetAF.Conversations.Instructions.ByCallback.html)

(NetAF.Commands.Frame.htm)

An end-of-paragraph instruction that shifts paragraphs based on a callback.

+ NetAF.Commands.Global

(NetAF.Commands.Global.htm)

First (NetAF.Conversations.Instructions.First.html)

+ NetAF.Commands

An end-of-paragraph instruction that shifts paragraphs to the start.

Persistence

(NetAF.Commands.Persistence.htm)

GoTo (NetAF.Conversations.Instructions.GoTo.html)

+ NetAF.Commands.Scene

An end-of-paragraph instruction that shifts paragraphs based on an absolute index.

(NetAF.Commands.Scene.htm)

+ NetAF.Conversations

Jump (NetAF.Conversations.Instructions.Jump.html)

(NetAF.Conversations.htm)

An end-of-paragraph instruction that shifts paragraphs based on a delta.

- NetAF.Conversations.

Instructions

Last (NetAF.Conversations.Instructions.Last.html)

(NetAF.Conversations.Instruct

An end-of-paragraph instruction that shifts paragraphs to the end.

ByCallback

(NetAF.Conversations.Instructions.

Next (NetAF.Conversations.Instructions.Next.html)

(NetAF.Conversations.Instructions

An end-of-paragraph instruction that shifts paragraphs to the next paragraph.

GoTo

(NetAF.Conversations.Instructions.

Previous (NetAF.Conversations.Instructions.Previous.html)

(NetAF.Conversations.Instructions

An end-of-paragraph instruction that shifts paragraphs to the previous paragraph.

Jump

(NetAF.Conversations.Instructions.

Repeat (NetAF.Conversations.Instructions.Repeat.html)

(NetAF.Conversations.Instructions

An end-of-paragraph instruction that repeats.

Next

(NetAF.Conversations.Instructions.

ToName (NetAF.Conversations.Instructions.ToName.html)

(NetAF.Conversations.Instructions

An end-of-paragraph instruction that shifts paragraphs based on a name.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

Interfaces

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

(NetAF.Commands.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

ByCallback

(NetAF.Conversations.Instructions.

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

([NetAF.Commands.Frame.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.htm](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ **NetAF.Commands**

Inherited Members

Persistence

([NetAF.Commands.Persistence](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Scene**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.Scene.html](#))

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>)

Instructions ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Conversations.Instruct**

Syntax

ByCallback

([NetAF.Conversations.Instructions](#))

public sealed class ByCallback : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#))

GoTo

([NetAF.Conversations.Instructions](#))

Constructors

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#))

Jump

([ByCallback\(Func<IEndOfParagraphInstruction>\)](#))

([NetAF.Conversations.Instructions](#))

An end of paragraph instruction that shifts paragraphs based on a callback.

([NetAF.Conversations.Instructions](#))

Declaration

([NetAF.Conversations.Instructions](#))

public ByCallback(Func<IEndOfParagraphInstruction> callback)

([NetAF.Conversations.Instructions](#))

Repeat

Parameters

([NetAF.Conversations.Instructions](#))

Type

ToName

([NetAF.Conversations.Instructions](#))

Func (<https://learn.microsoft.com/dotnet/api/system.func-1>)<

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

>

+ **NetAF.Interpretation**

Type	Name	Description
ToName (NetAF.Conversations.Instructions) Func (https://learn.microsoft.com/dotnet/api/system.func-1)< (NetAF.Extensions.html)	callback	The callback that decides the instruction to use.

Properties

Callback

Get the callback that decides the instruction to use.

Declaration

([NetAF.Commands.Frame.html](#))

```
public Func<IEndOfParagraphInstruction> Callback { get; }
```

+ NetAF.Commands.Global

([NetAF.Commands.Global.html](#))

Property Value

Type	Description
Func (https://learn.microsoft.com/dotnet/api/system.func-1)< IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)>	

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

- NetAF.Conversations.

GetIndexOfNext(Paragraph, Paragraph[])

([NetAF.Conversations.Instruction.html](#))

Declaration

(NetAF.Conversations.Instructions.

First

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

(NetAF.Conversations.Instructions.

GoTo

Parameters

(NetAF.Conversations.Instructions.

Type	Name	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.		
Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
Paragraph (NetAF.Conversations.Instructions. Paragraph (NetAF.Conversations.Paragraph.html))	paragraphs	The collection of paragraphs.

(NetAF.Conversations.Instructions.

Returns

Next

Type	Description
Previous int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Repeat

(NetAF.Conversations.Instructions.

Implements

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

▼

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

- **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

ByCallback

(NetAF.Conversations.Instructions.

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ [NetAF.Commands.Global](https://learn.microsoft.com/dotnet/api/system.object)
First
([NetAF.Commands.Global.htm](#))

Implements

+ [NetAF.Commands](#).

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Persistence

Inherited Members

([NetAF.Commands.Persistence](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Commands.Scene](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF.Conversations](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NetAF.Conversations.Instructions

([NetAF.Conversations.Instructions](#)) Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: NetAF.dll

By: Callback

Syntax: `NetAF.Conversations.Instructions.`

First

`public NetAF.Conversations.Instructions.IEndOfParagraphInstruction`

GoTo

`(NetAF.Conversations.Instructions.`

IEndOfParagraphInstruction

`(NetAF.Conversations.Instructions.`

Methods

`(NetAF.Conversations.Instructions.`

Last

`GetIndexOfNext(Paragraph, Paragraph[])`

Next

Get the index of the next paragraph.

`(NetAF.Conversations.Instructions.`

Previous

`(NetAF.Conversations.Instructions.`

`public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)`

`(NetAF.Conversations.Instructions.`

ToName

Parameters

`(NetAF.Conversations.Instructions.`

Type	Name	Description
+ NetAF.Extensions		
(NetAF.Extensions.html)		

Paragraph ([NetAF.Conversations.Paragraph.html](#))

`current`

The current paragraph.

Paragraph[] ([NetAF.Conversations.Paragraph.html](#))[]

`paragraphs`

The collection of paragraphs.

([NetAF.Interpretation.html](#))

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

ByCallback

([NetAF.Conversations.Instructions.ByCallback.html](#))

First

([NetAF.Conversations.Instructions.First.html](#))

GoTo

([NetAF.Conversations.Instructions.GoTo.html](#))

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Jump

([NetAF.Conversations.Instructions.Jump.html](#))

Last

([NetAF.Conversations.Instructions.Last.html](#))

Next

([NetAF.Conversations.Instructions.Next.html](#))

Previous

([NetAF.Conversations.Instructions.Previous.html](#))

Repeat

([NetAF.Conversations.Instructions.Repeat.html](#))

ToName

([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

+ **NetAF.Commands.Global**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GoTo

+ **NetAF.Commands.**

Implements

Persistence

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(**NetAF.Commands.Persistence**)

Inherited Members

+ **NetAF.Commands.Scene**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(**NetAF.Commands.Scene.html**)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object)))

(**NetAF.Conversations.html**)
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**NetAF.Conversations.Instruct**)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))
By Callback

Assembly: NetAF.dll
([NetAF.Conversations.Instructions](#))

Syntax

([NetAF.Conversations.Instructions](#).

GoTo sealed class GoTo : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

Jump

([NetAF.Conversations.Instructions](#).

Last

GoTo(int)

([NetAF.Conversations.Instructions](#).

Next

An end of paragraph instruction that shifts paragraphs based on an absolute index.

([NetAF.Conversations.Instructions](#).

Declaration

([NetAF.Conversations.Instructions](#).

Repeat GoTo(int index)

([NetAF.Conversations.Instructions](#).

ToName

Parameters

([NetAF.Conversations.Instructions](#).

Type

+ **NetAF.Extensions**

int ([NetAF.Extensions.html](#))dotnet/api/system.int32)

Name

Description

index

The index of the next paragraph.

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Properties

Index

Get the index.



Declaration

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Property Value

Persistence

Type (NetAF.Commands.Persistence)

Description

+ NetAF.Commands.Scene (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Methods

- NetAF.Conversations.

Instructions

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instruct

Get the index of the next paragraph.

By Callback

Declaration (NetAF.Conversations.Instructions.

First

(NetAF.Conversations.Instructions.
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
GoTo

(NetAF.Conversations.Instructions.

Parameters (NetAF.ParagraphInstruction

Type	Name	Description
Jump		
Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.

Last

Paragraph (NetAF.Conversations.Paragraph.html)[] (NetAF.Conversations.Instructions.

Next

Returns (NetAF.Conversations.Instructions.

Type	Description
Previous (NetAF.Conversations.Instructions. int (https://learn.microsoft.com/dotnet/api/system.int32) Repeat	The index of the next paragraph.

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

Implementation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

▼

- + **NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)
- + **NetAF.Commands.Persistence**
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)
 - ByCallback
 - (NetAF.Conversations.Instructions.ByCallback)
 - First
 - (NetAF.Conversations.Instructions.First)
 - GoTo
 - (NetAF.Conversations.Instructions.GoTo)
 - IEndOfPargraphInstruction
 - (NetAF.Conversations.Instructions.IEndOfPargraphInstruction)
 - Jump
 - (NetAF.Conversations.Instructions.Jump)
 - Last
 - (NetAF.Conversations.Instructions.Last)
 - Next
 - (NetAF.Conversations.Instructions.Next)
 - Previous
 - (NetAF.Conversations.Instructions.Previous)
 - Repeat
 - (NetAF.Conversations.Instructions.Repeat)
 - ToName
 - (NetAF.Conversations.Instructions.ToName)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

([NetAF.Commands.Global.htm](#))

Assembly: NetAF.dll

\$NetAF.Commands.

Persistence

([NetAF.Commands.Persistence.htm](#))

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

NetAF.Conversations

([NetAF.Conversations.html](#))

NetAF.Conversations

GetIndexOfNext(Paragraph, Paragraph[])

Instructions

Get the index of the next paragraph.

([NetAF.Conversations.Instruct](#))

Declaration

By callback

(NetAF.Conversations.Instructions.

int FirstGetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

GoTo

Parameters

(NetAF.Conversations.Instructions.

Type IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Paragraph (NetAF.Conversations.Paragraph.html)

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Returns

Next

Type NetAF.Conversations.Instructions.

Previous int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

+ [NetAFCommands](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

Persistence

Implements [IEndOfParagraphInstruction](#) (<https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html>)

+ [NetAF.Commands.Scene](#)

Inherited Members

([NetAFCommands.Scene.html](#))

+ [NetAF.Conversations](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Conversations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

[NetAF.Conversations](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Conversations.Instruct](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Instructions](#))

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

First

Assembly: NetAF.dll

Syntax

ToTo

(NetAF.Conversations.Instructions.

[IEndOfParagraphInstruction](#) jump : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

(NetAF.Conversations.Instructions.

Constructors

Last

(NetAF.Conversations.Instructions.

Next

Jump(int)

(NetAF.Conversations.Instructions.

Previous

An end of paragraph instruction that shifts paragraphs based on a delta.

(NetAF.Conversations.Instructions.

Declaration

protected

(NetAF.Conversations.Instructions.

pToNameJump(int delta)

(NetAF.Conversations.Instructions.

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Type

Name

Description

+ [NetAF.Interpretation](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

delta

The delta to shift paragraphs by.

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Properties

Delta

Get the delta.



Declaration

+ NetAF.Commands.

public int Delta { get; }

Persistence

(NetAF.Commands.Persistence)
Property Value

+ NetAF.Commands.Scene

Type

(NetAF.Commands.Scene.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Methods

Instructions

(NetAF.Conversations.Instruct)

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

First

Declaration

GoTo

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Parameters

Type (NetAF.Conversations.Instructions.

Last

Paragraph (NetAF.Conversations.Paragraph.html)

Name

Description

Next (NetAF.Conversations.Paragraph.html)[]

current

The current paragraph.

(NetAF.Conversations.Instructions.

paragraphs

The collection of paragraphs.

Previous

Returns (NetAF.Conversations.Instructions.

Type Repeat

(NetAF.Conversations.Instructions.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

ToName

Description

The index of the next paragraph.

(NetAF.Conversations.Instructions.

Implements

(NetAF.Extensions.html)

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

▼

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

ByCallback

([NetAF.Conversations.Instructions.ByCallback.html](#))

First

([NetAF.Conversations.Instructions.First.html](#))

GoTo

([NetAF.Conversations.Instructions.GoTo.html](#))

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Jump

([NetAF.Conversations.Instructions.Jump.html](#))

Last

([NetAF.Conversations.Instructions.Last.html](#))

Next

([NetAF.Conversations.Instructions.Next.html](#))

Previous

([NetAF.Conversations.Instructions.Previous.html](#))

Repeat

([NetAF.Conversations.Instructions.Repeat.html](#))

ToName

([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

+ NetAF.Commands.

↳ Persistence (https://learn.microsoft.com/dotnet/api/system.object)

(NetAF.Commands.Persistence)

Implements

+ NetAF.Commands.Scene

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Commands.Scene.html)

Inherited Members

+ NetAF.Conversations

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(NetAF.Conversations.html)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

(NetAF.Conversations.Instruct)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

ByCallback

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

(NetAF.Conversations.Instructions)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

First

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

(NetAF.Conversations.Instructions)

Assembly: NetAF.dll

Go To

Syntax

NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public class Instructions : EndOfParagraphInstruction

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Methods

(NetAF.Conversations.Instructions.

Previous

GetIndexOfNext(Paragraph, Paragraph[])

Repeat

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type (NetAF.Interpretation.html)

Name

Description

Paragraph (NetAF.Conversations.Paragraph.html)

current

The current paragraph.

+ NetAF.Logic

Paragraph (NetAF.Conversations.Paragraph.html)[]

paragraphs

The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

+ **NetAF.Commands.**

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#)

ByCallback

([NetAF.Conversations.Instructions.](#)

First

([NetAF.Conversations.Instructions.](#)

GoTo

([NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

Jump

([NetAF.Conversations.Instructions.](#)

Last

([NetAF.Conversations.Instructions.](#)

Next

([NetAF.Conversations.Instructions.](#)

Previous

([NetAF.Conversations.Instructions.](#)

Repeat

([NetAF.Conversations.Instructions.](#)

ToName

([NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

Persistence

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Next

+ NetAF.Commands.Scene

Implements

(NetAF.Commands.Scene.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Conversations.Instruct

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

↳ ByCallback

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Conversations.Instructions

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

First

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Conversations.Instructions

Namespace: [NetAF](#) ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To

Assembly: [NetAF.dll](#)

Syntax

`IEndOfParagraphInstruction`

 ([NetAF.Conversations.Instructions](#).

[Jump](#) sealed class [Next](#) : [IEndOfParagraphInstruction](#)

)([NetAF.Conversations.Instructions](#).

 Last

)([NetAF.Conversations.Instructions](#).

 Next

Methods

([NetAF.Conversations.Instructions](#).

 Previous

)([NetAF.Conversations.Instructions](#).

GetIndexOfNext(Paragraph, Paragraph[])

Repeat

 ([NetAF.Conversations.Instructions](#).

 Get the index of the next paragraph.

 ToName

)([NetAF.Conversations.Instructions](#).

+ NetAF.Extensions

 public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))

(NetAF.Logic.html)

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

+ NetAF.Logic.Modes

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

Persistence

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Commands.Persistence)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

- NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct](#)

ByCallback

[\(NetAF.Conversations.Instructions.](#)

First

[\(NetAF.Conversations.Instructions.](#)

GoTo

[\(NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

Last

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Repeat

[\(NetAF.Conversations.Instructions.](#)

ToName

[\(NetAF.Conversations.Instructions.](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Modes

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Commands Scene**

↳ Previous
Implements

([NetAF Conversations](#))

([NetAF Conversations.html](#))

Inherited Members

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)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

ByCallback

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF Conversations.Instructions](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

First

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF Conversations.Instructions](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

GoTo

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Syntax: `IEndOfParagraphInstruction`

([NetAF.Conversations.Instructions](#).

Jump

↳ `NetAF.Conversations.Instructions : IEndOfParagraphInstruction`

Last

([NetAF.Conversations.Instructions](#).

Next

([NetAF.Conversations.Instructions](#).

Methods

([NetAF.Conversations.Instructions](#).

Repeat

GetIndexOfNext(Paragraph, Paragraph[])

ToName

Get the index of the next paragraph.

([NetAF.Conversations.Instructions](#).

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **NetAF.Interpretation**

([NetAFInterpretation.html](#))

Parameters

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))

Name

Description

current

The current paragraph.

+ **NetAF.Logic.Modes**

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

([NetAF.Logic.Modes.html](#))

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

(NetAF.Commands.Persistence.IEndOfParagraphInstruction)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

- NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct](#)

ByCallback

[\(NetAF.Conversations.Instructions.](#)

First

[\(NetAF.Conversations.Instructions.](#)

GoTo

[\(NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

Last

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Repeat

[\(NetAF.Conversations.Instructions.](#)

ToName

[\(NetAF.Conversations.Instructions.](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

+ **NetAFCommands.Scene**
object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAFCommands.Scene.html\)](#)

Implementation

IEndOfParagraphInstruction ([NetAFConversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

- **NetAF.Conversations.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[\(NetAF.Conversations.Instruct](#)

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)))

ByCallback
equals(system-object-system-object))

[\(NetAFConversations.Instructions](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

First

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAFConversations.Instructions](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceeequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAFConversations.Instructions](#)

Namespace: NetAF (NetAF.html). Conversations (NetAF.Conversations.html). Instructions (NetAF.Conversations.Instructions.html)

IEndOfParagraphInstruction

Assembly: NetAF.dll
[\(NetAF.Conversations.Instructions](#)

Syntax

[Jump](#) (NetAF.Conversations.Instructions.

[Last](#) sealed class Repeat : IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions](#)

[Next](#)

[\(NetAF.Conversations.Instructions](#)

[Previous](#)

Methods

[\(NetAFConversations.Instructions](#)

[Repeat](#)

[\(NetAF.Conversations.Instructions](#)

GetIndexOfNext(Paragraph, Paragraph[])

[\(NetAF.Conversations.Instructions](#)

Get the index of the next paragraph.

+ **NetAF.Extensions**

Declaration

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation** GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

[\(NetAF.Interpretation.html\)](#)

Parameters

+ **NetAF.Logic**

T	Name	Description
(NetAF.Logic.html)		
+ NetAFLogicModes (NetAFLogicModes.html)	current	The current paragraph.

Paragraph ([\(NetAFConversations.Paragraph.html\)](#))

paragraphs

The collection of paragraphs.

+ **NetAF.Persistence**

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

- NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct](#)

ByCallback

([NetAF.Conversations.Instructions.](#)

First

([NetAF.Conversations.Instructions.](#)

GoTo

([NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

Jump

([NetAF.Conversations.Instructions.](#)

Last

([NetAF.Conversations.Instructions.](#)

Next

([NetAF.Conversations.Instructions.](#)

Previous

([NetAF.Conversations.Instructions.](#)

Repeat

([NetAF.Conversations.Instructions.](#)

ToName

([NetAF.Conversations.Instructions.](#)

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#))

+ NetAF.Persistence

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

+ NetAF.Commands.Scene

↳ [\(NetAF.Commands.Scene.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ToName

+ NetAF.Conversations

Implements

[\(NetAF.Conversations.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

- NetAF.Conversations.

Inherited Members

- Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

First

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

([NetAF.Conversations.Instructions](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

GoTo

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

([NetAF.Conversations.Instructions](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

IEndOfParagraphInstruction

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: NetAF.dll

Jump

Syntax: [NetAF.Conversations.Instructions](#).

Last

[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction\)](#)

Next

[\(NetAF.Conversations.Instructions\)](#)

Previous

[\(NetAF.Conversations.Instructions\)](#)

Repeat

[\(NetAF.Conversations.Instructions\)](#)

ToName(string)

ToName

[\(NetAF.Conversations.Instructions\)](#)

An end of paragraph instruction that shifts paragraphs based on a name.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Parameters

+ NetAF.Logic

Type: [\(NetAF.Logic.html\)](#)

String: [\(https://learn.microsoft.com/dotnet/api/system.string\)](#)

Name	Description
name	The name of the paragraph to jump to.

+ [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Properties

Name

Get the name of the paragraph to jump to.

Declaration

+ NetAF.Commands.Scene

(NetAFCommandsScene.html)

+ NetAF.Conversations

(NetAFConversations.html)

- Type

Description

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAFConversations.Instruct

ByCallback

(NetAF.Conversations.Instructions.

Methods

(NetAF.Conversations.Instructions.

GoTo

GetIndexOfNext(Paragraph, Paragraph[])

IEndOfParagraphInstruction

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Jump

(NetAF.Conversations.Instructions.

Last

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

Next

Paragraph ([NetAF.Conversations.Instructions.](#)

Type	Name	Description
(NetAF.Conversations.Instructions.		
Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
(NetAF.Conversations.Instructions.	paragraphs	The collection of paragraphs.

ToName

(NetAF.Conversations.Instructions.

Returns

+ NetAF.Extensions

(NetAF.Extensions.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Implements

NetAFLogic

(NetAFLogic.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Logic.Modes

(NetAFLogic.Modes.html)

+ NetAF.Persistence

(NetAFPersistence.html)

▼

- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
[**\(NetAF.Conversations.Instruct**](#)
 - ByCallback
 - [\(NetAF.Conversations.Instructions.](#)
 - First
 - [\(NetAF.Conversations.Instructions.](#)
 - GoTo
 - [\(NetAF.Conversations.Instructions.](#)
 - IEndOfParagraphInstruction
 - [\(NetAF.Conversations.Instructions.](#)
 - Jump
 - [\(NetAF.Conversations.Instructions.](#)
 - Last
 - [\(NetAF.Conversations.Instructions.](#)
 - Next
 - [\(NetAF.Conversations.Instructions.](#)
 - Previous
 - [\(NetAF.Conversations.Instructions.](#)
 - Repeat
 - [\(NetAF.Conversations.Instructions.](#)
 - ToName
 - [\(NetAF.Conversations.Instructions.](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)

Namespace NetAF.Extensions

Classes

Filter by title

DirectionExtensions (NetAF.Extensions.DirectionExtensions.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

StringBuilderExtensions (NetAF.Extensions.StringBuilderExtensions.html)

Persistency

Provides extension methods for StringBuilder.

(NetAF.Commands.Persistence.html)

StringExtensions (NetAF.Extensions.StringExtensions.html)

(NetAF.Commands.StringExtensions.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

- **NetAF.Extensions**

(NetAF.Extensions.html)

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF Persistence Icon**

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

+ **NetAF.Commands.Global**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(**NetAF.Commands.Global.html**)

↳ DirectionExtensions

+ **NetAF.Commands.**

Inherited Members

Persistence
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Scene**
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**NetAF.Commands.Scene.html**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Conversations**

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Conversations**

NameSpace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

+ **NetAF.Conversations.Instruct**

Assembly: NetAF.dll

Syntax

NetAF.Extensions

(**NetAF.Extensions.html**)

```
public static class DirectionExtensions  
    DirectionExtensions
```

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

Methods

(NetAF.Extensions.StringExtension)

+ **NetAF.Interpretation**

Inverse(Direction)

(**NetAF.Interpretation.html**)

Get an inverse direction.

+ **NetAF.Logic**

(**NetAF.Logic.html**)

+ **NetAF.Logic.Modes**

```
public static Direction Inverse(this Direction value)
```

(**NetAF.Logic.Modes.html**)

+ **NetAF.Persistence**

Parameters

(**NetAF.Persistence.html**)

Type

+ **NetAF.Persistence.Json**

Direction (NetAF.Assets.Locations.Direction.html)

(**NetAF.Persistence.Json.html**)

+ **NetAF.Rendering**

(**NetAF.Rendering.html**)

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	The inverse direction.

▼

- + NetAF.Commands.Global
(NetAF.Commands.Global.html)
- + NetAF.Commands.Persistence
(NetAF.Commands.Persistence.html)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.Instructions
(NetAF.Conversations.Instructions.html)
- NetAF.Extensions
(NetAF.Extensions.html)
 - DirectionExtensions
(NetAF.Extensions.DirectionExtensions.html)
 - StringBuilderExtensions
(NetAF.Extensions.StringBuilderExtensions.html)
 - StringExtensions
(NetAF.Extensions.StringExtensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Logic.Modes
(NetAF.Logic.Modes.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)

Class StringBuilderExtensions

Provides extension methods for `StringBuilder`.

Filter by title

Inheritance

(NetAF.Commands.Global.htm)

↳ `object` (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.**

Inheritance

(NetAF.Commands.Persistence.htm)

`object.Equals(object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Scene**

`object.Equals(object, object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Commands.Scene.html)

`object.GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

`object.GetType()` (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

`object.MemberwiseClone()` (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

`object.ReferenceEquals(object, object)` (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

`object.ToString()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Conversations.Instruction.html)

Assembly: NetAF.dll

- **NetAF.Extensions**

Syntax

(NetAF.Extensions.html)

```
DirectionExtensions  
public static class StringBuilderExtensions  
(NetAF.Extensions.DirectionExtens  
  StringBuilderExtensions  
    (NetAF.Extensions.StringBuilderEx  
      StringExtensions  
        (NetAF.Extensions.StringExtension
```

Methods

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

EnsureFinishedSentence(StringBuilder)

+ **NetAF.Logic**

Ensure this string is a finished sentence, ending in either ?, ! or .

(NetAF.Logic.html)

Declaration

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

```
public static void EnsureFinishedSentence(this StringBuilder value)
```

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

`StringBuilder` (<https://learn.microsoft.com/dotnet/api/system.text.stringbuilder>)

Name	Description
<code>value</code>	The string to finish.

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

▼

- [NetAF.Commands.Global](#)
(NetAF.Commands.Global.html)
- + **NetAF.Commands.**
 - Persistence**
[\(NetAF.Commands.Persistence.html\)](#)
 - Scene**
[\(NetAF.Commands.Scene.html\)](#)
 - Conversations**
[\(NetAF.Conversations.html\)](#)
 - Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)
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 - DirectionExtensions
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 - StringBuilderExtensions
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)
 - StringExtensions
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + **NetAF.Interpretation**
[**\(NetAF.Interpretation.html\)**](#)
- + **NetAF.Logic**
[**\(NetAF.Logic.html\)**](#)
- + **NetAF.Logic.Modes**
[**\(NetAF.Logic.Modes.html\)**](#)
- + **NetAF.Persistence**
[**\(NetAF.Persistence.html\)**](#)
- + **NetAF.Persistence.Json**
[**\(NetAF.Persistence.Json.html\)**](#)
- + **NetAF.Rendering**
[**\(NetAF.Rendering.html\)**](#)
- + **NetAF.Rendering.Frame**

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

([NetAF.Commands.Global.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.](#)

Persistence

([NetAF.Commands.Persistence.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Commands.Scene](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF.Conversations](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Instruction.html](#))

Namespace: NetAF ([NetAF.html](#)).Extensions ([NetAF.Extensions.html](#))

Assembly: NetAF.dll

[NetAF.Extensions.html](#)

Syntax

```
DirectionExtensions  
public static class StringExtensions  
{  
    public static string AddSentence(this string value, string other)  
    {  
        if (value == null || other == null)  
            return value;  
  
        var builder = new StringBuilder();  
        builder.Append(value);  
        builder.Append(" " + other);  
        return builder.ToString();  
    }  
}
```

Methods

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

AddSentence(string, string)

+ [NetAF.Logic](#)

Add a sentence to this string.

([NetAF.Logic.html](#))

Declaration

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

```
public static string AddSentence(this string value, string other)
```

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Parameters

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

+ [NetAF.Rendering](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

other

The other value.

Returns

+ [NetAF.Rendering.Frame](#)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The concatenated string.

CaseInsensitiveContains(string, string)

Returns a value indicating whether a specified substring occurs within this string. This is not case sensitive.

[\(NetAF.Commands.Global.html\)](#)

Declaration

+ **NetAF.Commands.**

Persistence

```
public static bool CaseInsensitiveContains(this string value, string subString)
```

[\(NetAF.Commands.Persistence.html\)](#)

NetAF.Commands.Scene

Type	Name	Description
+ NetAF.Conversations.		
String (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

[\(NetAF.Conversations.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

subString

The string to seek.

+ **NetAF.Conversations.**

Instructions

Type	Description
- NetAF.Extensions	
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.

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

DirectionExtensions

[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

StringBuilderExtensions

[\(NetAF.Extensions.StringExtensions.html\)](#)

StringExtensions

EnsureFinishedSentence(string)

Ensures that the specified string ends with a punctuation mark.

[\(NetAF.Extensions.StringExtensions.html\)](#), ending in either ?, ! or .

NetAF.Interpretation

(NetAF.Interpretation.html)

```
public static string EnsureFinishedSentence(this string value)
```

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Parameters

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

Returns

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

EqualExaminable(string, IExaminable)

[\(NetAF.Rendering.Render.html\)](#)

Determine if this string equals an IExaminable.

Declaration

```
public static bool EqualsExaminable(this string value, IExaminable examinable)
```



Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>value</i>	The value.
IExaminable (NetAF.Assets.IExaminable.html) (NetAF.Commands.Persistence.html)	<i>examinable</i>	The examinable.

Returns

+ [NetAF.Commands.Scene](#)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Conversations.html)	True if this string equals the identifier, else false.

+ [NetAF.Conversations](#)

EqualsIdentifier(string, Identifier)

Determines if the string equals the identifier.

NetAF.Extensions

(NetAF.Extensions.html)

```
public static bool EqualsIdentifier(this string value, Identifier identifier)  
    DirectionExtensions  
        (NetAF.Extensions.DirectionExtens
```

Parameters

Type	Name	Description
StringExtensions (NetAF.Extensions.StringExtension.html) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>value</i>	The value.
Identifier (NETA.Assets.Identifier.html) (NetAF.Interpretation.html)	<i>identifier</i>	The identifier.

Returns

+ [NetAF.Logic](#)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Logic.Modes.html)	True if this string equals the identifier, else false.

(NetAF.Logic.Modes.html)

+ [NetAF.Persistence](#)

GetObjectifier(string)

(NetAF.Persistence.html)

Get an objectifier for a word.

+ [NetAF.Persistence.Json](#)

(NetAF.Persistence.Json.html)

+ [NetAF.Rendering](#)

```
public static string GetObjectifier(this string word)  
    (NetAF.Rendering.html)
```

+ [NetAF.Rendering.Frame](#)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word.

Returns

Type	Description
(NetAF.Commands.Global.html) string (https://learn.microsoft.com/dotnet/api/system.string)	The objectifier.

+ NetAF.Commands.

Persistence

[InInsensitiveEquals\(string, string\)](#)

[\(NetAF.Commands.Scene.html\)](#) with no case sensitivity.

[\(NetAF.Commands.Scene.html\)](#)
Declaration

+ NetAF.Conversations

public static bool InInsensitiveEquals(this string value, string other)

+ NetAF.Conversations.

Parameters

Instructions

Type	Name	Description
(NetAF.Conversations.Instruct.html) string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
(NetAF.Extensions.html) string (https://learn.microsoft.com/dotnet/api/system.string)	other	The other value.

DirectionExtensions

Return [\(NetAF.Extensions.DirectionExtensions.html\)](#)

Type	Description
(NetAF.Extensions.StringBuilderExtensions.html) StringBuilderExtensions (NetAF.Extensions.StringBuilderExtensions.html)	The number of lines in the string.

+ NetAF.Interpretation

[IsPlural\(string\)](#)

[\(NetAF.Interpretation.html\)](#)

[\(NetAF.Logic.html\)](#)

[\(NetAF.Logic.html\)](#)
Declaration

+ NetAF.Logic.Modes

public static bool IsPlural(this string word)

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

Parameters

[\(NetAF.Persistence.html\)](#)

Type

+ NetAF.Persistence.Json

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Persistence.Json.html\)](#)

Name	Description
word	The word to check.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the word is plural.

IsVowel(string)

Get if a character is a vowel.

[\(NetAF.Commands.Global.html\)](#)

Declaration

+ NetAF.Commands.

Persistence

public static bool IsVowel(this string value)

[\(NetAF.Commands.Persistence.html\)](#)

NetAF.Commands.Scene

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value to check.

Returns

+ NetAF.Conversations.

Type	Description
(NetAF.Conversations.Instruction.html)	True if the character is a vowel.

- NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

LineCount(string)

DirectionExtensions

(NetAF.Extensions.DirectionExtensions)
Determine the number of lines in this string.

StringBuilderExtensions

Declaration

[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

StringExtensions

public static int LineCount(this string value)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ Type

NetAF.Logic

[\(NetAF.Logic.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

+ NetAF.Logic.Modes

Returns

[\(NetAF.Logic.Modes.html\)](#)

Type

+ NetAF.Persistence

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The number of lines in the string.

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

RemoveSentenceEnd(string)

+ NetAF.Rendering

Ensure this string is not a finished sentence, ending in either ?, ! or .

[\(NetAF.Rendering.html\)](#)

Declaration

+ NetAF.Rendering.Frame

```
public static string RemoveSentenceEnd(this string value)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string to ensure isn't finished finish.

(NetAF.Commands.Global.htm)

Returns

+ NetAF.Commands.

Type	Description
Persistence	

(NetAF.Commands.Persistence.html)

The unfinished string.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

ToDescription(string)

+ NetAF.Conversations

Returns this string as a Description.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public static Description ToDescription(this string value)
```

(NetAF.Conversations.Instruct.html)

- NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type	Name	Description
DirectionExtensions		

string (https://learn.microsoft.com/dotnet/api/system.string)
--

value

The value.

StringBuilderExtensions

Returns

(NetAF.Extensions.StringBuilderEx.html)

StringExtensions

Type	Description
(NetAF.Extensions.StringExtension)	

Description (NetAF.Assets.Description.html)

This string as a description.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Returns this string as an Identifier.

+ NetAF.Logic.Modes

Declaration

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

```
public static Identifier ToIdentifier(this string value)
```

(NetAF.Persistence.html)

NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

+ NetAF.Rendering

(NetAF.Rendering.html)

Returns

+ NetAF.Rendering.Frame

Type	Description
Identifier (NetAF.Assets.Identifier.html)	This string as an identifier.

ToSentenceCase(string)

Convert a string to sentence case.

(NetAF.Commands.Global.htm)

Declaration

+ NetAF.Commands.

Persistence

public static string ToSentenceCase(this string value)

(NetAF.Commands.Persistence.htm)

Parameters

Type (NetAF.Commands.Scene.html)

+ NetAF.Conversations.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

TypeInstructions

Name Description

(NetAF.Conversations.Instruct.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The word in sentence case.

- NetAF.Extensions

(NetAF.Extensions.html)

ToSpeech(string)

DirectionExtensions

(NetAF.Extensions.DirectionExtensions.htm)

Convert a string to speech.

StringBuilderExtensions

Declaration (NetAF.Extensions.StringBuilderEx.htm)

StringExtensions

(NetAF.Extensions.StringExtension.htm)

public static string Tospeech(this string value)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

+ Type (NetAF.Logic.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

+ NetAF.Logic.Modes

Returns

(NetAF.Logic.Modes.html)

Type

+ NetAF.Persistence

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The value in sentence case.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Namespace NetAF.Interpretation

Classes

Filter by title

ConversationCommandInterpreter

(NetAF.Interpretation.ConversationCommandInterpreter.html)

+ NetAF.Commands.

Persistence

CustomCommandInterpreter

(NetAF.Interpretation.CustomCommandInterpreter.html)

+ NetAF.Commands.Scene

Provides an object that can be used for interpreting custom commands.
(NetAF.Commands.Scene.html)

+ NetAF.Conversations

FrameCommandInterpreter (NetAF.Interpretation.FrameCommandInterpreter.html)

(NetAF.Conversations.html)

Provides an object that can be used for interpreting frame commands.

+ NetAF.Conversations.

Instructions

GlobalCommandInterpreter (NetAF.Interpretation.GlobalCommandInterpreter.html)

(NetAF.Conversations.Instruct)

Provides an object that can be used for interpreting global commands.

+ NetAF.Extensions

(NetAF.Extensions.html)

InputInterpreter (NetAF.Interpretation.InputInterpreter.html)

- NetAF.Interpretation

Provides an object that can be used for interpreting game input.

(NetAF.Interpretation.html)

ConversationCommand

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

(NetAF.Interpretation.ConversationResult)

Represents the result of interpretation.

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr)

Interpreters (NetAF.Interpretation.Interpreters.html)

(NetAF.Interpretation.FrameComm)

Provides collection of interpreters.

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm)

SceneCommandInterpreter (NetAF.Interpretation.SceneCommandInterpreter.html)

(NetAF.Interpretation.Interpreter.h)

Provides an object that can be used for interpreting scene commands.

InputInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

IIInterpreter (NetAF.Interpretation.IIInterpreter.html)

(NetAF.Interpretation.Interpreters.h)

Represents any object that can act as an interpreter for input.

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm)

+ NetAF.Logic

▼

- + **NetAF.Commands.Global**
([NetAF.Commands.Global.html](#))
- + **NetAF.Commands.**
Persistence
([NetAF.Commands.Persistence.html](#))
- + **NetAF.Commands.Scene**
([NetAF.Commands.Scene.html](#))
- + **NetAF.Conversations**
([NetAF.Conversations.html](#))
- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instructions.html](#))
- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
 - ConversationCommand
 - Interpreter
 - ([NetAF.Interpretation.ConversationInterpreter.html](#))
 - CustomCommandInterpreter
 - ([NetAF.Interpretation.CustomCommandInterpreter.html](#))
 - FrameCommandInterpreter
 - ([NetAF.Interpretation.FrameCommandInterpreter.html](#))
 - GlobalCommandInterpreter
 - ([NetAF.Interpretation.GlobalCommandInterpreter.html](#))
 - IInterpreter
 - ([NetAF.Interpretation.IInterpreter.html](#))
 - InputInterpreter
 - ([NetAF.Interpretation.InputInterpreter.html](#))
 - InterpretationResult
 - ([NetAF.Interpretation.InterpretationResult.html](#))
 - Interpreters
 - ([NetAF.Interpretation.Interpreters.html](#))
 - SceneCommandInterpreter
 - ([NetAF.Interpretation.SceneCommandInterpreter.html](#))
- + **NetAF.Logic**

Class ConversationCommandInterpreter

Provides an object that can be used for interpreting conversation commands.

Filter by title

Inheritance

([NetAF.Commands.Global.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands**

↳ ConversationCommandInterpreter

Persistence

Implements

([NetAF.Commands.Persistence.html](#))

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

+ **NetAFCommands.Scene**

Inherited Members

([NetAF.Commands.Scene.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**

object.Equals(object) ([NetAF.Conversations.html](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ToString() ([NetAF.Conversations.ToString.html](#)) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Extensions**

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

([NetAF.Extensions.html](#))

Assembly: NetAF.dll

NetAF.Interpretation

Syntax

([NetAF.Interpretation.html](#))

```
public sealed class ConversationCommandInterpreter : IInterpreter
```

Interpreter

([NetAF.Interpretation.Conversation.html](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

Properties

FrameCommandInterpreter

([NetAF.Interpretation.FrameCommandInterpreter.html](#))

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalCommandInterpreter.html](#))

Interpreter

Get an array of all supported commands.

([NetAF.Interpretation.IInterpreter.html](#))

Declaration

InputInterpreter

([NetAF.Interpretation.InputInterpreter.html](#))

```
public InterpretationResult<CommandHelp[]> DefaultSupportedCommands { get; }
```

([NetAF.Interpretation.Interpretation.html](#))

Interpreters

Property Value

([NetAF.Interpretation.Interpreters.html](#))

Type SceneCommandInterpreter

([NetAF.Interpretation.SceneCommandInterpreter.html](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))[]

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Description

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

(NetAF.Commands.Global.html)

Property Value

+ NetAF.Commands.

Type

Persistence

CommandHelp (NetAF.Commands.CommandHelp.html)[]

Description

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Methods

NetAF.Conversations

(NetAF.Conversations.html)

GetContextualCommandHelp(Game)

Instructions

Get contextual command help for a game, based on its current state.

(NetAF.Conversations.Instruct)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

- NetAF.Interpretation

(NetAF.Interpretation.html)

Type ConversationCommand

Name

Description

Interpreter

Game (NetAF.Logic.Game.html)

(NetAF.Interpretation.Conversation)

game

The game.

CustomCommandInterpreter

Returns

(NetAF.Interpretation.CustomComr

Type FrameCommandInterpreter

Description

(NetAF.Interpretation.FrameComm

CommandHelp (NetAF.Commands.CommandHelp.html)[]

The contextual help.

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterprete

InputInterpreter

(NetAF.Interpretation.InputInterpre

InterpretationResult

Declaration

(NetAF.Interpretation.Interpretation

Interpreters

```
public InterpretationResult Interpret(string input, Game game)
```

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

Parameters

+ NetAF.Logic

(NetAF.Logic.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

Type	Description
(NetAF.Commands.Global.html)	The result of the interpretation.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ [NetAF.Commands.Scene](#)

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))
[\(NetAF.Commands.Scene.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

Instructions

[\(NetAF.Conversations.Instruct](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

- [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

ConversationCommand

Interpreter

[\(NetAF.Interpretation.Conversation](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCom](#)

FrameCommandInterpreter

[\(NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

[\(NetAF.Interpretation.GlobalComm](#)

IInterpreter

[\(NetAF.Interpretation.IInterpreter.h](#)

InputInterpreter

[\(NetAF.Interpretation.InputInterpre](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

Interpreters

[\(NetAF.Interpretation.Interpreters.h](#)

SceneCommandInterpreter

[\(NetAF.Interpretation.SceneComm](#)

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ **NetAF.Commands**

+ **Persistence**

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Commands.Persistence](#))

+ **NetAF.Commands.Scene**

↳ [\(NetAF.Commands.Scene.html\)](#)

Inherited Members

+ **NetAF.Conversations**

↳ [\(NetAF.Conversations.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ **NetAF.Conversations**

↳ [Instructions](#) ([\(NetAF.Conversations/Instructions.html\)](#)) (

↳ [\(NetAF.Conversations/Instructions/struct\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.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>)

Name: [NetAF](#) ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

Assembly: [NetAF.dll](#)

Syntax

```
ConversationCommand  
Interpreter  
public sealed class CustomCommandInterpreter : IInterpreter
```

CustomCommandInterpreter

([NetAF.Interpretation.CustomCom](#)

FrameCommandInterpreter

([NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalComm](#)

IInterpreter

+ **SupportedCommands**

↳ [\(NetAF.Interpretation.IInterpreter.ht](#)

Get an array of all Supported commands.

([NetAF.Interpretation.InputInterpret](#)

Declaration

[InterpretationResult](#)

([NetAF.Interpretation.Interpretation](#)

```
public readonly string[] SupportedCommands { get; }
```

([NetAF.Interpretation.Interpreters.h](#)

SceneCommandInterpreter

Property Value

([NetAF.Interpretation.SceneComm](#)

Type

+ **NetAF.Logic**

↳ [\(NetAF.Logic.html\)](#) [[\(NetAF.Logic.Commands.CommandHelp.html\)](#)]

+ **NetAF.Logic.Modes**

↳ [\(NetAF.Logic.Modes.html\)](#)

Description

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

+ [NetAF.Commands](#).

Persistence

```
public CommandHelp[] GetContextualCommandHelp(Game game)  
(NetAF.Commands.Persistence)
```

+ [NetAF.Commands.Scene](#)

Parameters

Type	Name	Description
(NetAF.Commands.Scene.html) Game (NetAF.Logic.Game.html) (NetAF.Conversations.html)	game	The game.

Returns

+ [NetAF.Conversations](#).

Type

```
(NetAF.Conversations.Instruct  
CommandHelp (NetAF.Commands.CommandHelp.html))
```

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Interpret(string Game)

+ [NetAF.Interpretation](#).

[\(NetAF.Interpretation.html\)](#)

Interpret a string

Declaration

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation

```
public InterpretationResult Interpret(string input, Game game)  
CustomCommandInterpreter
```

(NetAF.Interpretation.CustomCom

Parameters

Type	Name	Description
(NetAF.Interpretation.FrameComm GlobalCommandInterpreter		
(NetAF.Interpretation.GlobalComm string (https://learn.microsoft.com/dotnet/api/system.string) IInterpreter	input	The string to interpret.

Game (NetAF.Logic.Game.html)

(NetAF.Interpretation.Interpreter.ht

InputInterpreter

Returns

[\(NetAF.Interpretation.InputInterpret](#)

Type	Description
(NetAF.Interpretation.Interpretation InterpretationResult (NetAF.Interpretation.InterpretationResult.html)	The result of the interpretation.

(NetAF.Interpretation.Interpreters.h

SceneCommandInterpreter

Implements

+ [NetAF.Logic](#)

Interpret (NetAF.Interpretation.IInterpreter.html)

[\(NetAF.Logic.html\)](#)

+ [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)



+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

- **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

ConversationCommand

Interpreter

([NetAF.Interpretation.ConversationInterpreter.html](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

FrameCommandInterpreter

([NetAF.Interpretation.FrameCommandInterpreter.html](#))

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalCommandInterpreter.html](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InputInterpreter

([NetAF.Interpretation.InputInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.InterpretationResult.html](#))

Interpreters

([NetAF.Interpretation.Interpreters.html](#))

SceneCommandInterpreter

([NetAF.Interpretation.SceneCommandInterpreter.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

Class FrameCommandInterpreter

Provides an object that can be used for interpreting frame commands.

Filter by title

Inheritance

Persistence

+ **NetAF.Commands.Persistence**

↳ [Object \(https://learn.microsoft.com/dotnet/api/system.object\)](#)

↳ [FrameCommandInterpreter](#)

+ **NetAF.Commands.Scene**

Implements

+ **(NetAF.Commands.Scene.html)**

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

+ **NetAF.Conversations**

Inherited Members

+ **(NetAF.Conversations.html)**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ **NetAF.Conversations.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object_system-object\)](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

- **NetAF.Interpretation**

Namespace: [NetAF \(NetAF.html\)](#) Interpretation ([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

ConversationCommand

Syntax

Interpreter

([NetAF.Interpretation.Conversation](#)

public sealed class FrameCommandInterpreter : IInterpreter

([NetAF.Interpretation.CustomComr](#)

FrameCommandInterpreter

([NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

Properties

+ **DefaultSupportedCommands**

InputInterpreter

([NetAF.Interpretation.InputInterpre](#)

Get an array of all supported commands.

InterpretationResult

Declaration

([NetAF.Interpretation.Interpretation](#)

Interpreters

public [NetAF.Interpretation.CommandInterpreter](#).DefaultSupportedCommands { get; }

SceneCommandInterpreter

([NetAF.Interpretation.SceneComm](#)

Property Value

+ **NetAF.Logic**

Type

+ **(NetAF.Logic.html)**

CommandHelp ([NetAF.Commands.CommandHelp.html](#))[]

+ **NetAF.Logic.Modes**

+ **(NetAF.Logic.Modes.html)**

Description

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

Persistence

Property Value

(NetAF.Commands.Persistence)

Type

+ NetAF.Commands.Scene

C(NetAF.Commands.Scene.html) (NetAF.Commands.Scene.html)

Description

+ NetAF.Conversations

(NetAF.Conversations.html)

Methods

Instructions

(NetAF.Conversations.Instruct)

GetContextualCommandHelp(Game)

+ NetAF.Extensions

Get contextual command help for a game, based on its current state.

(NetAF.Extensions.html)

Declaration

- NetAF.Interpretation

(NetAF.Interpretation.html)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

ConversationCommand

Interpreter

Parameters

(NetAF.Interpretation.Conversation)

Type

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

Game (NetAF.Logic.Game.html)

FrameCommandInterpreter

(NetAF.Interpretation.FrameCom

Returns

GlobalCommandInterpreter

Type

GlobalCommandInterpreter

Interpreter

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Interpretation.Interpreter.html)

InputInterpreter

(NetAF.Interpretation.InputInterpre

InterpretationResult

Interpret(string, Game)

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

Declaration

SceneCommandInterpreter

(NetAF.Interpretation.SceneCom

```
public InterpretationResult Interpret(string input, Game game)
```

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

Type	Persistence	Description
(NetAF.Commands.Persistence)	InterpretationResult (NetAF.Interpretation.InterpretationResult.html)	The result of the interpretation.

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Implements

+ NetAF.Conversations

[IIInterpreter \(\[NetAF.Interpretation.IIInterpreter.html\]\(#\)\)](#)

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

ConversationCommand

Interpreter

[\(NetAF.Interpretation.Conversation](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCom](#)

FrameCommandInterpreter

[\(NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

[\(NetAF.Interpretation.GlobalComm](#)

IInterpreter

[\(NetAF.Interpretation.IInterpreter.h](#)

InputInterpreter

[\(NetAF.Interpretation.InputInterpre](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

Interpreters

[\(NetAF.Interpretation.Interpreters.h](#)

SceneCommandInterpreter

[\(NetAF.Interpretation.SceneComm](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Class GlobalCommandInterpreter

Provides an object that can be used for interpreting global commands.

Filter by title

Inheritance

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAFCommands.Scene](#)

↳ GlobalCommandInterpreter

([NetAF.Commands.Scene.html](#))

Implements

+ [NetAF Conversations](#)

Interpreter([NetAF.Interpretation.IInterpreter.html](#))

([NetAF Conversations.html](#))

Inherited Members

+ [NetAF Conversations](#)

Object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object ([NetAF Conversations.Instruction](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF Extensions](#)

Object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF Extensions.html](#))

Object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

- [NetAF Interpretation](#)

Object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF Interpretation.html](#))

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

ConversationCommand

Assembly: NetAF.dll

Interpreter

Syntax

([NetAF.Interpretation.Conversation](#)

CustomCommandInterpreter

public sealed class GlobalCommandInterpreter : IInterpreter

FrameCommandInterpreter

([NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalComm](#)

Interpreter

([NetAF.Interpretation.IInterpreter.html](#))

InputInterpreter

DefaultSupportedCommands

([NetAF.Interpretation.InputInterpret](#)

InterpretationResult

Get an array of all Supported commands.

([NetAF.Interpretation.Interpretation](#)

Declaration

Interpreters

([NetAF.Interpretation.Interpreters.h](#)

public SceneCommandInterpreter[] DefaultSupportedCommands { get; }

([NetAF.Interpretation.SceneComm](#)

Properties

GlobalCommandInterpreter

([NetAF.Logic.html](#))

Type

Description

+ [NetAF Logic Modes](#)

CommandHelp[] ([NetAF.Commands.CommandHelp.html](#))[]

([NetAF.Logic.Modes.html](#))

+ [NetAF Persistence](#)

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

(NetAF.Commands.Persistence)

Property Value

+ NetAF.Commands.Scene

Type

(NetAF.Commands.Scene.html)

Description

CommandHelp (NetAF.Commands.CommandHelp.html)[]

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Methods

Instructions

(NetAF.Conversations.Instruct

GetContextualCommandHelp(Game)

(NetAF.Extensions.html)

Get contextual command help for a game, based on its current state.

- NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

```
public ContextualCommandHelp GetContextualCommandHelp(Game game)
```

Interpreter

(NetAF.Interpretation.Conversation

Parameters

CustomCommandInterpreter

Type	Name	Description
NetAF.Interpretation.CustomCom		
FrameCommandInterpreter	game	The game.

GlobalCommandInterpreter

Returns

(NetAF.Interpretation.GlobalComm

Type

(NetAF.Interpretation.IInterpreter.h

CommandHelp (NetAF.Commands.CommandHelp.html)[]

Description

The contextual help.

InputInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

Interpreter (NetAF.Interpretation.IInterpreters.h

SceneCommandInterpreter

Declaration

(NetAF.Interpretation.SceneComm

+ NetAF.Logic

```
public InterpretationResult Interpret(string input, Game game)
```

(NetAF.Logic.html)

NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

Type	Description
NetAF.Commands.Persistence	

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

~~NetAF.Commands~~

([NetAF.Conversations.html](#))

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

+ [NetAF.Conversations.](#)

Instructions

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

- [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

ConversationCommand

Interpreter

([NetAF.Interpretation.Conversation](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomCom](#))

FrameCommandInterpreter

([NetAF.Interpretation.FrameComm](#))

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalComm](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.h](#))

InputInterpreter

([NetAF.Interpretation.InputInterpre](#))

InterpretationResult

([NetAF.Interpretation.Interpretation](#))

Interpreters

([NetAF.Interpretation.Interpreters.h](#))

SceneCommandInterpreter

([NetAF.Interpretation.SceneComm](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

Interface IInterpreter

Represents any object that can act as an interpreter for input.

 Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF

NetAF.Commands.Scene [\(NetAF.Commands.Scene.html\)](#)

Assembly: NetAF

NetAF.Commands.Scene.html [Syntax](#)

+ **NetAF.Conversations** public interface IInterpreter [\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.** Instructions [\(NetAF.Conversations.Instruct](#)

Properties

+ **NetAF.Extensions** [\(NetAF.Extensions.html\)](#)

SupportedCommands

- **NetAF.Interpretation** Get an array of all supported commands. [\(NetAF.Interpretation.html\)](#)

Declaration
ConversationCommand

Interpreter
CommandHelp[] SupportedCommands { get; }
NETAF.Interpretation.Conversation

CustomCommandInterpreter

Property Value
FrameCommandInterpreter

FrameCommandInterpreter

Type
[\(NetAF.Interpretation.FrameComm](#)

Description

GlobalCommandInterpreter
CommandHelp (NetAF.Commands.CommandHelp.html)[]
(NetAF.Interpretation.GlobalComm

IInterpreter
(NetAF.Interpretation.IInterpreter.ht

InputInterpreter

(NETAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

GetContextualCommandHelp(Game)

Interpreters

(NetAF.Interpretation.Interpreters.h
Get contextual command help for a game, based on its current state.

SceneCommandInterpreter

Declaration
NETAF.Interpretation.SceneComm

+ **NetAF.Logic**

CommandHelp[] GetContextualCommandHelp(Game game)
[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Modes**

Parameters
[\(NetAF.Logic.Modes.html\)](#)

Type

+ **NetAF.Persistence**

Game (NetAF.Logic.Game.html)
[\(NetAF.Persistence.html\)](#)

Type	Name	Description
game	The game.	

Returns

Type	Description
CommandHelp (NetAF.Commands.CommandHelp.html)[]	The contextual help.

▼ Interpret(string, Game)

+ NetAF.Commands.Scene

Interpret a string.

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) Interpret(string input, Game game)

+ NetAF.Conversations.

Parameters

Instructions

Type	Name	Description
+ NetAF.Extensions	input	The string to interpret.
(NetAF.Extensions.html)	game	The game.

- NetAF.Interpretation

Returns

(NetAF.Interpretation.html)

Type	Description
ConversationCommand	The result of the interpretation.

CustomCommandInterpreter

(NetAF.Interpretation.CustomCommand.html)

FrameCommandInterpreter

(NetAF.Interpretation.FrameCommand.html)

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalCommand.html)

IInterpreter

(NetAF.Interpretation.IInterpreter.html)

InputInterpreter

(NetAF.Interpretation.InputInterpreter.html)

InterpretationResult

(NetAF.Interpretation.InterpretationResult.html)

Interpreters

(NetAF.Interpretation.Interpreters.html)

SceneCommandInterpreter

(NetAF.Interpretation.SceneCommandInterpreter.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Class InputInterpreter

Provides an object that can be used for interpreting game input.

Filter by title

Inheritance Commands.Scene

(NetAF.Commands.Scene.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF.Conversations

(NetAF.Conversations.html)

IInterpreter (NetAF.Interpretation.IInterpreter.html)

+ NetAF.Conversations.

Inherited Members

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Extensions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- NetAF.Interpretation

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Interpretation.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Interpreter

Namespace: NetAF (<NetAF.html>).Interpretation (<NetAF.Interpretation.html>)

(NetAF.Interpretation.Conversation

Assembly: NetAF.dll

CustomCommandInterpreter

Syntax

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

public sealed class FrameCommandInterpreter : IInterpreter

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InputInterpreter

(NetAF.Interpretation.InputInterpre

InputInterpreter(params Interpreter[])

Provides an object that can be used for interpreting game input.

Interpreters

Declaration: (<NetAF.Interpretation.Interpreters.h>

SceneCommandInterpreter

public InputInterpreter(params IInterpreter[] interpreters)

(NetAF.Interpretation.SceneComm

+ NetAF.Logic

Parameters

(NetAF.Logic.html)

Type

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Name	Description
interpreters	The interpreters.

+ NetAF.Persistence

(NetAF.Persistence.html)

Properties

SupportedCommands

Get an array of all supported commands.

Declaration

`public CommandHelp[] SupportedCommands { get; }`

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Property Value

Type	Description
Instructions <code>CommandHelp (NetAF.Commands.CommandHelp.html)[]</code> (NetAF.Conversations.Instruct)	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Methods

- NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

[GetContextualCommandHelp\(Game\)](#)

`ConversationCommand`

Interpreter

Get contextual command help for a game, based on its current state.

`(NetAF.Interpretation.Conversation`

Declaration

`CustomCommandInterpreter`

`(NetAF.Interpretation.CustomCom`

FrameCommandInterpreter

`public CommandHelp[] GetContextualCommandHelp(Game game)`

`(NetAF.Interpretation.FrameComm`

GlobalCommandInterpreter

Parameters

`(NetAF.Interpretation.GlobalComm`

Type	Name	Description
Interpreter <code>(NetAF.Interpretation.IInterpreter.ht</code> Game (NetAF.Logic.Game.html) InputInterpreter <code>(NetAF.Interpretation.InputInterpret</code>	<code>game</code>	The game.

Return

`InterpretationResult`

Type	Description
Interpretation <code>Interpreters</code> <code>CommandHelp (NetAF.Commands.CommandHelp.html)[]</code> (NetAF.Interpretation.Interpreter.S	The contextual help.

`SceneCommandInterpreter`

`(NetAF.Interpretation.SceneComm`

[Interpret\(string, Game\)](#)

[\(NetAF.Logic.html\)](#)

Interpret a string.

+ NetAF.Logic.Modes

Declaration

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

▼

Returns

Type	Description
(NetAF.Commands.Scene.html)	

+ [NetAF.Commands.Scene.html](#) ([NetAF.Commands.Scene.html](#))

Type	Description
(NetAF.Commands.Scene.html)	The result of the interpretation.

([NetAF.Commands.Scene.html](#))

Implements

Instructions

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

- NetAF.Interpretation

([NetAF.Interpretation.html](#))

ConversationCommand

Interpreter

([NetAF.Interpretation.Conversation.html](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

FrameCommandInterpreter

([NetAF.Interpretation.FrameCommandInterpreter.html](#))

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalCommandInterpreter.html](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InputInterpreter

([NetAF.Interpretation.InputInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.InterpretationResult.html](#))

Interpreters

([NetAF.Interpretation.Interpreters.html](#))

SceneCommandInterpreter

([NetAF.Interpretation.SceneCommandInterpreter.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

(NetAF.Commands.Scene.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF Conversations

(NetAF.Conversations.html)

Inherited Members

+ NetAF Conversations

Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF Extensions

(NetAF.Extensions.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

- NetAF Interpretation

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(NetAF.Interpretation.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ConversationCommand
Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Interpreter

Assembly: NetAF.dll
(NetAF.Interpretation.Conversation)

Syntax

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

public class InterpretationResult

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

Interpreter

(NetAF.Interpretation.IInterpreter.ht

InputInterpreter

InterpretationResult(bool, ICommand)

(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

Declaration

Interpreters

(NetAF.Interpretation.Interpreters.h

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

(NetAF.Interpretation.SceneComm

Parameters

NetAF.Logic

(NetAF.Logic.html)

Name

Description

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

wasInterpretedSuccessfully

If interpretation was successful.

+ NetAF.Persistence

ICommand (NetAF.Commands.ICommand.html)

command

The command.

+ NetAF Persistence Icon

Properties

Command

Get the command.

Declaration

(NetAF.Commands.Scene.html)

```
public ICommand Command { get; }
```

+ NetAF.Conversations

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type
Instructions

Description

ICommand (NetAF.Commands.Scene.html)	
--------------------------------------	--

+ NetAF.Extensions

(NetAF.Extensions.html)

Fail

- NetAF.Interpretation

Get a default result for failure.

(NetAF.Interpretation.html)

Declaration

ConversationCommand

Interpreter

public InterpretationResult Fail { get; }

CustomCommandInterpreter

Property Value

FrameCommandInterpreter

Type
NetAF.Interpretation.FrameComm

Description

GlobalCommandInterpreter	
--------------------------	--

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)	
---	--

(NetAF.Interpretation.GlobalComm	
----------------------------------	--

IInterpreter

(NetAF.Interpretation.IInterpreter.h

WasInterpretedSuccessfully

(NetAF.Interpretation.InputInterpret

Get if interpretation was successful.

InterpretationResult

Declaration

Interpreters

public bool WasInterpretedSuccessfully { get; }

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

Property Value

+ NetAF.Logic

Type
(NetAF.Logic.html)

Description

bool (https://learn.microsoft.com/dotnet/api/system.boolean)	
--	--

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF Persistence Icon

▼

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

- **NetAF.Interpretation**

(NetAF.Interpretation.html)

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InputInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF Persistence Icon**

Class Interpreters

Provides collections of interpreters.

Filter by title

Inheritance

[\(NetAF.Commands.Scene.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF Conversations](#)

[\(NetAF Conversations.html\)](#)

Inherited Members

+ [NetAF Conversations](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[Instructions](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF Extensions](#)

object.GetHashCode () (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType () (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone () (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

- [NetAF Interpretation](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[\(NetAF Interpretation.html\)](#)

object.ToString () (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ConversationCommand

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

Interpreter

Assembly: NetAF.dll

([NetAF.Interpretation.Conversation](#)

Syntax

CustomCommandInterpreter

([NetAF.Interpretation.CustomCom](#)

public static class Interpreters

([NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalComm](#)

IInterpreter

([NetAF.Interpretation.IInterpreter](#)

InputInterpreter

([NetAF.Interpretation.InputInterpret](#)

InterpretationResult

([NetAF.Interpretation.Interpretation](#)

Interpreters

Declaration

([NetAF.Interpretation.Interpreters.h](#)

SceneCommandInterpreter

public [NetAF.Interpretation.SceneCommandInterpreter](#) ConversationInterpreter { get; }

+ [NetAF.Logic](#)

Property Value

[\(NetAF.Logic.html\)](#)

Type

[NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#) IInterpreter.html)

Description

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

Default

+ [NetAF Persistence Icon](#)

Get the default interpreters.

Declaration

```
public static IInterpreter Default { get; }
```



Property Value

Type	Description
(NetAF.Commands.Scene.html) IInterpreter (NetAF.Interpretation.IInterpreter.html)	(NetAF.Conversations.html)

+ NetAF.Conversations.
SceneInterpreter
Instructions

(NetAF.Conversations.Instruct

Get the scene command interpreter.

+ NetAF.Extensions

Declaration
(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value
ConversationCommand

Type	Description
IInterpreter (NetAF.Interpretation.Conversation IInterpreter (NetAF.Interpretation.IInterpreter.html) CustomCommandInterpreter	

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InputInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF Persistence Icon

Class SceneCommandInterpreter

Provides an object that can be used for interpreting scene commands.

Filter by title

Inheritance

(NetAF.Commands.Scene.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF Conversations

(NetAF.Conversations.html)

Implements

+ NetAF.IInterpreters

Instructions

(NetAF.Conversations.Instruct)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Extensions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

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>)

Interpreter

NameSpace NetAF (NetAF.html), Interpretation (NetAF.Interpretation.html)

Assembly NetAF

Syntax

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm
public sealed class SceneCommandInterpreter : IInterpreter
GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

Fields

SceneCommandInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

Me (NetAF.Interpretation.Interpretation

Interpreters

Get the me command

(NetAF.Interpretation.Interpreters.h

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

+ NetAF.Logic string Me = "Me"

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Description

+ NetAF.Persistence (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Persistence.html)

+ NetAF Persistence Icon

Overworld

Get the overworld command.

Declaration

```
public const string Overworld = "Overworld"
```

(NetAF.Commands.Scene.html)

Field Value

+ NetAF.Conversations

Type

Description

(NetAF.Conversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.InstructRegion.html)

+ NetAF.Extensions

Get the region command.

(NetAF.Extensions.html)

Declaration

- NetAF.Interpretation

(NetAF.Interpretation.html)

```
public const string Region = "Region"
```

ConversationCommand

Type

Interpreter

Description

(NetAF.Interpretation.Conversation.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm)

GlobalCommandInterpreter

Room

(NetAF.Interpretation.GlobalComm.html)

IInterpreter

Get the room command.

(NetAF.Interpretation.IInterpreter.html)

InputInterpreter

(NetAF.Interpretation.InputInterpret)

InterpretationResult

```
public const string Room = "Room"
```

(NetAF.Interpretation.Interpretation.html)

Interpreters

Type

(NetAF.Interpretation.Interpreters.html)

SceneCommandInterpreter

Description

(NetAF.Interpretation.SceneCommand.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

DefaultSupportedCommands

+ NetAF Persistence Icon

Get an array of all supported commands.

Declaration

```
public static CommandHelp[] DefaultSupportedCommands { get; }
```

Property Value

Type	Description
(NetAF.Commands.Scene.html)	

+ NetAF.Conversations.
CommandHelp[] (NetAF.Commands.CommandHelp.html)[]
(NetAF.Conversations.html)

+ NetAF.Conversations.
SupportedCommands
Instructions

(NetAF.Conversations.Instruct)
Get an array of all supported commands.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

- NetAF.Interpretation
(NetAF.Interpretation.html)

Property Value
ConversationCommand

Type	Description
Interpreter (NetAF.Interpretation.ConversationCommandHelp (NetAF.Commands.CommandHelp.html))[] CustomCommandInterpreter	

(NetAF.Interpretation.CustomCom

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

mandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

Methods

GetContextualCommandHelp(Game)
InputInterpreter

Get contextual command help for a game, based on its current state.
(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

public CommandHelp[] GetContextualCommandHelp(Game game)
(NetAF.Interpretation.Interpreters.h

SceneCommandInterpreter

Parameters

(NetAF.Interpretation.SceneCommandInterprete

Type	Name	Description
(NetAF.Logic.html)	game	The game.

+ NetAF.Logic

(NetAF.Logic.Game.html)

+ NetAF.Logic.Modes

Returns

(NetAF.Logic.Modes.html)

Type	Description
(NetAF.Logic.Modes.html)	The contextual help.

+ NetAF.Persistence

CommandHelp (NetAF.Commands.CommandHelp.html)[]

Description	
(NetAF.Persistence.html)	The contextual help.

(NetAF.Persistence.html)

+ NetAF.Persistence.Icon

Interpret(string, Game)

Interpret a string.

Declaration

```
public InterpretationResult Interpret(string input, Game game)
```

(NetAFCommands.Scene.html)

Parameters

Type	Name	Description
(NetAF.Conversations.html) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
(NetAF.Conversations.html) Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

(NetAF.Conversations.Instruct)

Returns

Type	Description
(NetAF.Extensions.html) InterpretationResult (NetAF.Interpretation.InterpretationResult.html)	The result of the interpretation.

- NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Implements

ConversationCommand
Interpreter
IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))
([NetAF.Interpretation.Conversation](#)
CustomCommandInterpreter
([NetAF.Interpretation.CustomCom](#)
FrameCommandInterpreter
([NetAF.Interpretation.FrameCom](#)
GlobalCommandInterpreter
([NetAF.Interpretation.GlobalCom](#)
IInterpreter
([NetAF.Interpretation.IInterpreter.ht](#)
InputInterpreter
([NetAF.Interpretation.InputInterpret](#)
InterpretationResult
([NetAF.Interpretation.Interpretation](#)
Interpreters
([NetAF.Interpretation.Interpreters.h](#)
SceneCommandInterpreter
([NetAF.Interpretation.SceneCom](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF Persistence Icon

Namespace NetAF.Logic

Classes

Filter by title

(NetAF.Commands.Global.html)

AssetCatalog (NetAF.Logic.AssetCatalog.html)

+ NetAF.Commands
Provides a catalog of all assets in a game.

Persistence

(NetAF.Commands.Persistence)

AssetGenerator (NetAF.Logic.AssetGenerator.html)

+ NetAF.Commands.Scene
Represents a generator for game assets.
(NetAF.Commands.Scene.html)

+ NetAF.Conversations

ConsoleGameConfiguration (NetAF.Logic.ConsoleGameConfiguration.html)

(NetAF.Conversations.html)

Represents a configuration for a console game.

+ NetAF.Conversations.

Instructions

EndCheckResult (NetAF.Logic.EndCheckResult.html)

(NetAF.Conversations.Instruct)

Represents the result of an end check.

+ NetAF.Extensions

(NetAF.Extensions.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Interpretation

Represents a game.

(NetAF.Interpretation.html)

NetAF.Logic

GameEndConditions (NetAF.Logic.GameEndConditions.html)

(NetAF.Logic.html)

Provides a container for game end conditions.

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

GameInfo (NetAF.Logic.GameInfo.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig)

PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)

EndCheck

(NetAF.Logic.EndCheck.html)

Provides a region (EndCheck.html) of a playable character.

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

Represents a configuration for a game.

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

Interfaces

IGameConfiguration (NetAF.Logic.IGameConfiguration.html)

GameCreationCallback

Represents a configuration for a game.

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

Enums

ExitMode (NetAF.Logic.ExitMode.html)

Enumeration of exit modes.



GameState (NetAF.Logic.GameState.html)

Enumeration of game states.

+ NetAF.Commands.

Persistence

Delegates

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

EndCheck (NetAF.Logic.EndCheck.html)

Represents the callback used for end checks.

+ NetAF.Conversations.

(NetAF.Conversations.html)

GameCreationCallback (NetAF.Logic.GameCreationCallback.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

GameSetupCallback (NetAF.Logic.GameSetupCallback.html)

+ NetAF.Extensions.

(NetAF.Extensions.html)

+ NetAF.Interpretation

OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)

Represents a callback for Overworld creation.

- NetAF.Logic

(NetAF.Logic.html)

PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)

+ AssetCatalog

Represents a logical Asset Catalog for Player creation.

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

Class AssetCatalog

Provides a catalog of all assets in a game.

Filter by title

Inheritance

+ NetAF.Commands.

↳ Persistence (https://learn.microsoft.com/dotnet/api/system.object)
↳ AssetCatalog (NetAF.Commands.Persistence.html)

Inherited Members

+ NetAF.Commands.Scene

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

+ NetAF.Extensions

Namespace: NetAF (NetAF.html), Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ NetAF.Interpretation

Syntax

(NetAF.Interpretation.html)

- public class AssetCatalog

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

Properties

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig.html)

Characters

EndCheck

Get the characters

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

public NonPlayableCharacter[] Characters { get; }

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Property Value

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)[]

Description

GamelInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

Examinables

Get the examinables.

Declaration

```
public IExaminable[] Examinables { get; }
```



Property Value

+ **NetAF.Commands.**

Type

Persistence

IExaminable (NetAF.Assets.IExaminable.html)
[\(NetAF.Commands.Persistence\)](#)

Description

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)
ItemContainers

+ **NetAF.Conversations**

Get the item containers.

[\(NetAF.Conversations.html\)](#)

Declaration

+ **NetAF.Conversations.**

Instructions

```
public ItemContainer[] ItemContainers { get; }
```

[\(NetAF.Conversations.Instruct\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)
Type

Description

+ **NetAF.Interpretation**

ItemContainer (NetAF.Assets.IItemContainer.html)
[\(NetAF.Interpretation.html\)](#)

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

AssetCatalog

Get the items.
[\(NetAF.Logic.AssetCatalog.html\)](#)

Declaration

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfig (get;)

[\(NetAF.Logic.ConsoleGameConfig\)](#)

EndCheck

Property Value

[\(NetAF.Logic.EndCheck.html\)](#)

Type

EndCheckResult

Description

[\(NetAF.Logic.EndCheckResult.html\)](#)

Item (NetAF.Assets.Item.html)
[\(\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game (NetAF.Logic.Game.html)

Players

[\(NetAF.Logic.GameCreationCallback\)](#)

Get the players.

[GameEndConditions](#)

[\(NetAF.Logic.GameEndConditions.html\)](#)

Declaration

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

```
public PlayableCharacter[] Players { get; }
```

[GameSetupCallback](#)

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameSetupCallback.

Property Value

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)[]	



Rooms

+ NetAF.Commands.

Get the rooms.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

```
public Room[] Rooms { get; }
```

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Property Value

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

Room (NetAF.Assets.Locations.Room.html)[]

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Methods

(NetAF.Extensions.html)

+ NetAF.Interpretation

FromGame

(NetAF.Interpretation.FromGame.html)

FromGameCatalog

Create a new AssetCatalog from a game.

(NetAF.Logic.html)

Declaration

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

```
public static AssetCatalog FromGame(Game game)
```

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Parameters

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig.html)

EndCheck

(NetAF.Logic.EndCheck.html)

Game (NetAF.Logic.Game.html)

Name

Description

game The game to create the catalog from.

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Type

(NetAF.Logic.ExitMode.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

Description

The populate asset catalog.

GameCreationCallback

(NetAF.Logic.GameCreationCallba.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

Register

(params IExaminable[])

GameInfo

Registers a collection of examinables.

(NetAF.Logic.GameInfo.html)

Declaration

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

```
public void Register(params IExaminable[] examinables)
```

Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html)[]	examinables	The examinables to register.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)
Register(params IAssetTemplate<IExaminable>[])

+ NetAF.Commands.Scene

Registers a collection of examinables.
(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

```
public void Register(params IAssetTemplate<IExaminable>[] templates)
```

+ NetAF.Conversations.

Instructions

Parameters

Type	Name	Description
IAssetTemplate<NetAF.Utilities.IAssetTemplate-1.html><IExaminable (NetAF.Assets.IExaminable.html)>[]	templates	The templates to register.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfigu

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ AssetGenerator

+ NetAF.Commands.Scene

Inherited Members

(NetAF.Commands.Scene.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF Conversations

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Extensions

Namespace: NetAF (NetAF.html), Logic (NetAF.Logic.html)

(NetAF.Extensions.html)

Assembly: NetAF.dll

+ NetAF.Interpretation

Syntax

(NetAF.Interpretation.html)

- public sealed class AssetGenerator

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

Custom(OverworldCreationCallback, PlayerCreationCallback)

EndCheck

Create an asset.generator that creates custom values. Callbacks determine the overworld and player that will be returned on each call to GetOverworld and GetPlayer.

EndCheckResult

(NetAF.Logic.EndCheckResult.htm)

ExitMode

(NetAF.Logic.ExitMode.html)

public static AssetGenerator Custom(OverworldCreationCallback overworldCreationCallback, GameCreationCallback playerCreationCallback)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

Parameters

GameEndConditions

Type (NetAF.Logic.GameEndConditions)

GameInfo

OverworldCreationCallback (NetAF.Logic.GameInfo.html)

(NetAF.Logic.OverworldCreationCallback.html)

GameSetupCallback (NetAF.Logic.GameSetupCallback.html)

GameState

Type	Name	Description
(NetAF.Logic.GameEndConditions)	overworldCreationCallback	The overworld creation callback.

Type	Name	Description
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)	<i>playerCreationCallback</i>	The player creation callback.

Returns

Type	Description
Persistence AssetGenerator (NetAF.Commands.Persistence) (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return an overworld and a player as defined by the callbacks.

+ NetAF.Commands.Scene (NetAF.Commands.Scene.html)

GetOverworld()

+ NetAF.Conversations
(NetAF.Conversations.html)

Get the overworld.

- NetAF.Conversations. Instructions (NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

Returns
(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Description

The overworld.

- NetAF.Logic

(NetAF.Logic.html)

GetPlayer()

AssetCatalog

Get the player.
(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Declaration
(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

public PlayableCharacter GetPlayer()
(NetAF.Logic.ConsoleGameConfig)

EndCheck

Returns
(NetAF.Logic.EndCheck.html)

EndCheckResult

Type
(NetAF.Logic.EndCheckResult.html)

Description

ExitMode

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)
(NetAF.Logic.ExitMode.html)

The player.

Game (NetAF.Logic.Game.html)

GameCreationCallback

New<IAssetTemplate<Overworld>, IAssetTemplate<PlayableCharacter>>

GameEndConditions

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.
(NetAF.Logic.GameEndConditions)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback)

GameState

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

Parameters

Type	Name	Description
IAssetTemplate<Overworld> (NetAF.Utilities.IAssetTemplate-1.html) (NetAF.Commands.Persistence.html)	overworldTemplate	The overworld template.
IAssetTemplate<PlayableCharacter> (NetAF.Utilities.IAssetTemplate-1.html) (NetAF.Assets.Characters.PlayableCharacter.html)	playerTemplate	The player template.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Type	Description
AssetGenerator (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return a new overworld and a new player.

+ NetAF.Extensions

(NetAF.Extensions.html)

New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

+ NetAF.Interpretation

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

- NetAF.Logic

Declaration
(NetAF.Logic.html)

```
AssetCatalog
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)
(NetAF.Logic.AssetCatalog.html)
AssetGenerator
(NetAF.Logic.AssetGenerator.html)
```

Parameters

Type	Name	Description
ConsoleGameConfig (NetAF.Logic.ConsoleGameConfig.html)	EndCheck	
OverworldMaker (NetAF.Utilities.OverworldMaker.html)	overworldMaker	The overworld maker.

EndCheckResult (NetAF.Logic.EndCheckResult.html)

IAssetTemplate<PlayableCharacter> (NetAF.Utilities.IAssetTemplate-1.html)
 ExitMode (NetAF.Logic.ExitMode.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

playerTemplate

The player template.

Game (NetAF.Logic.Game.html)

Returns GameCreationCallback

Type	Description
GameEndConditions (NetAF.Logic.GameEndConditions.html)	Asset generation that will always return a new overworld and a new player.
GameInfo (NetAF.Logic.GameInfo.html)	

Retained(Overworld, PlayableCharacter)

GameState

Create an asset generator that uses retained value. The same instance of overworld and player will be returned on each call to GetOverworld and GetPlayer.

Declaration

```
public static AssetGenerator Retained(Overworld overworld, PlayableCharacter player)
```

Parameters

Persistence

Type	Name	Description
+ NetAF.Commands.Scene	overworld	The overworld.
(NetAF.Commands.Scene.html) PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	player	The player.

+ NetAF.Conversations

Returns
[\(NetAF.Conversations.html\)](#)

Type	Description
+ NetAF.Conversations. Instructions	Asset generation that will always return the same instance overworld and the same instance of the player.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfigu](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

Class ConsoleGameConfiguration

Represents a configuration for a console game.

Filter by title

Inheritance

(NetAF.Commands.Persistence)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF.Commands.Scene

(NetAFCommands.Scene.html)
Implements

IGameConfiguration ([NetAFLogic.IGameConfiguration.html](#))

(NetAFConversations.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAFInterpretation.html)

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html)

Assembly: NetAF.dll

(NetAF.Logic.html)

AssetCatalog

public sealed class ConsoleGameConfiguration : IGameConfiguration

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig

EndCheck

(NetAF.Logic.EndCheck.html)

ConsoleGameConfiguration(Size, ExitMode, IIOWrapper)

EndCheckResult

Represents logic for the console game.

ExitMode

Declaration

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

public ConsoleGameConfiguration(Size displaySize, ExitMode exitMode, IIOWrapper adapter)

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

Parameters

GameInfo

Type (NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

ExitMode (NetAF.Logic.ExitMode.html)

GameState

(NetAF.Logic.GameState.html)

Type	Name	Description
Size (NetAF.Logic.Size.html)	displaySize	The display size.
ExitMode (NetAF.Logic.ExitMode.html)	exitMode	The exit mode.

Type	Name	Description
IIOAdapter (NetAF.Adapters.IIOAdapter.html)	adapter	The I/O adapter.

Properties

(NetAF.Commands.Persistence.html)

Adapter

(NetAF.Commands.Scene.html)

Get the I/O adapter.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ public IIOAdapter Adapter { get; }

Instructions

(NetAF.Conversations.Instruct.html)

+Type

(NetAF.Extensions.html)

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

Description

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Default

- NetAF.Logic

Get the logic configuration.

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

public static IGameConfiguration Default { get; }

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

Property Value

(NetAF.Logic.ConsoleGameConfig.html)

Description

Type

(NetAF.Logic.EndCheck.html)

IGameConfiguration (NetAF.Logic.IGameConfiguration.html)

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

DisplayCommandListInSceneFrames

Game (NetAF.Logic.Game.html)

Get or set if the command list is displayed in scene frames.

GameCreationCallback

Declaration

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

public bool DisplayCommandListInSceneFrames { get; set; }

(NetAF.Logic.GameInfo.html)

GameSetupCallback

Property Value

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

DisplaySize

Get the display size.

[\(NetAF.Commands.Persistence.html\)](#)

Declaration

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)
public Size DisplaySize { get; }

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Property Value

+ **NetAF.Conversations.**

Instructions

Size ([NetAF.Assets.Size.html](#))

[\(NetAF.Conversations.Instruct.html\)](#)

Description

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

Get or set the prefix to use when displaying errors.

[\(NetAF.Interpretation.html\)](#)

Declaration

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#) orPrefix { get; set; }

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

Property Value

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

Description

ConsoleGameConfiguration

<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.ConsoleGameConfig.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

ExitMode

[\(NetAF.Logic.EndCheckResult.html\)](#)

Get the exit mode.

ExitMode

[Declaration](#) [\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

[GameCreationCallback](#)

public EXITMode EXITMode { get; }

[\(NetAF.Logic.GameCreationCallback.html\)](#)

GameEndConditions

Property Value

[\(NetAF.Logic.GameEndConditions.html\)](#)

Type

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

ExitMode ([NetAF.Logic.ExitMode.html](#))

[GameSetupCallback](#)

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

Description

FrameBuilders

Get or set the collection of frame builders to use to render the game.

Declaration

```
public FrameBuilderCollection FrameBuilders { get; set; }
```

(NetAF.Commands.Persistence)

Property Value

+ NetAF.Commands.Scene

Description

(NetAF.Commands.Scene.html)

FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Interpreter

NetAF.Conversations.

Instructions

Get or set the interpreter used for interpreting input.

(NetAF.Conversations.Instruct)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Property Value

(NetAF.Interpretation.html)

- Type

Description

NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

SceneMapKeyType

Get or set the type of configuration on the scene map.

(NetAF.Logic.ConsoleGameConfig.html)

Declaration

EndCheck

(NetAF.Logic.EndCheck.html)

```
public KeyType SceneMapKeyType { get; set; }
```

(NetAF.Logic.EndCheckResult.html)

Property Value

(NetAF.Logic.ExitMode.html)

Type

Description

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Rendering.KeyType.html)

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

IGameConfiguration (NetAF.Logic.IGameConfiguration.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

Implements

▼

- (NetAF.Commands.Persistence.html)
- + NetAF.Commands.Scene
 - (NetAF.Commands.Scene.html)
- + NetAF.Conversations
 - (NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
 - (NetAF.Conversations.Instructions.html)
- + NetAF.Extensions
 - (NetAF.Extensions.html)
- + NetAF.Interpretation
 - (NetAF.Interpretation.html)
- NetAF.Logic
 - (NetAF.Logic.html)
 - AssetCatalog
 - (NetAF.Logic.AssetCatalog.html)
 - AssetGenerator
 - (NetAF.Logic.AssetGenerator.html)
 - ConsoleGameConfiguration
 - (NetAF.Logic.ConsoleGameConfiguration.html)
 - EndCheck
 - (NetAF.Logic.EndCheck.html)
 - EndCheckResult
 - (NetAF.Logic.EndCheckResult.html)
 - ExitMode
 - (NetAF.Logic.ExitMode.html)
 - Game (NetAF.Logic.Game.html)
 - GameCreationCallback
 - (NetAF.Logic.GameCreationCallback.html)
 - GameEndConditions
 - (NetAF.Logic.GameEndConditions.html)
 - GameInfo
 - (NetAF.Logic.GameInfo.html)
 - GameSetupCallback
 - (NetAF.Logic.GameSetupCallback.html)
 - GameState
 - (NetAF.Logic.GameState.html)

Delegate EndCheck

Represents the callback used for end checks.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

NetAF.Commands.Scene

Syntax
[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

public delegate EndCheckResult EndCheck(Game game)
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Parameters

Instructions	Name	Description
Type (NetAF.Conversations.Instruct		
Game (NetAF.Logic.Game.html)	game	The game to check for end.

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Returns

Type (NetAF.Interpretation.html)	Description
EndCheckResult (NetAF.Logic.EndCheckResult.html)	Returns a result from the check.

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

AssetCatalog
[\(NetAF.Logic.AssetCatalog.html\)](#)
AssetGenerator
[\(NetAF.Logic.AssetGenerator.html\)](#)
ConsoleGameConfiguration
[\(NetAF.Logic.ConsoleGameConfigu](#)
EndCheck
[\(NetAF.Logic.EndCheck.html\)](#)
EndCheckResult
[\(NetAF.Logic.EndCheckResult.htm](#)
ExitMode
[\(NetAF.Logic.ExitMode.html\)](#)
Game (NetAF.Logic.Game.html)
GameCreationCallback
[\(NetAF.Logic.GameCreationCallba](#)
GameEndConditions
[\(NetAF.Logic.GameEndConditions.](#)
GameInfo
[\(NetAF.Logic.GameInfo.html\)](#)
GameSetupCallback



Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

+ NetAF.Commands.Scene

↳ [\(NetAF.Commands.Scene.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ EndCheckResult

+ NetAF.Conversations

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ NetAF.Conversations.

Instructions

object.Equal(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))

[\(NetAF.Conversations.Instruct.html\)](#)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

[\(NetAF.Interpretation.html\)](#)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

NetAF.Logic

Assembly: NetAF.dll

[\(NetAF.Logic.html\)](#)

Syntax

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfig.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult(bool, string, string)

Represents the result of an end check.

ExitMode

Declaration: [\(NetAF.Logic.ExitMode.html\)](#)

Game ([\(NetAF.Logic.Game.html\)](#))

public EndCheckResult(bool hasEnded, string title, string description)

[\(NetAF.Logic.GameCreationCallback.html\)](#)

GameEndConditions

Parameters: [\(NetAF.Logic.GameEndConditions.html\)](#)

Type: GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

bool ([\(https://learn.microsoft.com/dotnet/api/system.boolean\)](#))

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

string ([\(https://learn.microsoft.com/dotnet/api/system.string\)](#))

GameState

[\(NetAF.Logic.GameState.html\)](#)

Name

Description

hasEnded

If the game has ended.

title

A title to describe the end.

description

A description of the end.

IGameConfiguration

[\(NetAF.Logic.IGameConfiguration.html\)](#)

Properties

Description

Get a description of the end.



Declaration

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))
public string Description { get; }

+ NetAF.Conversations

Property Value
([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.Instruct.html](#))

Description

+ NetAF.Extensions

HasEnded

([NetAF.Extensions.html](#))

Get if the game has ended to an end.

([NetAF.Interpretation.html](#))

- NetAF.Logic

public bool HasEnded { get; }

([NetAF.Logic.html](#))

AssetCatalog

Property Value
([NetAF.Logic.AssetCatalog.html](#))

Type

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

([NetAF.Logic.ConsoleGameConfig.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

NotEnded

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

Get a default result for not ended.

ExitMode

Declaration
([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

public static EndCheckResult NotEnded { get; }

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

Property Value
([NetAF.Logic.GameEndConditions.html](#))

Type

GameInfo

([NetAF.Logic.GameInfo.html](#))

EndCheckResult ([NetAF.Logic.EndCheckResult.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

IGameConfiguration

Get a title to describe the end.

([NetAF.Logic.GameConfiguration.html](#))

Description

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
+ NetAF.Commands.Scene string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Scene.html)	
+ NetAF.Conversations (NetAF.Conversations.html)	
+ NetAF.Conversations. Instructions (NetAF.Conversations.Instruct)	
+ NetAF.Extensions (NetAF.Extensions.html)	
+ NetAF.Interpretation (NetAF.Interpretation.html)	
- NetAF.Logic (NetAF.Logic.html)	
AssetCatalog (NetAF.Logic.AssetCatalog.html)	
AssetGenerator (NetAF.Logic.AssetGenerator.html)	
ConsoleGameConfiguration (NetAF.Logic.ConsoleGameConfig)	
EndCheck (NetAF.Logic.EndCheck.html)	
EndCheckResult (NetAF.Logic.EndCheckResult.htm)	
ExitMode (NetAF.Logic.ExitMode.html)	
Game (NetAF.Logic.Game.html)	
GameCreationCallback (NetAF.Logic.GameCreationCallba)	
GameEndConditions (NetAF.Logic.GameEndConditions.)	
GameInfo (NetAF.Logic.GameInfo.html)	
GameSetupCallback (NetAF.Logic.GameSetupCallback.)	
GameState (NetAF.Logic.GameState.html)	
IGameConfiguration (NetAF.Logic.IGameConfiguration.I)	

Enum ExitMode

Enumeration of exit modes.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Commands.Scene.html)

Assembly: NetAF.dll

 **Syntax**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

 **Fields**

(NetAF.Extensions.html)

Name	Description
+ NetAF.Interpretation	
- NetAF.Interpretation	Exit the application.

- **NetAF.Logic**

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game **(NetAF.Logic.Game.html)**

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState



Class Game

Represents a game.

Filter by title

Inheritance

+ NetAF Conversations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF Conversations.html](#))

(Game)

+ NetAF Conversations.

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<Game

Serialization (NetAF.Serialization.GameSerialization.html)>

Inherited Members

+ NetAF 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)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

- NetAF Logic

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF Logic.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF Logic Asset Catalog.html](#))

Assembly: NetAF.dll

([NetAF.Logic.AssetGenerator.html](#))

Syntax

ConsoleGameConfiguration

([NetAF.Logic.ConsoleGameConfig](#))

public sealed class Game : IRestoreFromObjectSerialization<GameSerialization>

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game (NetAF.Logic.Game.html)

GameCreationCallback

([NetAF.Logic.GameCreationCallba](#)

Get the catalog of assets for this game.

([NetAF.Logic.GameEndConditions](#).

Declaration

GameInfo

([NetAF.Logic.GameInfo.html](#))

public AssetCatalog Catalog { get; }

([NetAF.Logic.GameSetupCallback](#).

GameState

Property Value

([NetAF.Logic.GameState.html](#))

Type GameConfiguration

Description

([NetAF.Logic.IGameConfiguration](#).
AssetCatalog ([NetAF.Logic.AssetCatalog.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#)

Configuration

Get the configuration.

Declaration

```
public IGameConfiguration Configuration { get; }
```

Properties

NetAF Conversations

Type	Description
(NetAF.Conversations.html)	

[IGameConfiguration \(NetAF.Logic.IGameConfiguration.html\)](#)

Instructions

[\(NetAF.Conversations.Instruct](#)

End Conditions

NetAF Extensions

[\(NetAF.Extensions.html\)](#)

Get the end conditions.

NetAF Interpretation

Declaration

[\(NetAF.Interpretation.html\)](#)

- [NetAF Logic](#)

[\(NetAF.Logic.html\)](#)

Property Value

AssetCatalog

Type	Description
(NetAF.Logic.AssetCatalog.html)	

AssetGenerator

[GameEndConditions \(NetAF.Logic.GameEndConditions.html\)](#)
[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfig](#)

Info

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

Get [EndCheckResult](#)

[\(NetAF.Logic.EndCheckResult.html\)](#)

Declaration

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

[public GameInfo Info { get; }](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

Property Value

GameEndConditions

[Type \(NetAF.Logic.GameEndConditions.](#)

GameInfo

[GameInfo \(NetAF.Logic.GameInfo.html\)](#)

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

Introduction

[GameState](#)

[\(NetAF.Logic.GameState.html\)](#)

Get the introduction.

[IGameConfiguration](#)

Declaration

[\(NetAF.Logic.IGameConfiguration.I](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

```
public string Introduction { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Mode

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct](#)

Declaration

+ NetAF.Extensions

```
public TGameMode Mode { get; }
```

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Property Value

[\(NetAF.Interpretation.html\)](#)

Type

- NetAF.Logic

[IGameMode \(\[NetAF.Logic.Modes.IGameMode.html\]\(#\)\)](#)

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

Overworld

[AssetGenerator](#)

[\(NetAF.Logic.AssetGenerator.html\)](#)

Get the overworld.

[ConsoleGameConfiguration](#)

[\(NetAF.Logic.ConsoleGameConfig](#)

Declaration

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

```
public Overworld Overworld { get; }
```

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

Property Value

ExitMode

[Type \(\[NetAF.Logic.ExitMode.html\]\(#\)\)](#)

Game ([NetAF.Logic.Game.html](#))

Overworld ([NetAF.AssetsLocations.Overworld.html](#))

[GameCreationCallback](#)

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

Player

[GameInfo](#)

Get the player.

[GameSetupCallback](#)

Declaration

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

```
public Player GameState { get; }
```

[IGameConfiguration](#)

[\(NetAF.Logic.IGameConfiguration.I](#)

Property Value

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	

Methods

+ NetAF.Conversations

ChangeMode(IGameMode)

Change mode of [NetAF.Conversations](#).mode.

Instructions

Declaration
(NetAF.Conversations.Instruct)

+ NetAF.Extensions

ChangeMode(IGameMode mode)

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

T(NetAF.Interpretation.html)

- IGameMode (NetAF.Logic.Modes.IGameMode.html)

(NetAF.Logic.html)

AssetCatalog

ChangePlayer(PlayableCharacter, bool)

AssetGenerator

Change to a specified player.
(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

Declaration
(NetAF.Logic.ConsoleGameConfig)

EndCheck
public void ChangePlayer(PlayableCharacter player, bool jumpToLastLocation = true)
(NetAF.Logic.EndCheck.html)

EndCheckResult

Parameters
(NetAF.Logic.EndCheckResult.html)

Type	Name	Description
ExitMode (NetAF.Logic.ExitMode.html)		
PlayableCharacter (NetAF.Logic.GamePlayer.html)		The player to change to.
GameEndConditions (https://learn.microsoft.com/dotnet/api/system.boolean) GameInfo (NetAF.Logic.GameInfo.html)	jumpToLastLocation	Jump to the last location, if it is known. Then true the player will be added at the last location, when false the current location will be used. By default this is true.

GameSetupCallback

(NetAF.Logic.GameSetupCallback.)

GameState

Create(GameInfo, String, AssetGenerator, GameEndConditions, IGameConfiguration, GameSetupCallback)

(NetAF.Logic.IGameConfiguration.I

Create a new callback for generating instances of a game.

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

Declaration

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetGenerator assetGenerator, GameEndConditions conditions, IGameConfiguration configuration, GameSetupCallback setup = null)
```



Parameters

Type	Name	Description
+ NetAF.Conversations (NetAF Conversations.html) GameInfo (NetAF.Logic.GameInfo.html)	info	Information about the game.
+ NetAF.Conversations . String (Instructions : https://docs.microsoft.com/dotnet/api/system.net.http) (NetAF.Conversations.Instruct)	introduction	An introduction to the game.
+ NetAF.Extensions (NetAF.Extensions.html)	assetGenerator	The generator to use to create game assets.
+ NetAF.Interpretation (NetAF.Logic.GameEndConditions.html) (NetAF.Interpretation.html)	conditions	The game conditions.
- NetAF.Logic (NetAF.Logic.GameConfiguration.html) (NetAF.Logic.html)	configuration	The configuration for the game.
GameSetupCallback AssetCatalog (NetAF.Logic.GameSetupCallback.html) (NetAF.Logic.AssetCatalog.html)	setup	A setup function to run on the created game after it has been created.

Returns AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

Type	Description
ConsoleGameConfiguration (NetAF.Logic.ConsoleGameConfig) GameCreationCallback EndCheck (NetAF.Logic.GameCreationCallback.html) (NetAF.Logic.EndCheck.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

Execute(GameCreationCallback)

([NetAF.Logic.ExitMode.html](#))

Execute a game

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback](#))

GameEndConditions

public static void Execute(GameCreationCallback creator)

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

Type	Name	Description
GameSetupCallback (NetAF.Logic.GameSetupCallback)		
GameStateCallback (NetAF.Logic.GameStateCallback.html)	creator	The creator to use to create the game.
IGameConfiguration (NetAF.Logic.IGameConfiguration.html)		
OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)		

FindInteractionTarget(string)

([NetAF.Logic.OverworldInteractionTarget.html](#))

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```

Parameters

Type	Name	Description
+ NetAF.Conversations (NetAF.Conversations.html) string (https://learn.microsoft.com/dotnet/api/system.string)	name	The targets name.

+ NetAF.Conversations.

Returns

Instructions

Type	Description
+ NetAF.Extensions (NetAF.Extensions.html) IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	The first IInteractWithItem object which has a name that matches the name parameter.

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

GetAllPlayerVisibleExaminables()

[\(NetAF.Logic.html\)](#)

Get all examinables that are currently visible to the player.

AssetCatalog
Declaration

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

public TExaminable[] GetAllPlayerVisibleExaminables()

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfig.html\)](#)

EndCheck

Type
[\(NetAF.Logic.EndCheck.html\)](#)

Description

IExaminable
[\(NetAF.Assets.IExaminable.html\)](#)

|| [\(NetAF.Logic.EndCheckResult.html\)](#)

An array of all examinables that are currently visible to the player.

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GetInactivePlayerLocations()

[\(NetAF.Logic.GameCreationCallback.html\)](#)

Get an array of inactive player locations.
GameEndConditions

Declaration
[\(NetAF.Logic.GameEndConditions.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

IGameConfiguration

[\(NetAF.Logic.IGameConfiguration.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

Type	Description
PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html) []	An array containing all locations of inactive platers.

▼

RestoreFrom(GameSerialization)

+ NetAF.Conversations

RestoreFrom(GameSerialization serialization).

- NetAF.Conversations.

Instructions

public void RestoreFrom(GameSerialization serialization)

+ NetAF.Extensions

Parameters
(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

GameSerialization (NetAF.Serialization.GameSerialization.html)

Name

Description

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfigu

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

Delegate GameCreationCallback

Represents the callback used for Game creation.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll
[\(NetAF.Conversations.html\)](#)

Syntax

+ **NetAF.Conversations.**

Instructions

```
public delegate Game GameCreationCallback()  
(NetAF.Conversations.Instruct
```

+ **NetAF.Extensions**

Returns
[\(NetAF.Extensions.html\)](#)

Type

+ **NetAF.Interpretation**

Game (NetAF.Logic.Game.html)
[\(NetAF.Interpretation.html\)](#)

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfigu](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game (NetAF.Logic.Game.html)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

IGameConfiguration

[\(NetAF.Logic.IGameConfiguration.html\)](#)

Description

A game created by the callback.

Class GameEndConditions

Provides a container for game end conditions.

Filter by title

Inheritance ([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations.**

↳ GameEndConditions

Instructions

Inherited Members

([NetAF.Conversations.Instruct](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Namespace: NetAF (NetAF.html).Logic ([NetAF.Logic.html](#))

Assembly: NetAF.dll ([NetAF.Logic.AssetCatalog.html](#))

Syntax AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

ConsoleGameConfiguration

public sealed class GameEndConditions

([NetAF.Logic.ConsoleGameConfig](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

Constructors

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

GameEndConditions(EndCheck, EndCheck)

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

Provides a container for game end conditions.

GameCreationCallback

Declaration ([NetAF.Logic.GameCreationCallba](#)

GameEndConditions

public GameEndConditions(EndCheck completionCondition, EndCheck gameOverCondition)

GameInfo

([NetAF.Logic.GameInfo.html](#))

Parameters

GameSetupCallback

Type	Name	Description
NetAF.Logic.GameSetupCallback	completionCondition	The condition that determines if the game was completed.
NetAF.Logic.GameState	gameOverCondition	The condition that determines if the game has ended.

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#)

Properties

CompletionCondition

Get the condition that determines if the game was completed.

Declaration
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

Pro [\(NetAF.Conversations.Instruct\)](#)

+ **Type**

Description

+ Type	(NetAF.Extensions.html)
---------------	---

EndCheck ([NetAF.Logic.EndCheck.html](#))

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

GameOverCondition

- **NetAF.Logic**

Get the condition that determines if the game has ended.

Declaration
[AssetCatalog](#)

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

public EndCheck GameOverCondition { get; }

([NetAF.Logic.AssetGenerator.html](#))

ConsoleGameConfiguration

Property Value

[\(NetAF.Logic.ConsoleGameConfig\)](#)

Description

Type	EndCheck
------	----------

([NetAF.Logic.EndCheck.html](#))

EndCheck	(NetAF.Logic.EndCheck.html)
----------	---

([NetAF.Logic.EndCheckResult.html](#))

([NetAF.Logic.EndCheckResult.htm](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

NoEnd

Game ([NetAF.Logic.Game.html](#))

Get a GameCreationCallback

([NetAF.Logic.GameCreationCallba](#)

Declaration
[GameEndConditions](#)

([NetAF.Logic.GameEndConditions.](#)

public static GameEndConditions NoEnd { get; }

[GameInfo](#)

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

Property Value

([NetAF.Logic.GameSetupCallback.](#)

Type

[GameState](#)

Description

Type	(NetAF.Logic.GameState.html)
------	--

GameEndConditions ([NetAF.Logic.GameEndConditions.html](#))

IGameConfiguration

([NetAF.Logic.IGameConfiguration.I](#)

OverworldCreationCallback

NotEnded

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

Get an end-check that returns EndCheckResult.NotEnded.

([NetAF.Logic.PlayableCharacterLo](#)

Declaration

```
public static EndCheck NotEnded { get; }
```

Property Value

Type	Description
(NetAF.Conversations.html) EndCheck (NetAF.Logic.EndCheck.html)	

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

- NetAF.Logic

([NetAF.Logic.html](#))

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfigu](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

IGameConfiguration

[\(NetAF.Logic.IGameConfiguration.I](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

Class GameInfo

Provides information about a game.

Filter by title

Inheritance

+ **NetAF.Conversations.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Instructions

↳ GameInfo

(NetAF.Conversations.Instruct

Inherited Members

+ **NetAF.Extensions.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(NetAF.Extensions.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Interpretation.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

AssetCatalog

Namespace: NetAF ([NetAF.html](#)) Logic ([NetAF.Logic.html](#))
([NetAF.Logic.AssetCatalog.html](#))

Assembly: NetAF.dll

AssetGenerator

Syntax ([NetAF.Logic.AssetGenerator.html](#))

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

Constructors

GameInfo(string, string, string)

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

Provides information about a game.

(NetAF.Logic.GameCreationCallba

Declaration

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

public GameInfo(string name, string description, string author)

(NetAF.Logic.GameInfo.html)

GameSetupCallback

Parameters

(NetAF.Logic.GameSetupCallback.

Type	Name	Description
GameState (NetAF.Logic.GameState.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	name	The name of the game.
IGameConfiguration (NetAF.Logic.IGameConfiguration.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description of the game.
OverworldCreationCallback string (https://learn.microsoft.com/dotnet/api/system.string)	author	A author of the game.

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

Properties

Author

Get the author.



Declaration

+ NetAF.Conversations.

```
public string Author { get; set; }
```

Instructions

(NetAF.Conversations.Instruct)

Property Value

+ NetAF.Extensions

Type

(NetAF.Extensions.html)

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

NetAF.Logic

Description

(NetAF.Logic.html)

Get the description of the game.

AssetCatalog

Declaration

AssetGenerator

```
public string Description { get; }
```

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig)

Property Value

EndCheck

Type

(NetAF.Logic.EndCheck.html)

Description

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Name

GameCreationCallback

Get the name of the game.

GameEndConditions

Declaration

(NetAF.Logic.GameEndConditions.

GameInfo

```
public string Name { get; }
```

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

Property Value

GameState

Type

(NetAF.Logic.GameState.html)

Description

IGameConfiguration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback



- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instruct](#))
- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
- **NetAF.Logic**
([NetAF.Logic.html](#))

AssetCatalog
([NetAF.Logic.AssetCatalog.html](#))
AssetGenerator
([NetAF.Logic.AssetGenerator.html](#))
ConsoleGameConfiguration
([NetAF.Logic.ConsoleGameConfig](#))
EndCheck
([NetAF.Logic.EndCheck.html](#))
EndCheckResult
([NetAF.Logic.EndCheckResult.htm](#))
ExitMode
([NetAF.Logic.ExitMode.html](#))
Game ([NetAF.Logic.Game.html](#))
GameCreationCallback
([NetAF.Logic.GameCreationCallba](#))
GameEndConditions
([NetAF.Logic.GameEndConditions.](#))
GameInfo
([NetAF.Logic.GameInfo.html](#))
GameSetupCallback
([NetAF.Logic.GameSetupCallback.](#))
GameState
([NetAF.Logic.GameState.html](#))
IGameConfiguration
([NetAF.Logic.IGameConfiguration.I](#))
OverworldCreationCallback
([NetAF.Logic.OverworldCreationCa](#))
PlayableCharacterLocation
([NetAF.Logic.PlayableCharacterLo](#))
PlayerCreationCallback

Delegate GameSetupCallback

Represents the callback used for Game setup.

Filter by title

Namespace: [NetAF](#).[\(NetAF.html\)](#).Logic ([NetAF.Logic.html](#))

Assemblies:

[NetAF.Conversations.Instruct](#)

+ [NetAF.Extensions](#)

public delegate void GameSetupCallback(Game game)
[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

Parameters
[\(NetAF.Interpretation.html\)](#)

Type

- [NetAF.Logic](#)

Game ([NetAF.Logic.Game.html](#))

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfigu](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

IGameConfiguration

[\(NetAF.Logic.IGameConfiguration.I](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback\)](#)

Name

Description

game

The game to setup.

Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll
(NetAF.Conversations.Instruct

Syntax

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

- **NetAF.Logic**

(NetAF.Logic.html)

Name	Description
AssetCatalog (NetAF.Logic.AssetCatalog.html)	
Active AssetGenerator (NetAF.Logic.AssetGenerator.html)	Active.
Finished ConsoleGameConfiguration Finishing (NetAF.Logic.ConsoleGameConfig	Finished.
NotStarted (NetAF.Logic.EndCheck.html)	Finishing.
EndCheck (NetAF.Logic.EndCheck.html)	Not started.
EndCheckResult (NetAF.Logic.EndCheckResult.htm	
ExitMode (NetAF.Logic.ExitMode.html)	
Game (NetAF.Logic.Game.html)	
GameCreationCallback (NetAF.Logic.GameCreationCallba	
GameEndConditions (NetAF.Logic.GameEndConditions.	
GameInfo (NetAF.Logic.GameInfo.html)	
GameSetupCallback (NetAF.Logic.GameSetupCallback.	
GameState (NetAF.Logic.GameState.html)	
IGameConfiguration (NetAF.Logic.IGameConfiguration.I	
OverworldCreationCallback (NetAF.Logic.OverworldCreationCa	
PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLo	
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba	

Interface IGameConfiguration

Represents a configuration for a game.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

([NetAF.Conversations.Instruct](#))

Syntax

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

```
public interface IGameConfiguration
```

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

- [NetAF.Logic](#)

Properties

([NetAF.Logic.html](#))

AssetCatalog

Adapter ([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

Get the I/O adapter ([NetAF.Logic.AssetGenerator.html](#))

ConsoleGameConfiguration

Declaration ([NetAF.Logic.ConsoleGameConfig](#))

EndCheck

IIOAdapter_Adapter { get; }

EndCheckResult

PropertyValue ([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Type

([NetAF.Logic.ExitMode.html](#))

Description

IIOAdapter ([NetAF.Logic.GameAdapter.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallba](#))

GameEndConditions

Declaration ([NetAF.Logic.GameEndConditions.html](#))

GamelInfo

Get or set if the command list is displayed in scene frames.

([NetAF.Logic.GamelInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

bGameState

DisplayCommandListInSceneFrames { get; set; }

([NetAF.Logic.GameState.html](#))

IGameConfiguration

Property_Value ([NetAF.Logic.IGameConfiguration.html](#))

Description

TypeOverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#))

DisplaySize

Get the display size.

Declaration

```
Size DisplaySize { get; }
```



Property Value

Type	Description
instructions (NetAF.Conversations.Instruct Size (NetAF.Assets.Size.html) + NetAF.Extensions (NetAF.Extensions.html)	

NetAF.Interpretation

(NetAF.Interpretation.html)

Get or set the prefix to use when displaying errors.

- **NetAF.Logic**

Declaration

(NetAF.Logic.html)

```
AssetCatalog  
string ErrorPrefix { get; set; }  
(NetAF.Logic.AssetCatalog.html)
```

AssetGenerator

Property Value

(NetAF.Logic.AssetGenerator.html)

Type	Description
ConsoleGameConfiguration (NetAF.Logic.ConsoleGameConfig	

string EndCheck
(https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

ExitMode

Get **(NetAF.Logic.ExitMode.html)**

Game (NetAF.Logic.Game.html)

Declaration

(GameCreationCallback

(NetAF.Logic.GameCreationCallba

ExitMode ExitMode { get; }

(NetAF.Logic.GameEndConditions.

GameInfo

Property Value

(NetAF.Logic.GameInfo.html)

Type	Description
GameSetupCallback (NetAF.Logic.GameSetupCallback	

ExitMode (NetAF.Logic.ExitMode.html)

GameState

(NetAF.Logic.GameState.html)

IGameConfiguration

FrameBuilders

GameConfiguration.I

OverworldCreationCallback

Get or set the collection of frame builders to use to render the game.

(NetAF.Logic.OverworldCreationCa

Declaration

(NetAF.Logic.PlayableCharacterLo

PlayableCharacterLocation

(NetAF.Logic.PlayerCreationCallba

FrameBuilderCollection FrameBuilders { get; set; }

(NetAF.Logic.PlayerCreationCallba

Property Value

Type	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	

Interpreter instructions

Get or set the type of instruction for interpreting input.

Declaration

NetAF.Extensions

(NetAF.Extensions.html)

IInterpreter Interpreter { get; set; }

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

- NetAF.Logic

Type

(NetAF.Logic.html)

IInterpreter (NetAF.Interpretation.IInterpreter.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

SceneMapKeyType

ConsoleGameConfiguration

Get or set the type of key to use on the scene map.

(NetAF.Logic.ConsoleGameConfig

Declaration

(NetAF.Logic.EndCheck.html)

EndCheckResult

KeyType SceneMapKeyType { get; set; }

(NetAF.Logic.EndCheckResult.htm

ExitMode

PropertyValueLogic.ExitMode.html

Game (NetAF.Logic.Game.html)

Type

GameCreationCallback

Key

(NetAF.Logic.GameCreationKeyTypes.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

([NetAF.Extensions.html](#))
Syntax

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

- **NetAF.Logic**

Returns

([NetAF.Logic.html](#))

Type

AssetCatalog

Overworld ([NetAF.Logic.AssetCatalog.html](#))

Description

A generated Overworld.

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

ConsoleGameConfiguration

([NetAF.Logic.ConsoleGameConfig.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

IGameConfiguration

([NetAF.Logic.IGameConfiguration.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Class PlayableCharacterLocation

Provides a record of the location of a playable character.

Filter by title

Inheritance

INHERITANCE

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [PlayableCharacterLocation](#)

+ NetAF.Extensions

Implements

[\(NetAF.Extensions.html\)](#)

[IRestoreFromObjectSerialization](#) ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<[Playable](#)

[CharacterLocationSerialization](#) ([NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html](#))>

[\(NetAF.Interpretation.html\)](#)

Inherited Members

NetAF.Logic

[object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[\(NetAF.Logic.html\)](#)

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Logic.AssetCatalog.html\)](#)

[object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[\(NetAF.Logic.AssetGenerator.html\)](#)

[object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Logic.ConsoleGameConfiguration.html\)](#)

[object.MemberwiseClone\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

[\(NetAF.Logic.ConsoleGameConfiguration.html\)](#)

[object.ReferenceEquals\(object, object\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[\(NetAF.Logic.ConsoleGameConfiguration.html\)](#)

[object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Logic.ConsoleGameConfiguration.html\)](#)

[Assembly: NetAF.dll](#)

[Syntax](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

`public class PlayableCharacterLocation : IRestoreFromObjectSerialization<PlayableCha`

`acterLocationSerialization>`

`GameCreationCallback`

[\(NetAF.Logic.GameCreationCallba](#)

[GameEndConditions](#)

[\(NetAF.Logic.GameEndConditions.html\)](#)

[GameInfo](#)

[\(NetAF.Logic.GameInfo.html\)](#)

PlayableCharacterLocation(string, string, string)

[\(NetAF.Logic.GameSetupCallback.html\)](#)

Provides a record of the location of a playable character.

[GameState](#)

[\(NetAF.Logic.GameState.html\)](#)

[Declaration](#)

[IGameConfiguration](#)

[\(NetAF.Logic.IGameConfiguration.html\)](#)

`public PlayableCharacterLocation(string playerIdentifier, string regionIdentifier, s`

`tring poolIdentifier)`

[\(NetAF.Logic.OverworldCreationCa](#)

[PlayableCharacterLocation](#)

[Parameters](#)

[\(NetAF.Logic.PlayableCharacterLo](#)

[PlayerCreationCallback](#)

[\(NetAF.Logic.PlayerCreationCallba](#)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>playerIdentifier</i>	The player identifier.
string (https://learn.microsoft.com/dotnet/api/system.string) Instructions (NetAF.Conversations.Instruction.html)	<i>regionIdentifier</i>	The identifier for the region that the player is in.
string + NetAF.Extensions (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Extensions.html)	<i>roomIdentifier</i>	The identifier for the room that the player is in.

+ **NetAF.Interpretation**
([NetAF.Interpretation.html](#))

Properties

([NetAF.Logic.html](#))

PlayerIdentifier

([NetAF.Logic.AssetCatalog.html](#))

Get [AssetGenerator](#)

([NetAF.Logic.AssetGenerator.html](#))

Declaration

[ConsoleGameConfiguration](#)

([NetAF.Logic.ConsoleGameConfig](#))

```
public string PlayerIdentifier { get; }
```

[EndCheck](#)

([NetAF.Logic.EndCheck.html](#))

[EndCheckResult](#)

([NetAF.Logic.EndCheckResult.html](#))

Type

[ExitMode](#)

Description

Type	ExitMode	Description
	string (https://learn.microsoft.com/dotnet/api/system.string)	
	Game (NetAF.Logic.Game.html)	

[GameCreationCallback](#)

([NetAF.Logic.GameCreationCallba](#))

RegionIdentifier

([NetAF.Logic.GameEndConditions.html](#))

Get the identifier for the region that the player is in.

[GameInfo](#)

Declaration

([NetAF.Logic.GameInfo.html](#))

[GameSetupCallback](#)

```
public string RegionIdentifier { get; }
```

[GameState](#)

([NetAF.Logic.GameState.html](#))

Property Value

[GameConfiguration](#)

Description

Type	IGameConfiguration	Description
	OverworldCreationCallback	
	string (https://learn.microsoft.com/dotnet/api/system.string)	

[PlayableCharacterLocation](#)

([NetAF.Logic.PlayableCharacterLo](#))

[PlayerCreationCallback](#)

([NetAF.Logic.PlayerCreationCallba](#))

RoomIdentifier

Get the identifier for room that the player is in.

Declaration

```
public string RoomIdentifier { get; }
```



Property Value

Type	Description
(NetAF.Conversations.Instruct) string (https://learn.microsoft.com/dotnet/api/system.string)	

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

Methods

[\(NetAF.Interpretation.html\)](#)

- **NetAF.Logic**

FromSerialization(PlayableCharacterLocationSerialization)

AssetCatalog

Create a new instance of PlayableCharacterLocation from a serialization.

[\(NetAF.Logic.AssetCatalog.html\)](#)

Declaration

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfigurableCharacterLocation FromSerialization(PlayableCharacterLocations serialization)

[\(NetAF.Logic.ConsoleGameConfig.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

Parameters

EndCheckResult

Type [\(NetAF.Logic.EndCheckResult.html\)](#)

Name	Description
------	-------------

ExitMode

PlayableCharacterLocationSerialization serialization

[\(NetAF.Logic.ExitMode.html\)](#)

[\(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html\)](#)

Game GameInfo

[\(NetAF.Logic.Game.html\)](#)

GameCreationCallback

Returns [\(NetAF.Logic.GameCreationCallba](#)

Type **GameEndConditions**

[\(NetAF.Logic.GameEndConditions.html\)](#)

PlayableCharacterLocation GameInfo

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

IGameConfiguration

[\(NetAF.Logic.IGameConfiguration.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLoca](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

RestoreFrom(PlayableCharacterLocationSerialization)

Restores the game state from a serialization.

[\(NetAF.Logic.GameSerialization.html\)](#)

Declaration

[\(NetAF.Logic.IGameConfiguration.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLoca](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

Type	Name	Description
PlayableCharacterLocationSerialization (NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html)	<i>serialization</i>	The serialization to restore from.

▼

Implements

(NetAF.Conversations.Instruct

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfigu](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

IGameConfiguration

[\(NetAF.Logic.IGameConfiguration.I](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
[\(NetAF.Extensions.html\)](#)

Assembly: NetAF.dll

sy NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

public delegate PlayableCharacter PlayerCreationCallback()
- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Returns

AssetCatalog

Type	Description
AssetGenerator PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) (NetAF.Logic.AssetGenerator.html)	A generated Player.

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfigu](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

IGameConfiguration

[\(NetAF.Logic.IGameConfiguration.I](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

Namespace NetAF.Logic.Modes

Classes

Filter by title

+ [NetAF.Commands.](#)

AboutMode ([NetAF.Logic.Modes.AboutMode.html](#))

Persistence

Provides a display mode for about.
([NetAF.Commands.Persistence.html](#))

+ [NetAF.Commands.Scene](#)

CompletionMode ([NetAF.Logic.Modes.CompletionMode.html](#))

([NetAF.Commands.Scene.html](#))

Provides a display mode for completion.

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

ConversationMode ([NetAF.Logic.Modes.ConversationMode.html](#))

+ [NetAF.Conversations](#).

Provides a display mode for conversation.

Instructions

([NetAF.Conversations.Instruct.html](#))

GameOverMode ([NetAF.Logic.Modes.GameOverMode.html](#))

+ [NetAF.Extensions](#)

Provides a display mode for game over.

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

HelpMode ([NetAF.Logic.Modes.HelpMode.html](#))

([NetAF.Interpretation.html](#))

Provides a display mode for help.

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

ReactionMode ([NetAF.Logic.Modes.ReactionMode.html](#))

- [NetAF.Logic.Modes](#)

Provides a display mode for reaction.

([NetAF.Logic.Modes.html](#))

AboutMode

RegionMapMode ([NetAF.Logic.Modes.RegionMapMode.html](#))

([NetAF.Logic.Modes.AboutMode.html](#))

Provides a display mode for region map.

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

SceneMode ([NetAF.Logic.Modes.SceneMode.html](#))

([NetAF.Logic.Modes.ConversationMode.html](#))

Provides a display mode for a scene.

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

TitleMode ([NetAF.Logic.Modes.TitleMode.html](#))

([NetAF.Logic.Modes.GameOverMode.html](#))

Provides a display mode for title.

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

Represents a mode for a game.

([NetAF.Logic.Modes.RegionMapMode.html](#))

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Enums

GameModeType (NetAF.Logic.Modes.GameModeType.html)

Enumeration of game mode types.



RenderState (NetAF.Logic.Modes.RenderState.html)

Persistence

An enumeration of render states.

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

SearchMode

(NetAF.Logic.Modes.SearchMode.html)

TeleportMode

(NetAF.Logic.Modes.TeleportMode.html)

TrainingMode

(NetAF.Logic.Modes.TrainingMode.html)

TutorialMode

(NetAF.Logic.Modes.TutorialMode.html)

UnknownMode

(NetAF.Logic.Modes.UnknownMode.html)

WorldEditorMode

(NetAF.Logic.Modes.WorldEditorMode.html)

WorldMode

(NetAF.Logic.Modes.WorldMode.html)

ZoneMode

(NetAF.Logic.Modes.ZoneMode.html)

Class AboutMode

Provides a display mode for about.

Filter by title

Inheritance

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Scene**

Implements

([NetAF.Commands.Scene.html](#))

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ **NetAF.Conversations**

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Extensions**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Extensions.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#)) ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

+ **NetAF.Logic**

Syntax

([NetAF.Logic.html](#))

- **NetAF.Logic.Modes** AboutMode : IGameMode

([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

Interpreter

GameModeType

Get the GameModeType

GameOverMode

Declaration

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

public [IInterpreter](#) Interpreter { get; }

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

PropertyValue

ReactionMode

Type

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

([NetAF.Logic.Modes.RegionMapMode.html](#))

RenderState

([NetAF.Logic.Modes.RenderState.html](#))

Description

Type

Get the type of mode this provides.

Declaration

```
public GameModeType Type { get; }
```

Properties

(NetAF.Commands.Persistence.html)

+ **Type**

(NetAF.Commands.Scene.html)

GameModeType (NetAF.Logic.Modes.GameModeType.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Methods

Instructions

(NetAF.Conversations.Instruct.html)

Render(Game)

+ **NetAF.Extensions**

Render the current state of a game.

(NetAF.Extensions.html)

Declaration

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

public RenderState Render(Game game)

+ **NetAF.Logic**

(NetAF.Logic.html)

Parameters

- **Type**

(NetAF.Logic.Modes.html)

Game (NetAF.Logic.Game.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

Returns

CompletionMode

Type NetAF.Logic.Modes.CompletionMode

ConversationMode

RenderState (NetAF.Logic.Modes.RenderState.html)

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

Implements

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

Description

Class CompletionMode

Provides a display mode for completion.

Filter by title

Inheritance

+ **NetAFCommands.Scene**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ CompletionMode
[\(NetAF.Commands.Scene.html\)](#)

Implements

+ **NetAF.Conversations**
IGameMode ([NetAF.Logic.Modes.IGameMode.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.Modes.IGameMode.html))
[\(NetAF.Conversations.html\)](#)

Inherited Members

+ **NetAF.Conversations**,

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[\(NetAF.Conversations.Instruction.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Extensions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
[\(NetAF.Extensions.html\)](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Interpretation**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
[\(NetAF.Interpretation.html\)](#)

Namespace: NetAF ([NetAF.html](https://learn.microsoft.com/NetAF.html)).Logic ([NetAF.Logic.html](https://learn.microsoft.com/NetAF.Logic.html)).Modes ([NetAF.Logic.Modes.html](https://learn.microsoft.com/NetAF.Logic.Modes.html))

+ **NetAF.Logic**

Assembly: NetAF.dll

[\(NetAF.Logic.html\)](#)

Syntax

- **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#) CompletionMode : IGameMode

AboutMode

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

Provides a display mode for completion.

[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

GameOverMode

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

public CompletionMode(string title, string message)
[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

Parameters

Type: [\(NetAF.Logic.Modes.IGameMode.html\)](#)

ReactionMode

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.Modes.String.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.Modes.String.html\)](#)

RenderState

[\(NetAF.Logic.Modes.RenderState.html\)](#)

SceneMode

Type	Name	Description
(NetAF.Logic.Modes.ReactionMode.html)	title	The title.
(NetAF.Logic.Modes.String.html)	message	The message.

Properties

Interpreter

Get the interpreter.

Declaration

```
    [NETAF_COMMANDS_INTERFACE]
```

+ **NetAF.Commands.Scene** Interpreter { get; }

(NetAF.Commands.Scene.html)

Property Value

+ NetAF.Conversations

Type (NetAF.Conversations.html)

Description

+ **NetAF.Conversations** IInterpreter { get; }

Instructions

(NetAF.Conversations.Instruct

Type

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Get the type of mode this provides.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

public GameModeType Type { get; }

+ **NetAF.Logic**

(NetAF.Logic.html)

Property Value

- NetAF.Logic.Modes

Type

(NetAF.Logic.Modes.html)

Description

GameModeType (NetAF.Logic.Modes.GameModeType.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

Render(Game)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

public RenderState Render(Game game)

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

Para (NetAF.Logic.Modes.ReactionMode.html)

Type RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

Game (NetAF.Logic.Game.html)

(NetAF.Logic.Modes.RenderState.html)

SceneMode

Type	Name	Description
RegionMapMode	game	The game.

Returns

Type	Description
RenderState (NetAF.Logic.Modes.RenderState.html)	The render state.

Implements

IGameMode (NetAF.Logic.Modes.IGameMode.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.h

CompletionMode

(NetAF.Logic.Modes.CompletionM

ConversationMode

(NetAF.Logic.Modes.Conversation

GameModeType

(NetAF.Logic.Modes.GameModeTy

GameOverMode

(NetAF.Logic.Modes.GameOverMo

HelpMode

(NetAF.Logic.Modes.HelpMode.h

IGameMode

(NetAF.Logic.Modes.IGameMode.h

ReactionMode

(NetAF.Logic.Modes.ReactionMode

RegionMapMode

(NetAF.Logic.Modes.RegionMapMo

RenderState

(NetAF.Logic.Modes.RenderState.h

SceneMode

Class ConversationMode

Provides a display mode for conversation.

Filter by title

Inheritance

+ NetAF.Commands.Scene

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ ConversationMode

+ NetAF Conversations

Implements
[\(NetAF Conversations.html\)](#)
IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ NetAF Conversations.

Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object)))
[\(NetAF Conversations.Instruct\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))
[\(NetAF Extensions.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF Logic

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

([NetAF Logic.html](#))

Assembly: NetAF.dll

Syntax

NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#))

public sealed class ConversationMode : IGameMode

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

Constructors

ConversationMode(IConverser)

([NetAF.Logic.Modes.GameModeType.html](#))

Initializes a new instance of the ConversationMode class.

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

Declaration

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

public ConversationMode(IConverser converser)

([NetAF.Logic.Modes.IGameMode.html](#))

Parameters

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

Type

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

IConverser

([NetAF.Assets.Characters.IConverser.html](#))

([NetAF.Logic.Modes.RenderState.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

Type	Name	Description
IConverser	converser	The IConverser the conversation is being held with.

Properties

Converser

Get the converser.



Declaration

+ NetAF.Commands.Scene

```
public TConverser Converser { get; }
```

+ NetAF.Conversations

Property Value

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

IConverser (NetAF.Assets.Characters.IConverser.html)

Instructs

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Interpreter

(NetAF.Extensions.html)

Get the interpreter.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

```
public Interpreter Interpreter { get; }
```

(NetAF.Logic.html)

NetAF.Logic.Modes

Property Value

(NetAF.Logic.Modes.html)

Type

AboutMode

IInterpreter (NetAF.Interpretation.IInterpreter.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

Get the GameModeType this provides.

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

Declaration

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

```
public GameModeType Type { get; }
```

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

Type

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

GameModeType (NetAF.Logic.Modes.GameModeType.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

SceneMode

(NetAF.Logic.Modes.SceneMode.html)

Methods

Description

Description

Description

Render(Game)

Render the current state of a game.

Declaration

```
public RenderState Render(Game game)
```

+ NetAF.Commands.Scene

Parameters

(NetAF.Commands.Scene.html)

Type

+ NetAF.Conversations

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.html)

Return Value

Instructions

Type

(NetAF.Conversations.Instruct

RenderState (NetAF.Logic.Modes.RenderState.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Implements

+ NetAF.Interpretation

IGameMode (NetAF.Interpretation.html) GameMode.html

+ NetAF.Logic

(NetAF.Logic.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.h

CompletionMode

(NetAF.Logic.Modes.CompletionMo

ConversationMode

(NetAF.Logic.Modes.Conversation

GameModeType

(NetAF.Logic.Modes.GameModeTy

GameOverMode

(NetAF.Logic.Modes.GameOverMo

HelpMode

(NetAF.Logic.Modes.HelpMode.h

IGameMode

(NetAF.Logic.Modes.IGameMode.h

ReactionMode

(NetAF.Logic.Modes.ReactionMode

RegionMapMode

(NetAF.Logic.Modes.RegionMapMo

RenderState

(NetAF.Logic.Modes.RenderState.h

SceneMode

(NetAF.Logic.Modes.SceneMode.h

Parameters	Name	Description
(NetAF.Commands.Scene.html)	game	The game.

Return Value

Instructions

Type

(NetAF.Conversations.Instruct

RenderState (NetAF.Logic.Modes.RenderState.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Implements

+ NetAF.Interpretation

IGameMode (NetAF.Interpretation.html) GameMode.html

+ NetAF.Logic

(NetAF.Logic.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.h

CompletionMode

(NetAF.Logic.Modes.CompletionMo

ConversationMode

(NetAF.Logic.Modes.Conversation

GameModeType

(NetAF.Logic.Modes.GameModeTy

GameOverMode

(NetAF.Logic.Modes.GameOverMo

HelpMode

(NetAF.Logic.Modes.HelpMode.h

IGameMode

(NetAF.Logic.Modes.IGameMode.h

ReactionMode

(NetAF.Logic.Modes.ReactionMode

RegionMapMode

(NetAF.Logic.Modes.RegionMapMo

RenderState

(NetAF.Logic.Modes.RenderState.h

SceneMode

(NetAF.Logic.Modes.SceneMode.h

Enum GameModeType

Enumeration of game mode types.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

[\(NetAF.Commands.Scene.html\)](#)

Assembly: NetAF.dll

Syntax

[\(NetAF.Conversations.html\)](#)

public enum GameModeType

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

Fields

[\(NetAF.Extensions.html\)](#)

Name

+ **NetAF.Interpretation**

Information

[\(NetAF.Interpretation.html\)](#)

Interactive

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

- **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

AboutMode

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

ReactionMode

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

RenderState

Description

An information mode.

An interactive mode.

Class GameOverMode

Provides a display mode for game over.

Filter by title

Inheritance

+ [NetAF.Conversations](#) (https://learn.microsoft.com/dotnet/api/system.object) (NetAF.Conversations.html)

Implements

+ [NetAF.Conversations](#).
IGameMode (NetAF.Logic.Modes.IGameMode.html)

Inherited Members

(NetAF.Conversations.Instruct

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(NetAF.Extensions.html)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))

(NetAF.Interpretation.html)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

- [NetAF.Logic.Modes](#)

Assembly: NetAF.dll

(NetAF.Logic.Modes.html)

Syntax

```
public sealed class GameOverMode : IGameMode  
    CompletionMode
```

```
    (NetAF.Logic.Modes.CompletionMode)
```

```
    ConversationMode
```

```
    (NetAF.Logic.Modes.ConversationMode)
```

```
    GameModeType
```

```
    (NetAF.Logic.Modes.GameModeType)
```

Constructors

[GameOverMode\(string, string\)](#)

```
    (NetAF.Logic.Modes.GameOverMode)
```

Provides a display mode for game over.

```
    HelpMode
```

```
    (NetAF.Logic.Modes.HelpMode)
```

Declaration

```
    IGameMode
```

```
    (NetAF.Logic.Modes.IGameMode)
```

```
    public GameOverMode(string title, string message)
```

```
    ReactionMode
```

Parameters

```
    RegionMapMode
```

```
    (NetAF.Logic.Modes.RegionMapMode)
```

Type

```
    RenderState
```

```
    string (https://learn.microsoft.com/dotnet/api/system.string)
```

```
    SceneMode
```

```
    string (https://learn.microsoft.com/dotnet/api/system.string)
```

```
    (NetAF.Logic.Modes.SceneMode)
```

```
    TitleMode
```

```
    (NetAF.Logic.Modes.TitleMode)
```

Type	Name	Description
RenderState	title	The title.
SceneMode	message	The message.

Properties

Interpreter

Get the interpreter.

Declaration

+ NetAF.Conversations

```
public Interpreter Interpreter { get; }
```

(NetAF.Conversations.html)

Provides:

Instructions

Type

(NetAF.Conversations.Instruct

IInterpreter (NetAF.Interpretation.IInterpreter.html)

Description

+ NetAF.Extensions

(NetAF.Extensions.html)

Type

NetAF.Interpretation

(NetAF.Interpretation.html)

Get the type or mode this provides.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

- public GameModeType Type { get; }

(NetAF.Logic.Modes.html)

Property Value

AboutMode

Type

(NetAF.Logic.Modes.AboutMode.h

Description

CompletionMode

GameModeType (NetAF.Logic.Modes.GameModeType.html)

ConversationMode

(NetAF.Logic.Modes.Conversation

GameModeType

Methods

Render(Game)

(NetAF.Logic.Modes.HelpMode.htm

Render the current state of a game.

Type

(NetAF.Logic.Modes.IGameMode.h

ReactionMode

(NetAF.Logic.Modes.ReactionMode

```
public RenderState Render(Game game)
```

RegionMapMode

(NetAF.Logic.Modes.RegionMapMo

Parameter

RenderState

Type

(NetAF.Logic.Modes.RenderState.h

SceneMode

GameMode (NetAF.Logic.Modes.SceneMode.h

TitleMode

(NetAF.Logic.Modes.TitleMode.htm

Name

Description

game

The game.

Returns

Type	Description
RenderState (NetAF.Logic.Modes.RenderState.html)	The render state.

Implements

IGameMode (NetAF.Logic.Modes.IGameMode.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.h

CompletionMode

(NetAF.Logic.Modes.CompletionM

ConversationMode

(NetAF.Logic.Modes.Conversation

GameModeType

(NetAF.Logic.Modes.GameModeTy

GameOverMode

(NetAF.Logic.Modes.GameOverMo

HelpMode

(NetAF.Logic.Modes.HelpMode.h

IGameMode

(NetAF.Logic.Modes.IGameMode.h

ReactionMode

(NetAF.Logic.Modes.ReactionMode

RegionMapMode

(NetAF.Logic.Modes.RegionMapMo

RenderState

(NetAF.Logic.Modes.RenderState.h

SceneMode

(NetAF.Logic.Modes.SceneMode.h

TitleMode

(NetAF.Logic.Modes.TitleMode.htm

Class HelpMode

Provides a display mode for help.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ HelpMode

+ NetAF.Conversations.

Implements

Instructions

IGameMode ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(NetAF.Conversations.Instruct

Inherited Members

+ NetAF.Extensions

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\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

NetAF.Logic

[object.ReferenceEquals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- NetAF.Logic.Modes

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

(NetAF.Logic.Modes.html

Assembly: NetAF.dll

AboutMode

Syntax

[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)))

CompletionMode

public sealed class HelpMode : IGameMode

ConversationMode

[object.ReferenceEquals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

GameModeType

<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>

GameOverMode

HelpMode (CommandHelp[])

HelpMode

Provides a display mode for help.

[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)))

IGameMode

[object.ReferenceEquals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

ReactionMode

public HelpMode(CommandHelp[] commands)

<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>

RegionMapMode

[object.ReferenceEquals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

Parameters

RenderState

<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>

SceneMode

[object.ReferenceEquals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

commands

Name

Description

The commands to display.

TitleMode

<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>

Properties

Interpreter

Get the interpreter.



Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) `public IInterpreter Interpreter { get; }`

+ NetAF.Conversations.

Property Value

Instructions

Type [\(NetAF.Conversations.Instruct.html\)](#)

Description

+ [\(NetAF.Extensions.html\)](#) `IInterpretation.IInterpreter`

(NetAF.Extensions.html)

+ NetAF.Interpretation

Type [\(NetAF.Interpretation.html\)](#)

Get the type of mode this provides.

+ NetAF.Logic

Type [\(NetAF.Logic.html\)](#)

Declaration

(NetAF.Logic.html)

- NetAF.Logic.Modes

`public GameModeType Type { get; }`

(NetAF.Logic.Modes.html)

AboutMode

Property Value

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

Type CompletionMode

Description

[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

GameModeType [\(NetAF.Logic.Modes.GameModeType.html\)](#)

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

Methods

Render(Game)

[IGameMode](#)

Render the current state of a game.

[\(NetAF.Logic.Modes.GameMode.html\)](#)

ReactionMode

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

RegionMapMode

`public RenderState Render(Game game)`

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

RenderState

[\(NetAF.Logic.Modes.RenderState.html\)](#)

SceneMode

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

TitleMode

[\(NetAF.Logic.Modes.Game.html\)](#)

[\(NetAF.Logic.Modes.TitleMode.html\)](#)

Name

Description

game

The game.

Returns

Type	Description
RenderState (NetAF.Logic.Modes.RenderState.html)	The render state.

Implements

- + **NetAF.Conversations**
(GameMode (NetAF.Logic.Modes.IGameMode.html)
(NetAF.Conversations.html)
- + **NetAF.Conversations.**
 Instructions
(NetAF.Conversations.Instruct

- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)

- + **NetAF.Logic**
(NetAF.Logic.html)
- **NetAF.Logic.Modes**
(NetAF.Logic.Modes.html)

AboutMode
(NetAF.Logic.Modes.AboutMode.html)
CompletionMode
(NetAF.Logic.Modes.CompletionMode.html)
ConversationMode
(NetAF.Logic.Modes.ConversationMode.html)
GameModeType
(NetAF.Logic.Modes.GameModeType.html)
GameOverMode
(NetAF.Logic.Modes.GameOverMode.html)
HelpMode
(NetAF.Logic.Modes.HelpMode.html)
IGameMode
(NetAF.Logic.Modes.IGameMode.html)
ReactionMode
(NetAF.Logic.Modes.ReactionMode.html)
RegionMapMode
(NetAF.Logic.Modes.RegionMapMode.html)
RenderState
(NetAF.Logic.Modes.RenderState.html)
SceneMode
(NetAF.Logic.Modes.SceneMode.html)
TitleMode
(NetAF.Logic.Modes.TitleMode.html)

Interface IGameMode

Represents a mode for a game.

Filter by title

+ **NetAF.Conversations**
([NetAF.Conversations.html](#))

Assembly: NetAF.dll

Syntax
+ **NetAF.Conversations.**

Instructions

public interface IGameMode
([NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Properties

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Interpreter

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Get the interpreter.

NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#))

IInterpreter Interpreter { get; }

([NetAF.Logic.Modes.AboutMode.html](#))

Property Value

([NetAF.Logic.Modes.CompletionMode.html](#))

Type ConversationMode

Description

([NetAF.Logic.Modes.ConversationMode.html](#))

IInterpreter (NetAF.Interpretation.IInterpreter.html)

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

Type GameOverMode

Description

HelpMode

Get the type of mode this provides.

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

ReactionMode

GameModeType Type { get; }

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

Property Value

([NetAF.Logic.Modes.RegionMapMode.html](#))

RenderState

Description

([NetAF.Logic.Modes.RenderState.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

([NetAF.Logic.Modes.TitleMode.html](#))

+ **NetAF.Persistence**

Methods

Render(Game)

Render the current state of a game.



Declaration

+ **NetAF.Conversations**

([NetAF Conversations.html](#))

 RenderState Render(Game game)

+ **NetAF.Conversations.**

Instructions

Type	Name	Description
+ NetAF.Extensions Game (NetAF.Logic.Game.html) (NetAF.Extensions.html)	game	The game.

Returns

+ **NetAF.Interpretation**

Type	Description
+ NetAF.Interpretation .html RenderState (NetAF.Logic.Modes.RenderState.html)	The render state.

+ **NetAF.Logic**

([NetAF.Logic.html](#))

- **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

RenderState

([NetAF.Logic.Modes.RenderState.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

([NetAF.Logic.Modes.TitleMode.html](#))

Class ReactionMode

Provides a display mode for reaction.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [\(NetAF.Conversations.html\)](#) /dotnet/api/system.object

↳ ReactionMode

+ NetAF.Conversations.

Implements

Instructions

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

(NetAF.Conversations.Instruct

Inherited Members

+ NetAF.Extensions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object, system-object\)](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

- NetAF.Logic.Modes

Namespace: NetAF ([NetAF.html](#)) Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

AboutMode

Syntax

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

public sealed class ReactionMode : IGameMode

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

Provides [\(NetAF.DisplayModes.HelpMode.html\)](#)

IGameMode

Declaration [\(NetAF.Logic.Modes.IGameMode.html\)](#)

ReactionMode

public ReactionMode(string title, string message)

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

Parameters

RenderState

Type [\(NetAF.Logic.Modes.RenderState.html\)](#)

SceneMode

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

Name

Description

title

The title.

message

The message.

[\(NetAF.Logic.Modes.TitleMode.html\)](#)

Properties

Interpreter

Get the interpreter.



Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

```
public Interpreter Interpreter { get; }
```

+ NetAF.Conversations.

Properties

(NetAF.Conversations.Instruct.html)

Type	Description

+ NetAF.Extensions

Interpreter (NetAF.Interpretation.IInterpreter.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

SkipSuccessfulReactions

Get NetAF.Logic. Skip successful reactions are suppressed.

(NetAF.Logic.html)

- NetAF.Logic.Modes

```
public bool SuppressEndedReactions { get; set; }
```

(NetAF.Logic.Modes.html)

AboutMode

Property Value

(NetAF.Logic.Modes.AboutMode.html)

Type CompletionMode

(NetAF.Logic.Modes.CompletionMode)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Logic.Modes.ConversationMode)

GameModeType

(NetAF.Logic.Modes.GameModeType)

GameOverMode

SkipSuccessfulMovementReactions

Get or Set if successful movement reactions are suppressed.

HelpMode

Declaration

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

```
public bool SuppressSuccessfulMovementReactions { get; set; }
```

ReactionMode

(NetAF.Logic.Modes.ReactionMode)

Property Value

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Logic.Modes.RenderState)

SceneMode

(NetAF.Logic.Modes.SceneMode.html)

Type

(NetAF.Logic.Modes.TitleMode.html)

Get the type of mode this provides.

(NetAF.Persistence.html)

Declaration

```
public GameModeType Type { get; }
```

Property Value

Type	Description
GameModeType (NetAF.Logic.Modes.GameModeType.html) (NetAF.Conversations.html)	

+ NetAF.Conversations.

Instructions

Methods

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Render (Game)

NetAF Interpretation

a game. [\(NetAFInterpretation.html\)](#)

+ NetAF.Logic

public RenderState Render (Game game) [\(NetAF.Logic.html\)](#)

- NetAF.Logic.Modes

Parameters

(NetAF.Logic.Modes.html)

Type	Name	Description
AboutMode (NetAF.Logic.Modes.AboutMode.html)	game	The game.

CompletionMode (NetAF.Logic.Modes.CompletionMode.html)

Returns ConversationMode

Type (NetAF.Logic.Modes.ConversationMode.html)

Type	Description
GameModeType (NetAF.Logic.Modes.RenderState.html) (NetAF.Logic.Modes.GameModeType.html)	The render state.

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

SceneMode

(NetAF.Logic.Modes.SceneMode.html)

TitleMode

(NetAF.Logic.Modes.TitleMode.html)

+ NetAF Persistence

Class RegionMapMode

Provides a display mode for region map.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [\(NetAF.Conversations.html\)](#) /dotnet/api/system.object

↳ RegionMapMode

+ NetAF.Conversations.

Implements

Instructions

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

([NetAF.Conversations.Instruct](#))

Inherited Members

+ NetAF.Extensions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-object](#))

([NetAF.Extensions.html](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

- NetAF.Logic.Modes

Namespace: NetAF ([NetAF.html](#)) Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

AboutMode

Syntax

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

public sealed class RegionMapMode : IGameMode

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

Get the Interpreter.

([NetAF.Logic.Modes.IGameMode.html](#))

Declaration

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode Interpreter { get; }

([NetAF.Logic.Modes.RegionMapMode.html](#))

RenderState

Property Value

([NetAF.Logic.Modes.RenderState.html](#))

Type SceneMode

Description

([NetAF.Logic.Modes.SceneMode.html](#))

Interpreter ([NetAF.Interpretation.IInterpreter.html](#))

TitleMode

([NetAF.Logic.Modes.TitleMode.html](#))

↳ [NetAF.Persistence](#)

Type

Get the type of mode this provides.

Declaration

```
public GameModeType Type { get; }
```

+ NetAF.Conversations

Property Value

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

GameModeType (NetAF.Logic.Modes.GameModeType.html)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Render(Game)

+ NetAF.Logic

Render the current state of a game.

(NetAF.Logic.html)

Declaration

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

```
public RenderState Render(Game game)
```

AboutMode

(NetAF.Logic.Modes.AboutMode.h

Parameters

CompletionMode

Type

NetAF.Logic.Modes.CompletionMo

ConversationMode

Game (NetAF.Logic.Game.html)

(NetAF.Logic.Modes.Conversation

GameModeType

Returns

(NetAF.Logic.Modes.GameModeTy

Type

GameOverMode

(NetAF.Logic.Modes.GameOverMo

RenderState (NetAF.Logic.Modes.RenderState.html)

HelpMode

Name

Description

game

The game.

Implements

IGameMode (NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMo

RegionMapMode

(NetAF.Logic.Modes.RegionMapMo

RenderState

(NetAF.Logic.Modes.RenderState.I

SceneMode

(NetAF.Logic.Modes.SceneMode.h

TitleMode

(NetAF.Logic.Modes.TitleMode.htm

Enum RenderState

An enumeration of render states.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct
Syntax

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Fields

(NetAF.Logic.html)

Name	Description
- NetAF.Logic.Modes (NetAF.Logic.Modes.html)	
Aborted	Render was aborted.
Completed	Render was completed.
AboutMode	(NetAF.Logic.Modes.AboutMode.html)
CompletionMode	(NetAF.Logic.Modes.CompletionMode.html)
ConversationMode	(NetAF.Logic.Modes.ConversationMode.html)
GameModeType	(NetAF.Logic.Modes.GameModeType.html)
GameOverMode	(NetAF.Logic.Modes.GameOverMode.html)
HelpMode	(NetAF.Logic.Modes.HelpMode.html)
IGameMode	(NetAF.Logic.Modes.IGameMode.html)
ReactionMode	(NetAF.Logic.Modes.ReactionMode.html)
RegionMapMode	(NetAF.Logic.Modes.RegionMapMode.html)
RenderState	(NetAF.Logic.Modes.RenderState.html)
SceneMode	(NetAF.Logic.Modes.SceneMode.html)
TitleMode	(NetAF.Logic.Modes.TitleMode.html)

NetAF Persistence

Class SceneMode

Provides a display mode for a scene.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [\(NetAF.Conversations.html\)](#) /dotnet/api/system.object

↳ SceneMode

+ NetAF.Conversations.

Implements

Instructions

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

(NetAF.Conversations.Instruct

Inherited Members

+ NetAF.Extensions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-object](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

- NetAF.Logic.Modes

Namespace: NetAF ([NetAF.html](#)) Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

AboutMode

Syntax

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

public sealed class SceneMode : IGameMode

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

Get the Interpreter.

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

Declaration

ReactionMode

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

private Interpreter Interpreter { get; }

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

RenderState

Property Value

[\(NetAF.Logic.Modes.RenderState.html\)](#)

Type

SceneMode

Description

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

Interpreter ([NetAF.Interpretation.IInterpreter.html](#))

TitleMode

[\(NetAF.Logic.Modes.TitleMode.html\)](#)

↳ [NetAF.Persistence](#)

Type

Get the type of mode this provides.

Declaration

```
public GameModeType Type { get; }
```

+ NetAF.Conversations

Property Value

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

GameModeType (NetAF.Logic.Modes.GameModeType.html)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Render(Game)

+ NetAF.Logic

Render the current state of a game.

(NetAF.Logic.html)

Declaration

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

```
public RenderState Render(Game game)
```

AboutMode

(NetAF.Logic.Modes.AboutMode.h

Parameters

CompletionMode

Type

NetAF.Logic.Modes.CompletionMo

Name

Description

ConversationMode

Game (NetAF.Logic.Game.html)

game

The game.

(NetAF.Logic.Modes.Conversation

GameModeType

Returns

(NetAF.Logic.Modes.GameModeTy

Type

GameOverMode

(NetAF.Logic.Modes.GameOverMo

RenderState (NetAF.Logic.Modes.RenderState.html)

Description

HelpMode

(NetAF.Logic.Modes.HelpMode.h

IGameMode

Implements

NetAF.Logic.Modes.IGameMode.h

ReactionMode

IGameMode (NetAF.Logic.Modes.IGameMode.html)

(NetAF.Logic.Modes.ReactionMode

RegionMapMode

(NetAF.Logic.Modes.RegionMapMo

RenderState

(NetAF.Logic.Modes.RenderState.h

SceneMode

(NetAF.Logic.Modes.SceneMode.h

TitleMode

(NetAF.Logic.Modes.TitleMode.h

Class TitleMode

Provides a display mode for title.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [\(NetAF.Conversations.html\)](#) /dotnet/api/system.object

↳ TitleMode

+ NetAF.Conversations.

Implements

Instructions

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

(NetAF.Conversations.Instruct)

Inherited Members

+ NetAF.Extensions

object.Equals(object) ([learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

object.Equals(object, object) ([learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-object](#))

object.GetHashCode() ([learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([learn.microsoft.com/dotnet/api/system.object.tostring](#))

- NetAF.Logic.Modes

Namespace: NetAF ([NetAF.html](#)) Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

AboutMode

Syntax

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

public sealed class TitleMode : IGameMode

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

Properties

Interpreter

[\(NetAF.Logic.Modes.Interpreter.html\)](#)

Get the Interpreter.

[\(NetAF.Logic.Modes.IGameModeInterpreter.html\)](#)

Declaration

ReactionMode

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

public Interpreter Interpreter { get; }

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

RenderState

Property Value

[\(NetAF.Logic.Modes.RenderState.html\)](#)

Type

SceneMode

Description

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

Interpreter ([NetAF.Interpretation.IInterpreter.html](#))

TitleMode

[\(NetAF.Logic.Modes.TitleMode.html\)](#)

Type

Get the type of mode this provides.

Declaration

```
public GameModeType Type { get; }
```

+ NetAF.Conversations

Property Value

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

GameModeType (NetAF.Logic.Modes.GameModeType.html)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Render(Game)

+ NetAF.Logic

Render the current state of a game.

(NetAF.Logic.html)

Declaration

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

```
public RenderState Render(Game game)
```

AboutMode

(NetAF.Logic.Modes.AboutMode.h

Parameters

CompletionMode

Type

NetAF.Logic.Modes.CompletionMo

Name

Description

ConversationMode

Game (NetAF.Logic.Game.html)

game

The game.

GameModeType

Returns

(NetAF.Logic.Modes.GameModeTy

Type

GameOverMode

(NetAF.Logic.Modes.GameOverMo

RenderState (NetAF.Logic.Modes.RenderState.html)

Description

HelpMode

The render state.

(NetAF.Logic.Modes.HelpMode.h

IGameMode

Implements

NetAF.Logic.Modes.IGameMode.h

ReactionMode

IGameMode (NetAF.Logic.Modes.IGameMode.html)

(NetAF.Logic.Modes.ReactionMode

RegionMapMode

(NetAF.Logic.Modes.RegionMapMo

RenderState

(NetAF.Logic.Modes.RenderState.h

SceneMode

(NetAF.Logic.Modes.SceneMode.h

TitleMode

(NetAF.Logic.Modes.TitleMode.h

Namespace NetAF.Persistence

Classes

Filter by title

+ [RestorePoint \(NetAF.Persistence.RestorePoint.html\)](#)

Persistence restore point for a Game.

(NetAF.Commands.Persistence)

+ [NetAF.Commands.Scene](#)

(NetAF.Commands.Scene.html)

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

+ [NetAF.Conversations.](#)

Instructions

(NetAF.Conversations.Instruct)

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Logic.Modes](#)

(NetAF.Logic.Modes.html)

- [NetAF.Persistence](#)

(NetAF.Persistence.html)

RestorePoint

(NetAF.Persistence.RestorePoint.h)

+ [NetAF.Persistence.Json](#)

(NetAF.Persistence.Json.html)

+ [NetAF.Rendering](#)

(NetAF.Rendering.html)

+ [NetAF.Rendering.Frame](#)

Builders

(NetAF.Rendering.FrameBuilder)

Class RestorePoint

Represents a restore point for a Game.

Filter by title

Inheritance

(NetAF.Commands.Frame.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF.Commands.Global

↳ RestorePoint

(NetAF.Commands.Global.html)

Inherited Members

+ NetAF.Commands.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(NetAF.Commands.Persistence.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Commands.Scene

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Conversations

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Conversations.

Namespace: NetAF (NetAF.html).Persistence (NetAF.Persistence.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct.html)

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

CreationTime

(NetAF.Logic.Modes.html)

Get or set the creation time of this save.

- NetAF.Persistence

Declaration

(NetAF.Persistence.html)

RestorePoint

public DateTime CreationTime { get; set; }

(NetAF.Persistence.RestorePoint.h)

+ NetAF.Persistence.Json

Property Value

(NetAF.Persistence.Json.html)

Type

+ NetAF.Rendering

DateTime (<https://learn.microsoft.com/dotnet/api/system.datetime>)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Game

(NetAF.Rendering.FrameBuilder.html)

Description

Get or set the serialized game.

Declaration

```
public GameSerialization Game { get; set; }
```



Property Value

Type	Description
+ NetAF.Commands.Global (NetAF.Commands.Global.html)	GameSerialization (NetAF.Serialization.GameSerialization.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Get or set the name of this save.

+ NetAF.Commands.Scene

Declaration

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

```
public string Name { get; set; }
```

(NetAF.Conversations.html)

Property Value

Type	Description
(NetAF.Conversations.Instruction.html)	string (https://learn.microsoft.com/dotnet/api/system.string)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Methods

(NetAF.Interpretation.html)

+ NetAF.Logic

Create(string, Game)

(NetAF.Logic.html)

Create a new restore point.

+ NetAF.Logic.Modes

Declaration

(NetAF.Logic.Modes.html)

- NetAF.Persistence

```
public static RestorePoint Create(string name, Game game)
```

(NetAF.Persistence.html)

RestorePoint

Parameters

(NetAF.Persistence.RestorePoint.h)

Type

+ NetAF.Persistence.Json

String (NetAF.Persistence.Json.html)

(NetAF.Persistence.Json.html)

Name

Description

name The name of the restore point.

game

The game to create the restore point for.

+ NetAF.Rendering

(NetAF.Rendering.html)

Returns

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Type	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	The restore point.

▼

[NetAF.Commands.FrameBuilders](#)

- + NetAF.Commands.Global
(NetAF.Commands.Global.html)
- + NetAF.Commands.Persistence
(NetAF.Commands.Persistence.html)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.Instructions
(NetAF.Conversations.Instructions.html)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Logic.Modes
(NetAF.Logic.Modes.html)
- NetAF.Persistence
(NetAF.Persistence.html)
 - RestorePoint
(NetAF.Persistence.RestorePoint.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.FrameBuilders
(NetAF.Rendering.FrameBuilders.html)

Namespace NetAF.Persistence.Json

Classes

Filter by title

+ [JsonSave \(NetAF.Persistence.Json.JsonSave.html\)](#)

Persistence Persistence for a save in the Json format.

(NetAF.Commands.Persistence.JsonSave)

+ [NetAF.Commands.Scene](#)

(NetAF.Commands.Scene.html)

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

+ [NetAF.Conversations.](#)

Instructions

(NetAF.Conversations.Instructions)

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Logic.Modes](#)

(NetAF.Logic.Modes.html)

+ [NetAF.Persistence](#)

(NetAF.Persistence.html)

- [NetAF.Persistence.Json](#)

(NetAF.Persistence.Json.html)

JsonSave

(NetAF.Persistence.Json.JsonSave)

+ [NetAF.Rendering](#)

(NetAF.Rendering.html)

+ [NetAF.Rendering.Frame](#)

Builders

(NetAF.Rendering.FrameBuilders)

Class JsonSave

Provides persistence for a save in the Json format.

Filter by title

Inheritance

([NetAF.Commands.Frame.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Global**

↳ JsonSave

([NetAF.Commands.Global.html](#))

Inherited Members

+ **NetAF.Commands.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([NetAF.Commands.Persistence.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations.**

Namespace: NetAF (NetAF.html).Persistence (NetAF.Persistence.html).Json (NetAF.Persistence.Json.html)

Instructions

Assembly: NetAF.dll

([NetAF.Conversations.Instruct.html](#))

Syntax

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

NetAF.Logic

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

FromFile(string, out RestorePoint, out string)

([NetAF.Logic.Modes.html](#))

Return a restore point from a file.

+ **NetAF.Persistence**

Declaration

([NetAF.Persistence.html](#))

- **NetAF.Persistence.Json**

public static bool FromFile(string path, out RestorePoint restorePoint, out string m)

([NetAF.Persistence.Json.html](#))

JsonSave

([NetAF.Persistence.Json.JsonSave.html](#))

Parameters

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

string

Name

path

Description

The file path.

+ **NetAF.Rendering.Frame**

([NetAF.Rendering.Frame.html](#))

net/system/string)

([NetAF.Rendering.FrameBuilder.html](#))

Type	Name	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	<i>restorePoint</i>	The restore point.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	A message detailing the result of the load, if the load was unsuccessful. If the load was successful this will be empty.

+ NetAF.Commands.Global

Returns
[\(NetAF.Commands.Global.html\)](#)

Type	Description
Persistence (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the load was successful else false.

(NetAF.Commands.Persistence)

+ NetAF.Commands.Scene

[FromJson\(string\)](#)
(NetAF.Commands.Scene.html)

Create a restore point from Json.

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

`public static RestorePoint FromJson(string json)`

Instructions (NetAF.Conversations.Instruct)

Parameters

+ NetAF.Extensions

Type
[\(NetAF.Extensions.html\)](#)

string
(https://learn.microsoft.com/dotnet/api/system.string)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Returns

Type	Description
(NetAF.Logic.html) RestorePoint (NetAF.Persistence.RestorePoint.html)	The restore point created from the Json.

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

ToFile(string, RestorePoint, out string)

[\(NetAF.Persistence.html\)](#)

Persist a restore point to a file.

NetAF.Persistence.Json

Declaration
[\(NetAF.Persistence.Json.html\)](#)

`public static bool ToFile(string path, RestorePoint restorePoint, out string message)`
(NetAF.Persistence.Json.JsonSave)

+ NetAF.Rendering

Parameters
[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>path</i>	The file path.
RestorePoint (NetAF.Persistence.RestorePoint.html)	<i>restorePoint</i>	The restore point to persist.
+ NetAF.Commands.Global String (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	A message detailing the result of the save, if the save was unsuccessful. If the save was successful this will be empty.
+ NetAF.Commands.		

Persistence

Returns

(NetAF.Commands.Persistence)

Type

+ **NetAF.Commands.Scene**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Commands.Scene.html)

Description

True if the save was successful else false.

+ **NetAF.Conversations**

(<https://learn.microsoft.com/dotnet/api/NetAF.Conversations.html>)

ToJSON(RestorePoint)

+ **NetAF.Conversations.**

Convert a restore point to Json.

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ **NetAF.Extensions**

public static string ToJson(RestorePoint restorePoint)

(NetAF.Extensions.html)

NetAF Interpretation

(NetAF.Interpretation.html)

Type

+ **NetAF.Logic**

RestorePoint (<https://learn.microsoft.com/dotnet/api/NetAF.Persistence.RestorePoint.html>)

(NetAF.Logic.html)

Name

Description

Returns

+ **NetAF.Logic.Modes**

Type (<https://learn.microsoft.com/dotnet/api/NetAF.Logic.Modes.html>)

+ **NetAF.Persistence**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The Json reatore point.

(NetAF.Persistence.html)

- **NetAF.Persistence.Json**

(<https://learn.microsoft.com/dotnet/api/NetAF.Persistence.Json.html>)

JsonSave

(NetAF.Persistence.Json.JsonSave)

+ **NetAF.Rendering**

(<https://learn.microsoft.com/dotnet/api/NetAF.Rendering.html>)

+ **NetAF.Rendering.Frame**

Builders

(<https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilder>)

Namespace NetAF.Rendering

Enums

Filter by title

+ [NetAF.Commands.](#)

KeyType ([NetAF.Rendering.KeyType.html](#))

Persistence

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Commands.Scene](#)

RegionMapMode ([NetAF.Rendering.RegionMapMode.html](#))

([NetAF.Commands.Scene.html](#))

Enumeration of region map modes.

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

+ [NetAF.Conversations.](#)

Instructions

([NetAF.Conversations.Instruct.html](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

- [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

KeyType

([NetAF.Rendering.KeyType.html](#))

RegionMapMode

([NetAF.Rendering.RegionMapMode.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

Enum KeyType

Enumeration of key types.

 Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html)

+ **NetAF.Commands.Global**

Assembly: NetAF.dll

(NetAF.Commands.Global.html)

Syntax

+ **NetAF.Commands.**

 Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Fields

+ **NetAF.Conversations**

Name	Description
Dynamic	Dynamic key, only show relevant key items.
Instructions	Full key.
None	No key.

(NetAF.Conversations.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

- **NetAF.Rendering**

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

+ **NetAF.Rendering.Frame**

Builders

Enum RegionMapMode

Enumeration of region map modes.

 Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html)

+ [NetAF.Commands.Global](#)

Assembly: NetAF.dll

[\(NetAF.Commands.Global.htm\)](#)

Syntax

+ [NetAF.Commands.](#)

[Persistence](#)

[\(NetAF.Commands.Persistence.htm\)](#)

+ [NetAF.Commands.Scene](#)

[\(NetAF.Commands.Scene.htm\)](#)

Fields

+ [NetAF.Conversations](#)

Name Description

[\(NetAF.Conversations.htm\)](#)

Detailed Shows rooms at a detailed level.

+ [NetAF.Conversations.](#)

Instruct

Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.htm\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.htm\)](#)

+ [NetAF.Logic](#)

[\(NetAF.Logic.htm\)](#)

+ [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.htm\)](#)

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.htm\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.htm\)](#)

- [NetAF.Rendering](#)

[\(NetAF.Rendering.htm\)](#)

KeyType

[\(NetAF.Rendering.KeyType.htm\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.htm\)](#)

+ [NetAF.Rendering.Frame](#)

Builders

Namespace NetAF.Rendering.FrameBuilders

▼ Filter by title

Classes

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

FrameBuilderCollection

[NetAF.Conversations](#)

([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

Instructions

Provides a collection of all of the frame builders required to run a game.

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

FrameBuilderCollections

([NetAF.Extensions.html](#))

([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

+ NetAF.Interpretation

Provides a container from frame builder collections.

([NetAF.Interpretation.html](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

([NetAF.Logic.html](#))

Provides a class for building strings as part of a grid.

+ NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#))

[SceneHelper](#) ([NetAF.Rendering.FrameBuilders.SceneHelper.html](#))

+ NetAF.Persistence

Provides functionality for scenes.

([NetAF.Persistence.html](#))

Interfaces

[NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

IAboutFrameBuilder

([NetAF.Rendering](#))

([NetAF.Rendering.html](#))

Represents any object that can build about frames.

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

Represents any object that can build completion frames.

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.F](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.F](#))

([NetAF.Rendering.FrameBuilders.F](#))

Represents any object that can build conversation frames.

GridStringBuilder

([NetAF.Rendering.FrameBuilders.C](#))

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

([NetAF.Rendering.FrameBuilders.I](#))

Represents any object that can build game over frames.

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Represents any object that can build help frames.

IReactionFrameBuilder

(NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html)

Represents any object that can build reaction frames.

+ NetAF.Conversations

(NetAF.Conversations.html)

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

+ NetAF.Conversations

Represents any object that can build region maps.

Instructions

(NetAF.Conversations.Instruct

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

(NetAF.Extensions.html)

Represents any object that can build region map frames.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

+ NetAF.Logic

(NetAF.Logic.html)

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

(NetAF.Logic.Model.html) build scene frames.

+ NetAF.Persistence

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

Represents any object that can build title frames.

+ NetAF.Persistence.JSON

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

IGameOverFrameBuilder

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

+ **NetAF.Conversations.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ FrameBuilderCollection

(**NetAF.Conversations.Instruct**

Inherited Members

+ **NetAF.Extensions**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Interpretation**

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)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Logic.Modes**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**NetAF.Logic.Modes.html**)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

* **NetAF.Persistence**

Assembly: NetAF.dll

(**NetAF.Persistence.html**)

Syntax

+ **NetAF.Persistence.Json**

public class FrameBuilderCollection

(**NetAF.Persistence.Json.html**)

+ **NetAF.Rendering**

(**NetAF.Rendering.html**)

Constructors

- **NetAF.Rendering.Frame**

Builders

FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,
(**NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,**
IGameOverFrameBuilder, IAboutFrameBuilder, IReactionFrameBuilder,
IConversationFrameBuilder):

FrameBuilderCollections

Provides a collection of all of the frame builders required to run a game.

(**NetAF.Rendering.FrameBuilders.F**

Declaration

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneFrameBuild
(**NetAF.Rendering.FrameBuilders.I**
er SceneFrameBuilder, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuild
rHelpFrameBuilder, ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu
(**NetAF.Rendering.FrameBuilders.I**
ller GameOverFrameBuilder, IAboutFrameBuilder aboutFrameBuilder, IReactionFrameBu
lConversationFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

Parameters

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

Type	Name	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ NetAF Conversations.		
Instructions (NetAF Conversations.Instructions.html) (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ NetAF Extensions		
IHelpFrameBuilder (NetAF Extensions.html) (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ NetAF Interpretation		
(NetAF Interpretation.html)		
ICompletionFrameBuilder (NetAF Logic.html) (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ NetAF Logic Modes		
IGameOverFrameBuilder (NetAF Logic Modes.html) (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
+ NetAF Persistence		
IAboutFrameBuilder (NetAF Persistence.html) (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
+ NetAF Persistence.Json		
(NetAF Persistence.Json.html)		
+ NetAF Rendering		
(NetAF Rendering.html)		
- NetAF Rendering Frame Builders		
(NetAF Rendering.FrameBuilders.html)		
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)		
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)		
AboutFrameBuilder		
IAboutFrameBuilder Get the builder to use for about frames. (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)		
ICompletionFrameBuilder Declaration (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)		
IConversationFrameBuilder public IAboutFrameBuilder AboutFrameBuilder { get; } (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
IGameOverFrameBuilder Properties (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)		
IHelpFrameBuilder Properties (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)		

Properties

FrameBuilderCollection
(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

GridStringBuilder
(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

AboutFrameBuilder

IAboutFrameBuilder
Get the builder to use for about frames.
(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder
Declaration
(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder
public IAboutFrameBuilder AboutFrameBuilder { get; }
(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

IGameOverFrameBuilder
Properties
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IHelpFrameBuilder
Properties
(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

Get the builder to use for completion frames.

+ NetAF.Conversations.

Declaration

(NetAF.Conversations.Instruct)

```
public ICompletionFrameBuilder CompletionFrameBuilder { get; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

Type (NetAF.Interpretation.html)

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

+ NetAF.Logic

(NetAF.Logic.html)

ConversationFrameBuilder

(NetAF.Logic.Modes.html)

Get the builder to use for conversation frames.

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

```
public ConversationFrameBuilder ConversationFrameBuilder { get; }
```

(NetAF.Persistence.Json.html)

Property Value

+ NetAF.Rendering

Type (NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

GameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.GameOverFrameBuilder.html)

Get the builder to use for game over frames.

FrameBuilderCollections

Declaration

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

```
public IGameOverFrameBuilder GameOverFrameBuilder { get; }
```

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

Property Value

Type (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

- NetAF.Rendering.FrameBuilders.IConversationFrameBuilder

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IHelpFrameBuilder

Description

HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

+ NetAF.Conversations.

Property Value

Instructions

Type
[\(NetAF.Conversations.Instruct\)](#)

Description

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

ReactionModeFrameBuilder

[\(NetAF.Interpretation.html\)](#)

Get the builder to use for reaction frames.

+ NetAF.Logic

Declaration
[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Modes

public IReactionFrameBuilder ReactionModeFrameBuilder { get; }
[\(NetAF.Logic.Modes.html\)](#)

Pr NetAF.Persistence

Type
[\(NetAF.Persistence.html\)](#)

Description

+ NetAF.Persistence.Json

IReactionFrameBuilder ([NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html](#))
[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

RegionMapFrameBuilder

[\(NetAF.Rendering.html\)](#)

Get the [NetAF.Rendering.FrameBuilder](#) map frames.

Builders

Declaration
[\(NetAF.Rendering.FrameBuilder\)](#)

FrameBuilderCollection<IRegionMapFrameBuilder> RegionMapFrameBuilder { get; }
[\(NetAF.Rendering.FrameBuilders.F](#)

FrameBuilderCollections

Property Value
[\(NetAF.Rendering.FrameBuilders.F](#)

Type
[GridStringBuilder](#)

Description

[\(NetAF.Rendering.FrameBuilders.C](#)
IRegionMapFrameBuilder ([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))
[\(NetAF.Rendering.FrameBuilders.F](#)

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

SceneFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

Get the builder to use for scene frames.

[\(NetAF.Rendering.FrameBuilders.I](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IHelpFrameBuilder

```
public ISceneFrameBuilder SceneFrameBuilder { get; }
```

Property Value

Type	Description
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)	
+ NetAF.Conversations.	
Instructions	
(NetAF.Conversations.Instruct	
TitleFrameBuilder	
+ NetAF.Extensions	
Get the builder to use for title frames. (NetAF.Extensions.html)	
Declaration	
+ NetAF.Interpretation	
(NetAF.Interpretation.html)	
public ITitleFrameBuilder TitleFrameBuilder { get; }	
+ NetAF.Logic	
(NetAF.Logic.html)	
+ NetAF.Logic.Modes	
(NetAF.Logic.Modes.html)	
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	
+ NetAF.Persistence	
(NetAF.Persistence.html)	
+ NetAF.Persistence.Json	
(NetAF.Persistence.Json.html)	
+ NetAF.Rendering	
(NetAF.Rendering.html)	
- NetAF.Rendering.Frame Builders	
(NetAF.Rendering.FrameBuilders.html)	
FrameBuilderCollection	
(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	
FrameBuilderCollections	
(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)	
GridStringBuilder	
(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	
IAboutFrameBuilder	
(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	
ICompletionFrameBuilder	
(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	
IConversationFrameBuilder	
(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)	
IGameOverFrameBuilder	
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	
IHelpFrameBuilder	

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

Instructions

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(NetAF.Collections.Instruct

Inherited Members

+ NetAF.Extensions

(NetAF.Extensions.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Interpretation

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Interpretation.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Logic.html)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ NetAF.Logic.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(NetAF.Logic.Equals.html)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

+ NetAF.Persistence

Assembly: NetAF.dll

(NetAF.Persistence.html)

Syntax

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

NetAF.Rendering.Frame

Properties

Builders

(NetAF.Rendering.FrameBuilders.html)

Default

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

Get the default frame builder collection.

FrameBuilderCollections

Declaration

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.F

public FrameBuilderCollection Default { get; }

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Property Value

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Description

Type	Description
IConversationFrameBuilder	FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)



+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

- **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders](#))

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.F](#))

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.F](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.C](#))

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

[System.Object](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

[\(NetAF.Extensions.Instruct\)](#)

Inherited Members

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Interpretation](#)

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Interpretation.html\)](#)

[object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Logic.html\)](#)

[object.MemberwiseClone\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

[object.ReferenceEquals\(object, object\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[\(NetAF.Logic.Modes.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

+ [NetAF.Persistence](#)

Assembly: [NetAF.dll](#)

[\(NetAF.Persistence.html\)](#)

Syntax

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Constructors

- [NetAF.Rendering.Frame](#)

Builders

[GridStringBuilder\(char, char, char\)](#)

Provides a class for building strings as part of a grid.

[\(NetAF.Rendering.FrameBuilders.F](#)

Declaration

[FrameBuilderCollections](#)

[\(NetAF.Rendering.FrameBuilders.F](#)

[GridStringBuilderBuilder\(char leftBoundaryCharacter = '|', char rightBoundaryCharact](#)

[er = '-' , char dividerCharacter = '-' \)](#)

[IAboutFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

[ICompletionFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

[IConversationFrameBuilder](#)

[char \(NetAF.Rendering.FrameBuilders.I](#)

[\(https://learn.microsoft.com/dotnet/api/system.gameoverframebuilder.m.char\)](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

[IHelpFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

Type	Name	Description
NetAF.Rendering.FrameBuilders.I	<i>leftBoundaryCharacter</i>	The character to use for left boundaries.

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char) Instructions	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

(NetAF.Conversations.Instruct

+ NetAF.Extensions Properties ([NetAF.Extensions.html](#))

+ NetAF.Interpretation DisplaySize ([NetAF.Interpretation.html](#))

- NetAF.Logic.

([NetAF.Logic.html](#))

Declaration

+ NetAF.Logic.Modes

```
public Size DisplaySize { get; }
```

+ NetAF.Persistence

Property Value

([NetAF.Persistence.html](#))

Type

+ NetAF.Persistence.Json

Size ([NetAF.Assets.Size.html](#))

([NetAF.Persistence.Json.html](#))

Description

+ NetAF.Rendering

([NetAF.Rendering.html](#))

HorizontalDividerCharacter

- NetAF.Rendering.Frame

Get or set the character used for horizontal dividers.

Builders

Declaration

([NetAF.Rendering.FrameBuilders](#))

FrameBuilderCollection

```
public char HorizontalDividerCharacter { get; set; }
```

([NetAF.Rendering.FrameBuilders.F](#)

FrameBuilderCollections

Property Value

GridStringBuilder

Type ([NetAF.Rendering.FrameBuilders.C](#)

Description

IAutoFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Rendering.FrameBuilders.I](#)

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

LeftBoundaryCharacter

([NetAF.Conversations.FrameBuilder](#)

([NetAF.Rendering.FrameBuilders.I](#)

Get or set the character used for left boundary.

IGameOverFrameBuilder

Declaration

([NetAF.Rendering.FrameBuilders.I](#)

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

Instructions

([NetAF.Conversations.Instruct.html](#))

LineTerminator

+ [NetAF.Extensions.html](#)

Get [NetAF.Extensions.html](#)

Declaration

+ [NetAF.Interpretation.html](#)

([NetAF.Interpretation.html](#))

```
public string LineTerminator { get; set; }
```

+ [NetAF.Logic.html](#)

([NetAF.Logic.html](#))

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

+ [NetAF.Persistence.html](#)

([NetAF.Persistence.html](#))

RightBoundaryCharacter

([NetAF.Persistence.Json.html](#))

Get or set the character used for right boundary.

+ [NetAF.Rendering.html](#)

Declaration

([NetAF.Rendering.html](#))

- [NetAF.Rendering.Frame.html](#)

Builders

Properties

([NetAF.Rendering.FrameBuilder.html](#))

Type	Description
FrameBuilderCollection	

([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

DrawBoundary(AnsiColor)

([NetAF.Rendering.FrameBuilders.IDrawBoundary.html](#))

IConversationFrameBuilder

Draw the boundary

([NetAF.Rendering.FrameBuilders.IDrawBoundary.html](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

INetAFRenderingFrameBuilders

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type	Name	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) ↳ NetAF.Conversations.html	color	The color to draw the boundary.

Instructions

(NetAF.Conversations.Instruct

DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int)
+ NetAF.Extensions

DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int)
↳ [NetAF.Extensions.html](#)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public void DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor
```

+ NetAF.Logic int endX, out int endY)

(NetAF.Logic.html)

Parameters

Type	Name	Description
(NetAF.Logic.Modes.html)		
+ NetAF.Persistence		
String (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
(NetAF.Persistence.html)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
+ NetAF.Persistence.Json		
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
(NetAF.Persistence.Json.html)		
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	color	The color to draw the text.
+ NetAF.Rendering		
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end x position.
(NetAF.Rendering.html)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end y position.
- NetAF.Rendering.Frame		

Builders

(NetAF.Rendering.FrameBuilders

DrawHorizontalDivider(int, AnsiColor)

FrameBuilderCollection

DrawHorizontalDivider(int, AnsiColor)
↳ [NetAF.Rendering.FrameBuilders.F](#)

FrameBuilderCollections

Declaration

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

(NetAF.Rendering.FrameBuilders.F

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

Parameters

Type	Name	Description
NetAF.Rendering.FrameBuilders.I		
IConversationFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
(NetAF.Rendering.FrameBuilders.I		
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	color	The color to draw the boundary.
(NetAF.Rendering.FrameBuilders.I		
IHelpFrameBuilder		
(NetAF.Rendering.FrameBuilders.I		

DrawUnderline(int, int, int, ConsoleColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, ConsoleColor color)
```

+ **NetAF.Conversations.**

Parameters

Instruct

Type	Name	Description
NetAF.Extensions https://learn.microsoft.com/dotnet/api/system.int32 (NetAF.Extensions.html)	x	The position of the underline, in x.
NetAF.Interpretation https://learn.microsoft.com/dotnet/api/system.int32 (NetAF.Interpretation.html)	y	The position of the underline, in y.
NetAF.Logic https://learn.microsoft.com/dotnet/api/system.console.ansicolor (NetAF.Logic.html)	length	The length of the underline.

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

DrawWrapped(string, int, int, int, ConsoleColor, out int, out int)

+ **NetAF.Persistence**

Draw a wrapped string

(NetAF.Persistence.html)

Declaration

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

```
public void DrawWrapped(string value, int startX, int startY, int maxWidth, ConsoleColor color, out int endX, out int endY)
```

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Parameters

- **NetAF.Rendering.Frame**

Type	Name	Description
FrameBuilder https://learn.microsoft.com/dotnet/api/system.string (NetAF.Rendering.FrameBuilder)	value	The string.
FrameBuilderCollection int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.F	startX	The start x position.
FrameBuilderCollection int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.F	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.C	maxWidth	The max width of the string.
AnsiColor (https://learn.microsoft.com/dotnet/api/system.console.ansicolor .html) IAboutFrameBuilder	color	The color to draw the text.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I	endX	The end x position.
ICompletionFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I	endY	The end y position.

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Flush()

(NetAF.Rendering.FrameBuilders.I

Flush the buffer

HelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Declaration

```
public void Flush()
```

GetCellColor(int, int)

+ INetAFConversations.

Get a color for a cell.

Instructions

Declaration

+ NetAF.Conversations.Instruct

+ NetAF.Extensions

```
public AnsiColor GetCellColor(int x, int y)  
(NetAF.Extensions.html)
```

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Logic.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Returns

+ NetAF.Persistence

(NetAF.Persistence.html)

Type

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

Description

The cell color.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

GetCharacter(int, int)

+ NetAF.Rendering

(NetAF.Rendering.html)

Get a character from the bundle.

- NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilders.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

Parameters

FrameBuilderCollections

Type

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Rendering.FrameBuilders.C

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(AboutFrameBuilder)

(NetAF.Rendering.FrameBuilders.I

CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Type

IConversationFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Name

Description

x

The x position of the character.

y

The y position of the character.

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

GetNumberOfLines(string, int, int)

(NetAF.Rendering.FrameBuilders.I

Description

The character.

Get the number of lines a string will take up.

Declaration

```
public static int GetNumberOfLines(string value, int startY, int maxWidth)
```



Parameters

Type	Name	Description
Instructions (NetAF.Conversations.Instruction.html)		
string (NetAF.Conversations.Instruction.html)	<i>value</i>	The string.
int (NetAF.Extensions.html)	<i>startY</i>	The start y position.
int (NetAF.Extensions.html)	<i>maxWidth</i>	The max width of the string.

+ NetAF.Interpretation

Returns

[\(NetAF.Interpretation.html\)](#)

Type	Description
int (NetAF.Logic.html)	The number of lines the string will take up.

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Resize(Size)

+ NetAF.Persistence

Resize this builder

[\(NetAF.Persistence.html\)](#)

Declaration

[+ NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

```
public void Resize(Size displaySize)
```

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Parameters

Type	Name	Description
Builders Size (NetAF.Assets.Size.html)	<i>displaySize</i>	The new size.

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.F](#)

SetCell(int, int, char, ConsoleColor)

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.F](#)

Set a cell

GridStringBuilder

Declaration

([NetAF.Rendering.FrameBuilders.C](#)

IAboutFrameBuilder

```
public void SetCell(int x, int y, char character, ConsoleColor color)
```

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

Parameters

IConversationFrameBuilder

Type	Name	Description
IGameOverFrameBuilder int (NetAF.Rendering.FrameBuilders.I)	<i>x</i>	The x position of the cell.
ISafeFrameBuilder int (NetAF.Rendering.FrameBuilders.I)	<i>y</i>	The y position of the cell.

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>character</i>	The character.
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	<i>color</i>	The color of the character.

▼

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

- **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuild](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.F](#)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.F](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IHelpFrameBuilder

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax ([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

public interface IAboutFrameBuilder
([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Methods

[NetAF.Logic](#)

([NetAF.Logic.html](#))

[Build\(string, Game, int, int\)](#)

([NetAF.Logic.Modes.html](#))

Build a frame.

+ [NetAF.Persistence](#)

Declaration

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

Parameters

+ [NetAF.Rendering](#)

Type ([NetAF.Rendering.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

title

The title.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	title	The title.

- [NetAF.Rendering.Frame](#)

Builders ([NetAF.Logic.Game.html](#))

game

The game.

+ [NetAF.Rendering.FrameBuilder](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

FrameBuilderCollection

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

Type	Description
FrameBuilderCollections	

Returns [NetAF.Rendering.FrameBuilders.F](#)

Type [GridStringBuilder](#)

Description

([NetAF.Rendering.FrameBuilders.C](#))

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

([NetAF.Rendering.FrameBuilders.I](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax ([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

public interface ICompletionFrameBuilder
([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Methods

[NetAF.Logic](#)

([NetAF.Logic.html](#))

Build(string, string, int, int)

[NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

Build a frame.

+ [NetAF.Persistence](#)

Declaration

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

Parameters

+ [NetAF.Rendering](#)

Type ([NetAF.Rendering.html](#))

Name

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>) message The message to display to the user.

- [NetAF.Rendering.Frame](#)

Builders (<https://learn.microsoft.com/dotnet/api/system.string>)

reason

The reason the game ended.

[NetAF.Rendering.FrameBuilder](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>) width

width

The width of the frame.

FrameBuilderCollection

int (<https://learn.microsoft.com/dotnet/api/system.int32>) height

height

The height of the frame.

FrameBuilderCollections

Returns [NetAF.Rendering.FrameBuilders.F](#)

Type GridStringBuilder

([NetAF.Rendering.FrameBuilders.C](#))

Description

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

([NetAF.Rendering.FrameBuilders.I](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

 Filter by title

Namespace: [NetAF](#).[NetAF.html](#).[Rendering](#) ([NetAF.Rendering.html](#)).[FrameBuilders](#) ([NetAF.Rendering.FrameBuilders.html](#))

Assembly Instructions

Syntax (**NetAF.Conversations.Instruct**)

+ NetAF.Extensions

public interface IConversationFrameBuilder
(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

(NetAF.Logic.html)

Build(string, IConverser, CommandHelp[], int, int)

(NetAE.Logic.Modes.html)

Build a frame.

+ NetAF Persistence Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json** TFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)
(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Parameters
- (NetAE Rendering.html)

(NetAF.Rendering.html) Type		Name	Description
- NetAF.Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilderCollections)	<i>title</i>		The title to display to the user.
FrameBuilderCollection IConverser (NetAF.Rendering.FrameBuilders.F (NetAF.Assets.Characters.IConverser.html) FrameBuilderCollections	<i>converser</i>		The converser.
ContextualCommandHelp (NetAF.Rendering.FrameBuilders.F (NetAF.Rendering.CommandHelp.html) [] (NetAF.Rendering.FrameBuilders.C	<i>contextualCommands</i>		The contextual commands to display.
IAboutFrameBuilder int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) ICompletionFrameBuilder	<i>width</i>		The width of the frame.
int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IConversationFrameBuilder	<i>height</i>		The height of the frame.

IGameOverFrameBuilder
Returns

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF Rendering FrameBuilders I)

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

- **NetAF.Conversations.**
 - Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)
 - + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
 - + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
 - + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
 - + **NetAF.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)
 - + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
 - + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
 - + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- **NetAF.Rendering.FrameBuilders**
[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection
[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections
[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

GridStringBuilder
[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder
[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder
[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder
[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

IGameOverFrameBuilder
[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

IHelpFrameBuilder
[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

INetAF_Rendering_FrameBuilders_IHelpFrameBuilder
[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax ([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

public interface IGameOverFrameBuilder
([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Methods

[NetAF.Logic](#)

([NetAF.Logic.html](#))

Build(string, string, int, int)

[NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

Build a frame.

+ [NetAF.Persistence](#)

Declaration

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

Parameters

+ [NetAF.Rendering](#)

Type ([NetAF.Rendering.html](#))

Name

Description

string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
--	---------	-------------------------------------

- [NetAF.Rendering.Frame](#)

Builders (<https://learn.microsoft.com/dotnet/api/system.string>)

reason

The reason the game ended.

+ [NetAF.Rendering.FrameBuilder](#)

Type int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

Builders FrameBuilderCollection

Type int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

Builders FrameBuilderCollections

Returns [NetAF.Rendering.FrameBuilders.F](#)

Type GridStringBuilder

Description

([NetAF.Rendering.FrameBuilders.C](#))

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

([NetAF.Rendering.FrameBuilders.I](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax (NetAF.Conversations.Instruct

+ NetAF.Extensions

public interface IHelpFrameBuilder
(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

NetAF.Logic

(NetAF.Logic.html)

Build(string, string, CommandHelp[], int, int)

(NetAF.Logic.Modes.html)

Build a frame.

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

TFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

Type

- NetAF.Rendering.Frame
Builders

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title.

string (https://learn.microsoft.com/dotnet/api/system.string)

description

The description.

CommandHelp[]

commandHelp

The command help.

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.

StringBuilder

Returns

IAboutFrameBuilder

Type (NetAF.Rendering.FrameBuilders.I

Description

ICompletionFrameBuilder

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I



+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

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([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

- **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders](#))

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.F](#))

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.F](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.C](#))

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

Interface IReactionFrameBuilder

Represents any object that can build reaction frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax ([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

public interface IReactionFrameBuilder
([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Methods

[NetAF.Logic](#)

([NetAF.Logic.html](#))

Build(string, string, int, int)

[NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

Build a frame.

+ [NetAF.Persistence](#)

Declaration

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

Parameters

+ [NetAF.Rendering](#)

Type ([NetAF.Rendering.html](#))

Name

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

title

The title to display to the user.

- [NetAF.Rendering.Frame](#)

Builders (<https://learn.microsoft.com/dotnet/api/system.string>)

message

The message to display to the user.

[NetAF.Rendering.FrameBuilder](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

FrameBuilderCollection

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

FrameBuilderCollections

Returns [NetAF.Rendering.FrameBuilders.F](#)

Type GridStringBuilder

([NetAF.Rendering.FrameBuilders.C](#))

Description

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

([NetAF.Rendering.FrameBuilders.I](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax (NetAF.Conversations.Instruct)

+ **NetAF.Extensions**

public interface IRegionMapBuilder
(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Methods

NetAF.Logic

(NetAF.Logic.html)

BuildRegionMap(Region, int, int, int, int)

(NetAF.Logic.Modes.html)

Build a map of a region.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Parameters

+ **NetAF.Rendering**

Type (NetAF.Rendering.html)

Name

Description

- **Region**

NetAF.Rendering.Frame
(NetAF.Assets.Locations.Region.html)
Builders

region

The region.

int (NetAF.Rendering.FrameBuilder

(https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Rendering.FrameBuilders.F

x

The x position to start building at.

int FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F
em.StringBuilder
em.int32)

y

The y position to start building at.

int (NetAF.Rendering.FrameBuilders.C

(https://learn.microsoft.com/dotnet/api/system.int32)
ICompletionFrameBuilder

maxWidth

The maximum horizontal space available in which to build the map.

int (NetAF.Rendering.FrameBuilders.I

(https://learn.microsoft.com/dotnet/api/system.int32)
IConversationFrameBuilder

maxHeight

The maximum vertical space available in which to build the map.

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I



+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

- **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders](#))

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.F](#))

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.F](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.C](#))

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax ([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

public interface IRegionMapFrameBuilder
([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Methods

[NetAF.Logic](#)

([NetAF.Logic.html](#))

Build(Region, int, int)

[NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

Build a frame.

+ [NetAF.Persistence](#)

Declaration

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

Parameters

+ [NetAF.Rendering](#)

Type ([NetAF.Rendering.html](#))

Name

Description

- [NetAF.Rendering.Frame](#)

region

The region.

Builders (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

+ [NetAF.Rendering.FrameBuilder](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

FrameBuilderCollection

Returns [NetAF.Rendering.FrameBuilders.F](#)

FrameBuilderCollections

Type ([NetAF.Rendering.FrameBuilders.F](#))

Description

GridStringBuilder

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

([NetAF.Rendering.FrameBuilders.C](#))

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax (NetAF.Conversations.Instruct)

+ **NetAF.Extensions**

public interface IRoomMapBuilder
(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Methods

NetAF.Logic

(NetAF.Logic.html)

BuildRoomMap(Room, ViewPoint, KeyType, int, int, out int, out int)

(NetAF.Logic.Modes.html)

Build a map for a room.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

void BuildRoomMap(Room room, ViewPoint viewPoint, KeyType key, int startX, int start
Y, out int endX, out int endY)
(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Parameters

(NetAF.Rendering.html)

Type

- **NetAF.Rendering.Frame**

Room (NetAF.Assets.Locations.Room.html)

Builders

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

(NetAF.Rendering.FrameBuilders)

KeyType (NetAF.Rendering.FrameBuilders.KeyType.html)

(NetAF.Rendering.FrameBuilders.F

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

FrameBuilderCollections

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

GridStringBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Rendering.FrameBuilders.C

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

	Name	Description
room	The room.	
viewPoint	The viewpoint from the room.	
key	The key type.	
startX	The start position, x.	
startY	The start position, x.	
endX	The end position, x.	
endY	The end position, x.	

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax ([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

public interface ISceneFrameBuilder
([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Methods

[NetAF.Logic](#)

([NetAF.Logic.html](#))

Build(Room, ViewPoint, PlayableCharacter, CommandHelp[], KeyType, int, int)

([NetAF.Logic.Modes.html](#))

Build a frame.

+ [NetAF.Persistence](#)

Declaration

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)
([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

Parameters

([NetAF.Rendering.html](#))

Type

- [NetAF.Rendering.FrameBuilders](#)

Room ([NetAF.Assets.Locations.Room.html](#))

Name

Description

room

Specify the Room.

[ViewPoint](#) ([NetAF.Assets.Locations.ViewPoint.html](#))

viewPoint

Specify the viewpoint from the room.

[PlayableCharacter](#) ([NetAF.Renderer.FrameBuilders](#))

player

Specify the player.

FrameBuilderCollection

[PlayActor](#) ([NetAF.Renderer.FrameBuilders.F](#))

contextualCommands

The contextual commands to display.

([NetAF.Renderer.FrameBuilders.F](#))

CommandHelp

GridStringBuilder
([NetAF.Commands.CommandHelp.html](#))

([NetAF.Renderer.FrameBuilders.C](#))

IAboutFrameBuilder

KeyType ([NetAF.Rendering.KeyType.html](#))

keyType

The type of key to use.

ICompletionFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

IConversationFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

IGameOverFrameBuilder

Returns ([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

- **NetAF.Conversations.**
 - Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)
 - + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
 - + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
 - + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
 - + **NetAF.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)
 - + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
 - + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
 - + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- **NetAF.Rendering.FrameBuilders**
[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection
[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections
[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

GridStringBuilder
[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder
[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder
[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder
[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

IGameOverFrameBuilder
[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

IHelpFrameBuilder
[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

INetAF_Rendering_FrameBuilders_IHelpFrameBuilder
[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax (NetAF.Conversations.Instruct)

+ **NetAF.Extensions**

public interface ITitleFrameBuilder
(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Methods

NetAF.Logic

(NetAF.Logic.html)

Build(string, string, int, int)

(NetAF.Logic.Modes.html)

Build a frame.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Parameters

+ **NetAF.Rendering**

Type (NetAF.Rendering.html)

Name

Description

- **NetAF.Rendering.Frame**

title

The title.

Builders (https://learn.microsoft.com/dotnet/api/system.string)

description

The description.

(NetAF.Rendering.FrameBuilder)

width

The width of the frame.

FrameBuilderCollection

height

The height of the frame.

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

Returns (NetAF.Rendering.FrameBuilders.F

Type GridStringBuilder

Description

(NetAF.Rendering.FrameBuilders.C

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IPageFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Class SceneHelper

Provides helper functionality for scenes.

Filter by title

Inheritance

NetAF Conversations.

Instructions
↳ [object](https://learn.microsoft.com/dotnet/api/system.object) ([object.Equals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object>equals#system-object-equals(system-object)))
[\(NetAF Conversations.Instruct\)](#)

Inherited Members

+ **NetAF Extensions**

[\(NetAF.Extensions.html\)](#)
object.Equals(object) ([object.Equals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF Interpretation**

[\(NetAF.Interpretation.html\)](#)
object.Equals(object, object) ([object.Equals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Logic.html\)](#)
object.GetHashCode() ([object.GetHashCode\(\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode))

[\(NetAF.Logic.html\)](#)
object.GetType() ([object.GetType\(\)](https://learn.microsoft.com/dotnet/api/system.object.gettype))

[\(NetAF.Logic.html\)](#)
object.MemberwiseClone() ([object.MemberwiseClone\(\)](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone))

[\(NetAF.Logic.Modes.html\)](#)
object.ReferenceEquals(object, object) ([object.ReferenceEquals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals))

[\(NetAF.Logic.Modes.html\)](#)
object.ToString() ([object.ToString\(\)](https://learn.microsoft.com/dotnet/api/system.object.tostring))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

+ **NetAF Persistence**

Assembly: [NetAF.dll](#)

[\(NetAF.Persistence.html\)](#)

Syntax

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

[NetAF.Rendering.Frame](#)

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

CreateNPCString(Room)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.F...\)](#)
Create a description of the NPC's as a string.
FrameBuilderCollections

Declaration

[\(NetAF.Rendering.FrameBuilders.F...\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.F...\)](#)
public string CreateNPCString(Room room)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I...\)](#)

Parameters

ICompletionFrameBuilder

Type
[\(NetAF.Rendering.FrameBuilders.I...\)](#)

IConversationFrameBuilder

Room ([NetAF Assets Locations Room.html](#))

[\(NetAF.Rendering.FrameBuilders.I...\)](#)

IGameOverFrameBuilder

Returns
[\(NetAF.Rendering.FrameBuilders.I...\)](#)

IHelpFrameBuilder

[\(NetAF Rendering FrameBuilders I...\)](#)

Type	Name	Description
(NetAF.Rendering.FrameBuilders.I...)	room	The room.

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The characters, as a string.

CreateViewpointAsString(Room, ViewPoint)

Create a view point string.

Instructions

Declaration
(NetAF.Conversations.Instruct

+ **NetAF.Extensions** string CreateViewpointAsString(Room room, ViewPoint viewPoint)
(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type	Name	Description
+ NetAF.Logic Room (Assets.Locations.Room.html)	room	The room.
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	viewPoint	The view point.

+ NetAF.Logic.Modes

Returns
(NetAF.Logic.Modes.html)

Type	Description
+ NetAF.Persistence	

string ([NetAF.Persistence.html](#)) <https://learn.microsoft.com/dotnet/api/system.string>)

The view point, as a string.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Namespace NetAF.Rendering.FrameBuilders.Console

▼ Filter by title

Classes

- + [NetAF.Conversations.](#)
 - [Instructions](#)
[\(NetAF.Conversations.InstructionBuilder.html\)](#)
 - [ConsoleAboutFrameBuilder](#)
[\(NetAF.Rendering.FrameBuilders.Console.ConsoleAboutFrameBuilder.html\)](#)
 - + [NetAF.Extensions](#)
 - Provides a builder of console about frames.
[\(NetAF.Extensions.html\)](#)
 - + [NetAF.Interpretation](#)
 - [ConsoleCompletionFrameBuilder](#)
[\(NetAF.Interpretation.html\)](#)
 - [\(NetAF.Rendering.FrameBuilders.Console.ConsoleCompletionFrameBuilder.html\)](#)
 - + [NetAF.Logic](#)
 - Provides a builder of completion frames.
[\(NetAF.Logic.html\)](#)
 - + [NetAF.Logic.Modes](#)
 - [ConsoleConversationFrameBuilder](#)
[\(NetAF.Logic.Modes.html\)](#)
 - [\(NetAF.Rendering.FrameBuilders.Console.ConsoleConversationFrameBuilder.html\)](#)
 - + [NetAF.Persistence](#)
 - Provides a builder of conversation frames.
[\(NetAF.Persistence.html\)](#)
 - + [NetAF.Persistence.Json](#)
 - [ConsoleGameOverFrameBuilder](#)
[\(NetAF.Persistence.Json.html\)](#)
 - [\(NetAF.Rendering.FrameBuilders.Console.ConsoleGameOverFrameBuilder.html\)](#)
 - + [NetAF.Rendering](#)
 - Provides a builder of game over frames.
[\(NetAF.Rendering.html\)](#)
 - [NetAF.Rendering.Frame](#)
 - [ConsoleHelpFrameBuilder](#)
[\(NetAF.Rendering.FrameBuilders.Console.ConsoleHelpFrameBuilder.html\)](#)
 - [\(NetAF.Rendering.FrameBuilder\)](#)
 - Provides a builder of help frames.
 - [NetAF.Rendering.Frame](#)
 - [ConsoleReactionFrameBuilder](#)
[\(NetAF.Rendering.FrameBuilders.Console.ConsoleReactionFrameBuilder.html\)](#)
 - Provides a builder of reaction frames.
[\(NetAF.Rendering.FrameBuilders.ConsoleReactionFrameBuilder.html\)](#)
 - [ConsoleAboutFrameBuilder](#)
[\(NetAF.Rendering.FrameBuilders.Console.ConsoleAboutFrameBuilder.html\)](#)
 - [ConsoleCompletionFrameBuilder](#)
[\(NetAF.Rendering.FrameBuilders.Console.ConsoleCompletionFrameBuilder.html\)](#)
 - [ConsoleRegionMapBuilder](#)
[\(NetAF.Rendering.FrameBuilders.Console.ConsoleRegionMapBuilder.html\)](#)
 - [ConsoleRegionMapFrameBuilder](#)
[\(NetAF.Rendering.FrameBuilders.Console.ConsoleRegionMapFrameBuilder.html\)](#)
 - [ConsoleRegionMapFrameBuilder](#)
[\(NetAF.Rendering.FrameBuilders.Console.ConsoleRegionMapFrameBuilder.html\)](#)
 - Provides a builder for region maps.
[\(NetAF.Rendering.FrameBuilders.ConsoleRegionMapFrameBuilder.html\)](#)
 - [ConsoleConversationFrameBuilder](#)
[\(NetAF.Rendering.FrameBuilders.Console.ConsoleConversationFrameBuilder.html\)](#)
 - Provides a builder of conversation frames.
[\(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html\)](#)

ConsoleRoomMapBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleRoomMapBuilder.html)

Provides a room map builder.

ConsoleSceneFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleSceneFrameBuilder.html)

+ **NetAF.Conversations** Create scene frames.

Instructions

(NetAF.Conversations.Instruct

ConsoleTitleFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleTitleFrameBuilder.html)

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Enums

(NetAF.Interpretation.html)

+ **NetAF.Logic**

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

Enumeration of ANSI colors.

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders.html)

- **NetAF.Rendering.Frame**

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html)

NetAF.Rendering.FrameBuilders.Console

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Fields

(NetAF.Logic.html)

Name	Description
+ NetAF.Logic.Modes	
Black	Black (30).
+ NetAF.Persistence	
Blue	Blue (34).
BrightBlack	Bright black (90).
+ NetAF.Persistence.Json	
BrightBlue	Bright blue (94).
BrightCyan	Bright cyan (96).
+ NetAF.Rendering	
BrightGreen	Bright green (92).
BrightMagenta	Bright magenta (95).
+ NetAF.Rendering.FrameBuilders	
BrightRed	Bright red (91).
BrightWhite	Bright white (97).
- NetAF.Rendering.FrameBuilders.Console	
Cyan	Cyan (36).
Green	Green (32).
Magenta	Magenta (35).
Red	Red (31).
Reset	Reset (0).
White	White (37).
Yellow	Yellow (33).
ConsoleConversationFrameBuilder	
ConsoleGameOverFrameBuilder	

▼

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders](#))

- **NetAF.Rendering.Frame**

Builders.Console

([NetAF.Rendering.FrameBuilders.Console](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Console.AnsiColor](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleBuilder](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder](#))

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder](#))

Class ConsoleAboutFrameBuilder

Provides a builder of console about frames.

Filter by title

Inheritance

NetAF.Conversations.

Instructions

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

IAboutFrameBuilder ([NetAF.Renderings.FrameBuilders.IAboutFrameBuilder.html](#))

Inherited Members

+ NetAF.Interpretation

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ NetAF.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)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Logic.Modes.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Persistence

Name: NetAF.Renderings.FrameBuilders.IAboutFrameBuilder ([NetAF.Renderings.FrameBuilders.IAboutFrameBuilder.html](#))
Name: NetAF.Renderings.FrameBuilders.IAboutFrameBuilder ([NetAF.Renderings.FrameBuilders.IAboutFrameBuilder.html](#)).Console
([NetAF.Renderings.FrameBuilders.Console.html](#))

* NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

public sealed class ConsoleAboutFrameBuilder : IAboutFrameBuilder
([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Constructors

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

- NetAF.Rendering.Frame

ConsoleAboutFrameBuilder(GridStringBuilder)

Provides a builder of console about frames.

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

Declaration

ConsoleAboutFrameBuilder
([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

public ConsoleAboutFrameBuilder(GridStringBuilder gridStringBuilder)
([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleCompletionFrame

Parameters

Builder

Type	Name	Description
NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder	gridStringBuilder	A builder to use for the string layout.
NetAF.Rendering.FrameBuilders.GridStringBuilder		

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html](#))

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) Instructions	

(NetAF.Conversations.Instruct)

NetAF.Extensions

NameColor (NetAF.Extensions.html)

Get or set the name color.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

```
public AnsiColor NameColor { get; set; }
```

(NetAF.Logic.html)

Property Value

NetAF.Logic.Modes

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) Instructions	

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

TitleColor (NetAF.Persistence.Json.html)

Get or set the title color.

NetAF.Rendering

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame Builders

(NetAF.Rendering.FrameBuilders.html)

Property Value

- NetAF.Rendering.Frame

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) Instructions	

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

Builder

Build(string, Game, int, int)

ConsoleConversationFrame

Build a frame.

Builder (NetAF.Rendering.FrameBuilders.C

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ConsoleInputFrameBuilder

```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Conversations	title	The title.
Game (https://learn.microsoft.com/dotnet/api/ilogic.game.html) + NetAF.Extensions.Instruction	game	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Extensions	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Extensions.html	height	The height of the frame.

Returns

+ [NetAF.Interpretation](#)

Type	Description
NetAF.Interpretation.html	

+ [NetAF.Logic.Rendering.Frames.IFrame.html](#)

([NetAF.Logic.html](#))

Implements

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilders.html](#))

- [NetAF.Rendering.Frame](#)

Builders.Console

([NetAF.Rendering.FrameBuilders.Console.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.Console.AboutFrameBuilder.html](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.Builder.html](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html](#))

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html](#))

Class ConsoleCompletionFrameBuilder

Provides a builder of completion frames.

Filter by title

Inheritance

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [\(NetAF Conversations Instruc...](#)

Implementation

ICompletionFrameBuilder ([\(NetAF.Extensions.html\)](#))

Inherited Members

+ [NetAF Interpretation](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF Logic](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([\(NetAF Logic Modes.html\)](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF Persistence](#)

NameSpace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

* [NetAF Persistence.Json](#)

([\(NetAF.Persistence.Json.html\)](#))

+ [NetAF Rendering](#)

public sealed class ConsoleCompletionFrameBuilder : ICompletionFrameBuilder
([\(NetAF.Rendering.html\)](#))

+ [NetAF Rendering Frame](#)

Constructors

([\(NetAF.Rendering.FrameBuilders.html\)](#))

- [NetAF Rendering Frame](#)

ConsoleCompletionFrameBuilder(GridStringBuilder)

Builders.Console

Provides a builder of completion frames.

([\(NetAF.Rendering.FrameBuilders.html\)](#))

Declaration

ConsoleCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C...

ConsoleCompletionFrameBuilder

public ConsoleCompletionFrameBuilder(GridStringBuilder gridStringBuilder)

(NetAF.Rendering.FrameBuilders.C...

ConsoleCompletionFrame

Parameters

Builder

Type	Name	Description
NetAF.Rendering.FrameBuilders.C...	gridStringBuilder	A builder to use for the string layout.

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C...

Properties

BackgroundColor

Get or set the background color.

Declaration
+ [NetAF.Conversations](#).

Instructions

```
public AnsiColor BackgroundColor { get; set; }
```

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

Property Value

[\(NetAF.Extensions.html\)](#)

Type

+ NetAF.Interpretation

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Modes

Get or set the logic mode.

[\(NetAF.Logic.Modes.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

```
public AnsiColor PersistenceColor { get; set; }
```

+ NetAF.Persistence.Json

Property Value

[\(NetAF.Persistence.Json.html\)](#)

Type

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

DescriptionColor

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Get or set the description color.

- NetAF.Rendering.Frame

Builders.Console

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

Property Value

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

Type

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

ConsoleConversationFrame

Builder

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

ConsoleGameOverFrameBuilder

Get or set the title color.

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

Description

Description

Description

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	Description
AnsColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	Instructions

(NetAE-Conversations-Instruct)

+ NetAE.Extensions

Methods

+ NetAE Interpretation

B (NetCDF interpretation in HTML)

± NetAE Logic

Bundesfinanzamt

(NetAF.Logic.html)

Declaration

+ NetAF.Logic.Modes

(NetAPI32) void LockMode(string message, string reason, int width, int height)

+ NetAE.Persistence

Parameters

(NetAF.Persistence.html)

Type		Name	Description
+ NetAF.Persistence.Json (NetAF.Persistence.Json.html)	string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
+ NetAF.Rendering (NetAF.Rendering.html)	string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
	int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
+ NetAF.Rendering.Frame (NetAF.Rendering.Frame.html)	int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

Part 4: Rendering FrameBuild

Type	Description
NetAEF.Rendering.Frame	
Builders.Console IFrame (NetAEF.Rendering.Frames.IFrame.html) (NetAEF.Rendering.FrameBuilder)	

AnsiColor Implementations

ConsoleAboutFrameBuilder
ICompletionFrameBuilder (NetAF Render)
IRTFM_RenderingFrameBuilder

(NetAP.Rendering.FrameBuilders.C ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.C

ConsoleConversationFrame

Builder

[\(NetAE.Rendering.FrameBuilders.cs\)](#)

ConsoleGameOverFrameBuilder

ConsoleGameEventFrameBuilder

Class ConsoleConversationFrameBuilder

Provides a builder of conversation frames.

Filter by title

Inheritance

↳ [System.Object](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ [NetAF.Cversations.Instruction](#) (https://learn.microsoft.com/dotnet/api/netaf.conversations.instruction)

Implementation

↳ [IConversationFrameBuilder](#) (https://learn.microsoft.com/dotnet/api/netaf.rendering.framebuilders.iconversationframebuilder)

Inherited Members

+ [NetAF.Interpretation](#)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ [NetAF.Logic](#)

object.Equals(object, 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)

([NetAF.Logic.Modes](#))

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

+ [NetAF.Persistence](#)

NameSpace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

* [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

public sealed class ConsoleConversationFrameBuilder : IConversationFrameBuilder

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Constructors

([NetAF.Rendering.FrameBuilders](#))

- [NetAF.Rendering.Frame](#)

ConsoleConversationFrameBuilder(GridStringBuilder)

Builders.Console

Provides a builder of conversation frames.

([NetAF.Rendering.FrameBuilders](#))

Declaration

ConsoleConversationFrameBuilder (https://learn.microsoft.com/dotnet/api/netaf.rendering.framebuilders.consoleconversationframebuilder)

public ConsoleConversationFrameBuilder(GridStringBuilder gridStringBuilder)

([NetAF.Rendering.FrameBuilders](#))

ConsoleCompletionFrame

Parameters

Builder

Type	Name	Description
NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder	gridStringBuilder	A builder to use for the string layout.
(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)		

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

Declaration

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) Instructions	

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

PlayerMessageColor

(NetAF.Extensions.html)

Get or set the player message color.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

public AnsiColor PlayerMessageColor { get; set; }

(NetAF.Logic.html)

Property Value

NetAF.Logic.Modes

Type

(NetAF.Logic.Modes.html)

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

(NetAF.Persistence.html)

+ NetAF.Persistence

ResponseColor

(NetAF.Persistence.Json.html)

Get or set the response color.

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

public AnsiColor ResponseColor { get; set; }

(NetAF.Rendering.FrameBuilder)

Property Value

- NetAF.Rendering.Frame

Type

Builders.Console

(NetAF.Rendering.FrameBuilder)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder)

Get ConsoleAboutFrame

Builder

Declaration

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder)

ConsoleConversationFrame

public AnsiColor TitleColor { get; set; }

Builder

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder)

ConsoleGameOverFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder)

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

Methods

Instructions

Build(string[] commandLineArguments, CommandHelp[], int, int)

Bulletin Extensions

[\(NetAE.Extensions.html\)](#)

Declaration

+ NetAF.Interpretation

(NetAFIInterpretation.html) public TFrameBuild(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

+ NetAF.Logic

(NetAE.Logic.html)

Parameters

Type		Name	Description
+ NetAF.Logic.Modes (NetAF.Logic.Modes.html)	string	<i>title</i>	The title to display to the user.
+ NetAF.Persistence (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Persistence.html)			
+ NetAF.Persistence.Json (NetAF.Assets.Characters.IConverser.html) (NetAF.Persistence.Json.html)		<i>converser</i>	The converser.
+ NetAF.Rendering (NetAF.Commands.CommandHelp.html) (NetAF.Rendering.html)	CommandHelp	<i>contextualCommands</i>	The contextual commands to display.
+ NetAF.Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.html)	int	<i>width</i>	The width of the frame.
- NetAF.Rendering.Frame (https://learn.microsoft.com/dotnet/api/system.int32)	int	<i>height</i>	The height of the frame.

Builders.Console

Returns

Type	Description
ansiColor (NetAF.Rendering.FrameBuilders.C IFrame (NetAF.Rendering.Frames.IFrame.html) ConsoleAboutFrameBuilder	

ConsoleComplex Implements

IConversationFrameBuilder ([NetAF.Rendering](#).FrameBuilders.C
ConsoleConversationFrame)

Console Builder

Builder
(NetAE Rendering FrameBuilders 6)

(NetWkRendering::FrameBuilder
ConsoleGameOverFrameBuilder

(NetAE Rendering FrameBuilders)

▼

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders](#))

- **NetAF.Rendering.Frame**

Builders.Console

([NetAF.Rendering.FrameBuilders.Console](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Console.AnsiColor](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleBuilder](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder](#))

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder](#))

Class ConsoleGameOverFrameBuilder

Provides a builder of game over frames.

Filter by title

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.ConsoleGames.Inherit)

Implementation

IGameOverFrameBuilder ([NetAF.Extensions.html](#))

Inherited Members

+ **NetAF.Interpretation**

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)))

+ **NetAF.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)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Logic.Modes.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Persistence**

NameSpace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

* **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

public sealed class ConsoleGameOverFrameBuilder : IGameOverFrameBuilder
(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Constructors

(NetAF.Rendering.FrameBuilders.html)

- **NetAF.Rendering.Frame**

ConsoleGameOverFrameBuilder(GridStringBuilder)

Provides a builder of game over frames.

(NetAF.Rendering.FrameBuilders.html)

Declaration

ConsoleGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.C

ConsoleGameOverFrameBuilder
public ConsoleGameOverFrameBuilder(GridStringBuilder gridStringBuilder)
(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

Parameters

Builder

Type	Name	Description
NetAF.Rendering.FrameBuilders.C ConsoleConversationFrame GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C.html)

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) Instructions	

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Methods (NetAF.Extensions.html)

+ NetAF.Interpretation

B(NetAF.Interpretation.html)

+ NetAF.Logic

Builder Name

(NetAF.Logic.html)

Declaration

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html) void FrameBuilder(string message, string reason, int width, int height)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

string (NetAF.Persistence.Json.html) string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

message

The message to display to the user.

+ NetAF.Rendering

(NetAF.Rendering.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

reason

The reason the game ended.

width

The width of the frame.

+ NetAF.Rendering.Frame

Builders (NetAF.Rendering.FrameBuilders.html)

height

The height of the frame.

Builders

(NetAF.Rendering.FrameBuilders.html)

Type

- NetAF.Rendering.Frame

Description

Builders.Console

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

Implements (NetAF.Rendering.FrameBuilders.Console.html)

ConsoleAboutFrameBuilder

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.GameOver.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.ConversationBuilder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.GameOverFrameBuilder.html)

Class ConsoleHelpFrameBuilder

Provides a builder of help frames.

Filter by title

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [\(NetAF Conversations.Instruction\)](#)

Implementation

↳ [IHelpFrameBuilder](#) ([NetAF.Extensions.html](#))

Inherited Members

↳ [+ NetAF Interpretation](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

↳ [+ NetAF 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)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

↳ [\(NetAF Logic Modes.html\)](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ [+ NetAF Persistence](#)

↳ [\(NetAF Persistence.html\)](#) Namespace: [NetAF](#) ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console ([NetAF.Rendering.FrameBuilders.Console.html](#))

↳ [* NetAF Persistence.Json](#)

↳ [\(NetAF.Persistence.Json.html\)](#)

↳ [+ NetAF Rendering](#)

public sealed class ConsoleHelpFrameBuilder : IHelpFrameBuilder
↳ [\(NetAF.Rendering.html\)](#)

↳ [+ NetAF Rendering Frame](#)

↳ [Constructors](#)

↳ [ConsoleHelpFrameBuilder](#)

↳ [NetAF Rendering Frame](#)

↳ [ConsoleHelpFrameBuilder\(GridStringBuilder\)](#)

↳ [Builders.Console](#)

Provides a builder of help frames.

↳ [\(NetAF.Rendering.FrameBuilders.html\)](#)

Declaration

↳ [ConsoleHelpFrameBuilder](#)

↳ [public ConsoleHelpFrameBuilder\(GridStringBuilder gridStringBuilder\)](#)

↳ [\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleCompletionFrame

Parameters

Builder

Type

↳ [NetAF.Rendering.FrameBuilders.C](#)

ConsoleConversationFrame

GridStringBuilder

↳ [\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

Name

gridStringBuilder

Description

A builder to use for the string layout.

ConsoleGameOverFrameBuilder

↳ [\(NetAF.Rendering.FrameBuilders.C](#)

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) Instructions	

(NetAF.Conversations.Instruct)

NetAF.Extensions

DescriptionColor (NetAF.Extensions.html)

Get or set the description color.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

```
public AnsiColor DescriptionColor { get; set; }
```

(NetAF.Logic.html)

Property Value

NetAF.Logic.Modes

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) Modes	

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

TitleColor

(NetAF.Persistence.Json.html)

Get or set the title color.

NetAF.Rendering

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame Builders

(NetAF.Rendering.FrameBuilders.html)

Property Value

NetAF.Rendering.Frame Builders.Console

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) Console	

AnsiColor

(NetAF.Rendering.FrameBuilders.C onsole.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C onsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

Build(string, string, CommandHelp[], int, int)

ConsoleConversationFrame

Build a frame.

Builder (NetAF.Rendering.FrameBuilders.C onsoleBuilder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C onsoleGameOverFrameBuilder.html)

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) Instructions	<i>title</i>	The title.
string (https://learn.microsoft.com/dotnet/api/system.string) NetAF.Extensions	<i>description</i>	The description.
CommandHelp[] (https://learn.microsoft.com/dotnet/api/system.commandhelp.html) NetAF.Extensions	<i>commandHelp</i>	The command help.
int (https://learn.microsoft.com/dotnet/api/system.int32) NetAF.Interpretation	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) NetAF.Interpretation	<i>height</i>	The height of the frame.

Returns

+ NetAF.Logic

Type	Description
IFrame (https://learn.microsoft.com/dotnet/api/NetAF.Rendering.Frames.IFrame.html) NetAF.Logic.Modes	(NetAF.Logic.Modes.html)

Implementation

NetAF.Persistence
(NetAF.Persistence.html)
IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)
+ NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
+ NetAF.Rendering
(NetAF.Rendering.html)
+ NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders.html)
- NetAF.Rendering.Frame
Builders.Console
(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor
([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.Console.AnsiColor.html))

ConsoleAboutFrameBuilder
([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html))

ConsoleCompletionFrame
Builder
([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html))

ConsoleConversationFrame
Builder
([NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html))

ConsoleGameOverFrameBuilder
([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html))

Properties

BackgroundColor

Get or set the background color.

Declaration
+ [NetAF.Conversations](#).

Instructions

```
public AnsiColor BackgroundColor { get; set; }
```

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

Property Value
[\(NetAF.Extensions.html\)](#)

Type

Description

+ NetAF.Interpretation

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Modes

Get or set the logic mode.

[\(NetAF.Logic.Modes.html\)](#)

Declaration

+ NetAF.Persistence

```
public AnsiColor PersistenceColor { get; set; }
```

+ NetAF.Persistence.Json

Property Value
[\(NetAF.Persistence.Json.html\)](#)

Type

Description

+ NetAF.Rendering

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ NetAF.Rendering.Frame

Builders

MessageColor

[\(NetAF.Rendering.FrameBuilders\)](#)

Get or set the message color.

- NetAF.Rendering.Frame

Declaration
+ [Builders.Console](#)

[\(NetAF.Rendering.FrameBuilders\)](#)

```
public AnsiColor MessageColor { get; set; }
```

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

([NetAF.Rendering.FrameBuilders.Console](#))

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder\)](#)

Type

Description

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame\)](#)

ConsoleConversationFrame

Builder

[\(NetAF.Rendering.FrameBuilders.ConsoleConversationFrame\)](#)

ConsoleGameOverFrameBuilder

Get or set the title color.

[\(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder\)](#)

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) Instructions	

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

Methods ([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

Methods ([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

BUILDER NAME

Methods ([NetAF.Logic.html](#))

Declaration

+ [NetAF.Logic.Modes](#)

Methods ([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

Parameters

Methods ([NetAF.Persistence.html](#))

Type

+ [NetAF.Persistence.Json](#)

Type	Name	Description
NetAF.Persistence.Json.html	<i>title</i>	The title to display to the user.
NetAF.Persistence.Json.html	<i>message</i>	The message to display to the user.
NetAF.Rendering	<i>width</i>	The width of the frame.
NetAF.Rendering.html	<i>height</i>	The height of the frame.

+ [NetAF.Rendering.Frame](#)

Builders ([NetAF.Rendering.FrameBuilder.html](#))

Type

- [NetAF.Rendering.Frame](#)

Builders ([NetAF.Rendering.FrameBuilder.html](#))

Builders ([NetAF.Rendering.FrameBuilders.html](#))

Type	Description
NetAF.Rendering.FrameBuilders.html	

Implements

[NetAF.Rendering.FrameBuilders.IFrameBuilder.html](#)

[NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html](#)

[NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html](#)

[NetAF.Rendering.FrameBuilders.IConsoleAboutFrameBuilder.html](#)

[NetAF.Rendering.FrameBuilders.IConsoleCompletionFrameBuilder.html](#)

[NetAF.Rendering.FrameBuilders.IBuilder.html](#)

[NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#)

[NetAF.Rendering.FrameBuilders.IBuilder.html](#)

[NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#)

[NetAF.Rendering.FrameBuilders.IFrameBuilder.html](#)

Class ConsoleRegionMapBuilder

Provides a builder for region maps.

Filter by title

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [\(NetAF\) Conversations.Instruction](#)
↳ [ConsoleRegionMapBuilder](#)

Implementation

IRRegionMapBuilder ([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

Inherited Members

+ [NetAF.Interpretation](#)

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)))

+ [NetAF.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)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Logic.Modes.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

NameSpace: NetAF.Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

* [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

public sealed class ConsoleRegionMapBuilder : IRegionMapBuilder
([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Constructors

([NetAF.Rendering.FrameBuilders.html](#))

- [NetAF.Rendering.Frame](#)

ConsoleRegionMapBuilder(GridStringBuilder)

Builders.Console

Provides a builder for region maps.

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

ConsoleRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

onsoleRegionMapBuilder

public ConsoleRegionMapBuilder(GridStringBuilder gridStringBuilder)

([NetAF.Rendering.FrameBuilders.C](#)

ConsoleCompletionFrame

Parameters

Builder

Type (NetAF.Rendering.FrameBuilders.C

onsoleConversationFrame

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.C](#)

Type	Name	Description
(NetAF.Rendering.FrameBuilders.C onsoleConversationFrame GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	The grid string builder.

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.C](#)

Properties

CurrentFloorIndicator

Get or set the character to use for the current floor.

Declaration
+ [NetAF.Conversations.Instruct](#)

Instructions

```
public char CurrentFloorIndicator { get; set; }  
(NetAF.Conversations.Instruct)
```

+ NetAF.Extensions

Property Value
[\(NetAF.Extensions.html\)](#)
Type

Description

+ NetAF.Interpretation

char (<https://learn.microsoft.com/dotnet/api/system.char>)
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

EmptySpace

Get or set the character used for representing an empty space.

[\(NetAF.Logic.Modes.html\)](#)
Declaration

+ NetAF.Persistence

```
{ public char Persistence { get; set; } }
```

+ NetAF.Persistence.Json

Property Value
[\(NetAF.Persistence.Json.html\)](#)

Description

+ NetAF.Rendering

char (<https://learn.microsoft.com/dotnet/api/system.char>)
[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

HorizontalBoundary

[\(NetAF.Rendering.FrameBuilders.HorizontalBoundary.html\)](#)

Get or set the character to use for horizontal boundaries.

- NetAF.Rendering.Frame

Builders.Console

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

Property Value
[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

Description

Type ConsoleCompletionFrame

Builder char (<https://learn.microsoft.com/dotnet/api/system.char>)
[\(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html\)](#)

ConsoleConversationFrame

Builder

LockedExit

[\(NetAF.Rendering.FrameBuilders.LockedExit.html\)](#)

ConsoleGameOverFrameBuilder

Get or set the character used for representing a locked exit.
[\(NetAF.Rendering.FrameBuilders.LockedExitBuilder.html\)](#)

Declaration

```
public char LockedExit { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) Instructions	

(NetAF.Conversations.Instruct

LockedExitColor

(NetAF.Extensions.html)

Get or set the locked exit color.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

```
public ConsoleColor LockedExitColor { get; set; }
```

(NetAF.Logic.html)

Property Value

NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

LowerLevel

(NetAF.Persistence.Json.html)

Get NetAF the character to use for lower levels.

NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

```
public char LowerLevel { get; set; }
```

(NetAF.Rendering.FrameBuilder

Property Value

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Get ~~ConsoleCompletionColor~~

Builder

Declaration

(NetAF.Rendering.FrameBuilders.C

ConsoleConversationFrame

```
public ConsoleColor LowerLevelColor { get; set; }
```

Builder

(NetAF.Rendering.FrameBuilders.C

ConsoleGameOverFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.C

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

Player

Get or set the character to use for indicating the player.

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ NetAF.Extensions.Player { get; set; }
 (NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation
 (NetAF.Interpretation.html)

Description

+ NetAF.Logic
 (https://learn.microsoft.com/dotnet/api/system.char)
 (NetAF.Logic.html)

+ NetAF.Logic.Modes
 PlayerColor
 (NetAF.Logic.Modes.html)

Get or set the player color.

+ NetAF.Persistence
 (NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json
 public AnsiColor PlayerColor { get; set; }
 (NetAF.Persistence.Json.html)

+ NetAF.Rendering

Property Value
 (NetAF.Rendering.html)

+ NetAF.Rendering.Frame
 Builders
 (NetAF.Rendering.FrameBuilders.html)

NetAF.Rendering.FrameBuilders

SHOWLowerFloors

Builders.Console

Get or set if lower floors should be shown.

(NetAF.Rendering.FrameBuilders.html)

Declaration

AnsiColor
 (NetAF.Rendering.FrameBuilders.C

onsoleAndShowFloors { get; set; }
 (NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame
 Property Value
 Builder

Type
 NetAF.Rendering.FrameBuilders.C

Description

ConsoleConversationFrame
 bool (https://learn.microsoft.com/dotnet/api/system.boolean)
 Builder

Description

(NetAF.Rendering.FrameBuilders.C

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

UnLockedExit

Get or set the character used for representing an unlocked exit.

Declaration

```
public char UnLockedExit { get; set; }
```

+ **NETAF.CONVERSATIONS.**

Property Value

Type [NetAF.Conversations.Instruct](#)

Description

+ **NETAF.EXTENSIONS.**

Property Value <https://docs.microsoft.com/dotnet/api/system.char>

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

UnvisitedBoundaryColor

[\(NetAF.Interpretation.html\)](#)

Get or set the unvisited room boundary color.

Type [NetAF.Logic](#)

Declaration [\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Modes**

public AnsiColor UnvisitedBoundaryColor { get; set; }

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

Property Value

[\(NetAF.Persistence.html\)](#)

Type

+ **NetAF.Persistence.Json**

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

VerticalBoundary

+ **NetAF.Rendering.Frame**

Get or set the character to use for vertical boundaries.

Builders

Declaration

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- **NetAF.Rendering.Frame**

public char VerticalBoundary { get; set; }

Builders.Console

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

Property Value

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

Description

char ([ConsoleACharFrameBuilder](#))

[\(NetAF.Rendering.FrameBuilders.ConsoleACharFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

VisitedBoundaryColor

[\(NetAF.Rendering.FrameBuilders.VisitedBoundaryColor.html\)](#)

ConsoleConversationFrame

Get or set the visited room boundary color.

Builder

Declaration [\(NetAF.Rendering.FrameBuilders.VisitedBoundaryColor.html\)](#)

ConsoleGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html\)](#)

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Extensions.html)

BuildRegionMap(Region, int, int, int, int)

(NetAF.Interpretation.html)

Build a map of a region.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Logic.Modes

RegionMap(Region region, int x, int y, int maxWidth, int maxHeight)

(NetAF.Logic.Modes.html)

Parameters

+ NetAF.Persistence

Type	Name	Description
NetAF.Persistence.html		
+ NetAF.Persistence.Json (NetAF.Persistence.Json.html)	region	The region.
+ NetAF.Rendering (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.html)	x	The x position to start building at.
+ NetAF.Rendering.Frame Builders (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.html)	y	The y position to start building at.
- in NetAF.Rendering.Frame Builders.Console (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.Console.html)	maxWidth	The maximum horizontal space available in which to build the map.
int AnsiColor (NetAF.Rendering.FrameBuilders.Console.html) ConsoleCompletionFrame Builder (NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)	maxHeight	The maximum vertical space available in which to build the map.

Implements

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Builder

(NetAF.Rendering.FrameBuilders.Builder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html)

▼

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders](#))

- **NetAF.Rendering.Frame**

Builders.Console

([NetAF.Rendering.FrameBuilders.Console](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Console.AnsiColor](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleBuilder](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder](#))

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder](#))

Class ConsoleRegionMapFrameBuilder

Provides a builder of region map frames.

Filter by title

Inheritance

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Conversations.Instruction)

Implementation

IRRegionMapFrameBuilder ([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html))

Inherited Members

+ **NetAF.Interpretation**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.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)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Logic.Modes.html](https://learn.microsoft.com/NetAF.Logic.Modes.html))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Persistence**

NameSpace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

* **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](https://learn.microsoft.com/NetAF.Persistence.Json.html))

+ **NetAF.Rendering**

public sealed class ConsoleRegionMapFrameBuilder : IRegionMapFrameBuilder
([NetAF.Rendering.html](https://learn.microsoft.com/NetAF.Rendering.html))

+ **NetAF.Rendering.Frame**

Constructors

([NetAF.Rendering.FrameBuilders.html](https://learn.microsoft.com/NetAF.Rendering.FrameBuilders.html))

- **NetAF.Rendering.Frame**

ConsoleRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

Builders.Console

Provides a builder of region map frames.

([NetAF.Rendering.FrameBuilder.html](https://learn.microsoft.com/NetAF.Rendering.FrameBuilder.html))

Declaration

(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

public ConsoleRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapB

([NetAF.Rendering.FrameBuilders.C](https://learn.microsoft.com/NetAF.Rendering.FrameBuilders.C))

ConsoleCompletionFrame

Builder

Parameters

([NetAF.Rendering.FrameBuilders.C](https://learn.microsoft.com/NetAF.Rendering.FrameBuilders.C))

Type ConsoleConversationFrame

Name

Description

Builder

gridStringBuilder

A builder to use for the string

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](https://learn.microsoft.com/NetAF.Rendering.FrameBuilders.GridStringBuilder.html))

ConsoleGameOverFrameBuilder

layout.

([NetAF.Rendering.FrameBuilders.C](https://learn.microsoft.com/NetAF.Rendering.FrameBuilders.C))

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

Methods

+ [NetAF.Conversations.](#)

Instructions

BuildRegion(int) Instruct

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

Declaration

+ [NetAF.Interpretation](#)

Public IFrame Build(Region region, int width, int height)

+ [NetAF.Logic](#)

Parameters

(NetAF.Logic.html)

Type

+ [NetAF.Logic.Modes](#)

Region ([NetAF.Assets.Locations.Region.html](#))

Name

Description

region

The region.

+ [NetAF.Persistence](#)

(NetAF.Persistence.html)

width

The width of the frame.

height

The height of the frame.

+ [NetAF.Persistence.Json](#)

Returns

(NetAF.Persistence.Json.html)

Type

+ [NetAF.Rendering](#)

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

Description

+ [NetAF.Rendering.Frame](#)

Builders

(NetAF.Rendering.FrameBuilders.html)

IRegionMapFrameBuilder ([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

- [NetAF.Rendering.Frame](#)

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html)

Class ConsoleRoomMapBuilder

Provides a room map builder.

Filter by title

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Conversations.Instruction)

Implementation

↳ [IRoomMapBuilder](#) ([NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html))

Inherited Members

+ **NetAF.Interpretation**

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)))

+ **NetAF.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)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Logic.Modes.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Persistence**

[Name](#): [NetAF.Persistence.html](#) ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console ([NetAF.Rendering.FrameBuilders.Console.html](#))

* **NetAF.Persistence.Json**

[Name](#): [NetAF.Persistence.Json.html](#)

+ **NetAF.Rendering**

public sealed class ConsoleRoomMapBuilder : IRoomMapBuilder
(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Constructors

[Name](#): [NetAF.Rendering.FrameBuilders.html](#)

- **NetAF.Rendering.Frame**

ConsoleRoomMapBuilder(GridStringBuilder)

[Name](#): [NetAF.Rendering.FrameBuilders.ConsoleRoomMapBuilder.html](#)

Provides a room map builder.

(NetAF.Rendering.FrameBuilders.ConsoleRoomMapBuilder.html)

Declaration

[Name](#): [NetAF.Rendering.FrameBuilders.ConsoleRoomMapBuilder.cs](#)

(NetAF.Rendering.FrameBuilders.CS)

public ConsoleRoomMapBuilder(GridStringBuilder gridStringBuilder)
(NetAF.Rendering.FrameBuilders.ConsoleRoomMapBuilder.cs)

ConsoleCompletionFrame

Parameters

Builder

Type	Name	Description
NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder	gridStringBuilder	The grid string builder.

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.GameOverFrameBuilder.cs)

Declaration

```
public char HorizontalExitBorder { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) Instructions	

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

ItemOrCharacterColor

(NetAF.Extensions.html)

Get or set the item or character color.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

public char ItemOrCharacterColor { get; set; }

(NetAF.Logic.html)

Property Value

NetAF.Logic.Modes

Type	Description
(NetAF.Logic.Modes.html)	

+ NetAF.Persistence

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

ItemOrCharacterInRoom

(NetAF.Persistence.Json.html)

Get NetAF the character used for representing there is an item or a character in the room.

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

public char ItemOrCharacterInRoom { get; set; }

(NetAF.Rendering.FrameBuilder)

Property Value

- NetAF.Rendering.Frame

Type	Description
(NetAF.Rendering.FrameBuilder)	

Console (NetAF.Rendering.FrameBuilder)

(NetAF.Rendering.FrameBuilder)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder)

Get Create the padding between the key and the map.

Builder

Declaration

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder)

ConsoleConversationFrame

public int KeyPadding { get; set; }

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder)

Property Value

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder)

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

LockedExit

Get or set the character used for representing a locked exit.

Instructions

Declaration
[\(NetAF.Conversations.Instruct\)](#)

+ **NetAF.Extensions.LockedExit** { get; set; }
[\(NetAF.Extensions.html\)](#)

Property Value

+ **NetAF.Interpretation**
[Type\(NetAF.Interpretation.html\)](#)

Type	Description
NetAF.Logic (https://learn.microsoft.com/dotnet/api/system.char)	

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes.LockedExitColor**
[\(NetAF.Logic.Modes.html\)](#)

Get or set the locked exit color.

+ **NetAF.Persistence**

Declaration
[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

public AnsiColor LockedExitColor { get; set; }

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

Property Value
[\(NetAF.Rendering.html\)](#)

Type

+ **NetAF.Rendering.FrameBuilders.Console**

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

[Builders](#)
[\(NetAF.Rendering.FrameBuilders.html\)](#)

+ **NetAF.Rendering.FrameBuilders.UnvisitedExitColor**

Builders.Console
[\(NetAF.Rendering.FrameBuilders.html\)](#)

Declaration
[AnsiColor](#)

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

[ConsoleAcsentFrameBuilder](#)

ConsoleAcsentFrameBuilder.UnvisitedExitColor { get; set; }

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

[ConsoleCompletionFrame](#)

Property Value
[Builder](#)

Type	Description
NetAF.Rendering.FrameBuilders.Console	

[ConsoleConversationFrame](#)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	
--	--

[Builder](#)
[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

[ConsoleGameOverFrameBuilder](#)

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

VerticalBoundary

Get or set the character to use for vertical boundaries.

Declaration

```
public char VerticalBoundary { get; set; }
```

+ [+ NetAF.Conversations](#).

Property Value

Type [NetAF.Conversations.Instruct](#)

Description

+ [+ NetAF.Extensions](#).

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Extensions.html](#))

+ [+ NetAF.Interpretation](#).

VerticalExitBorder

([NetAF.Interpretation.html](#))

Get or set the character to use for vertical exit borders.

+ [+ NetAF.Logic](#).

Declaration

([NetAF.Logic.html](#))

+ [+ NetAF.Logic.Modes](#).

public char VerticalExitBorder { get; set; }

([NetAF.Logic.Modes.html](#))

+ [+ NetAF.Persistence](#).

Property Value

([NetAF.Persistence.html](#))

Type

+ [+ NetAF.Persistence.Json](#).

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Persistence.Json.html](#))

+ [+ NetAF.Rendering](#).

([NetAF.Rendering.html](#))

VisitedExitColor

+ [+ NetAF.Rendering.Frame](#).

Get or set the visited exit color.

Builders

Declaration

([NetAF.Rendering.FrameBuilders](#))

- [- NetAF.Rendering.Frame](#).

public AnsiColor VisitedExitColor { get; set; }

Builders.Console

([NetAF.Rendering.FrameBuilders](#))

Property Value

AnsiColor

Type [\(NetAF.Rendering.FrameBuilders.Console.AnsiColor\)](#)

ConsoleAriadneFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAriadneFrameBuilder.html](#))

([NetAF.Rendering.FrameBuilders.ConsoleAriadneFrameBuilder](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleConversationFrame](#))

BuildRoomMap(Room, ViewPoint, KeyType, int, int, out int, out int)

([NetAF.Rendering.FrameBuilders.BuildRoomMap](#))

([NetAF.Rendering.FrameBuilders.BuildRoomMap](#))

Methods

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder](#))

([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder](#))

Build a map for a room.

Declaration

```
public void BuildRoomMap(Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

▼

Parameters

Instructions	Type	Name	Description
(NetAF.Conversations.Instruct)	Room (NetAF.Assets.Locations.Room.html)	room	The room.
+ NetAF.Extensions	ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
+ NetAF.Interpretation	KeyType (NetAF.Rendering.KeyType.html)	key	The key type.
in (NetAF.Interpretation.html)	int (https://team.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
+ NetAF.Logic	int (https://team.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
(NetAF.Logic.html)	int (https://team.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
+ NetAF.Logic.Modes	int (https://team.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.
(NetAF.Logic.Modes.html)			

+ NetAF.Persistence

Implements

(NetAF.Persistence.html)

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html)

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

DisplayMessagesInIsolation

Get or set if messages should be displayed in isolation.

Instructions

Declaration
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

 DisplayMessagesInIsolation { get; set; }

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

Type **NetAF.Interpretation.html**

Description

+ **NetAF.Logic**

`System.Boolean` ([microsoft.com/dotnet/api/system.boolean](#))

(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

InputColor

(NetAF.Logic.Modes.html)

Get or set the input color.

+ **NetAF.Persistence**

Type **NetAF.Persistence.html**

Declaration

+ **NetAF.Persistence.Json**

`public AnsiColor InputColor { get; set; }`

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Property Value

Type **NetAF.Rendering.html**

Description

+ **NetAF.Rendering.Frame**

 AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

Builders

(NetAF.Rendering.FrameBuilders.html)

+ **NetAF.Rendering.Frame**

Builders.Console

Get or set the text color.

Type **NetAF.Rendering.FrameBuilders.Console.html**

Declaration

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.html)

ConsoleApplicationBuilder

`ConsoleApplicationBuilder { get; set; }`

(NetAF.Rendering.FrameBuilders.Console.html)

ConsoleCompletionFrame

Property Value

Builder

Type **NetAF.Rendering.FrameBuilders.Console.CompletionFrameBuilder.html**

Description

ConsoleConversationFrame

 AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

Builder

(NetAF.Rendering.FrameBuilders.Console.ConversationFrameBuilder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.GameOverFrameBuilder.html)

Methods

Build(Room, ViewPoint, PlayableCharacter, CommandHelp[], KeyType, int, int)

Build a frame.



Declaration

+ [NetAF.Conversations](#).

Instructions

```
public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)
```

+ NetAF.Extensions

Part of [\(NetAF.Extensions.html\)](#)

+ Type	Name	Description
+ NetAF.Interpretation		
(NetAF.Interpretation.html) Room (NetAF.Assets.Locations.Noom.html)	room	Specify the Room.
+ NetAF.Logic		
(NetAF.Logic.html) ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	viewPoint	Specify the viewpoint from the room.
+ NetAF.Logic.Modes		
(NetAF.Logic.Modes.html) PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	player	Specify the player.
+ NetAF.Persistence		
(NetAF.Commands.CommandHelp.html) CommandHelp (NetAF.Persistence.html) []	contextualCommands	The contextual commands to display.
+ NetAF.Persistence.Json		
KeyType (NetAF.Rendering.KeyType.html) (NetAF.Persistence.Json.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	keyType	The type of key to use.
+ NetAF.Rendering		
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.html)	width	The width of the frame.
	height	The height of the frame.

* [NetAF.Rendering.Frame](#)

Type	Description
NetAF.Rendering.FrameBuilder	

- [NetAF.Rendering.Frame](#)

Builders.Console

[NetAF.Rendering.FrameBuilder](#) Implements

AnsiColor
ISceneFrameBuilder ([NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))
([NetAF.Rendering.FrameBuilders.C](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.C](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.C](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.C](#))

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.C](#))

Class ConsoleTitleFrameBuilder

Provides a builder of title frames.

Filter by title

Inheritance

System.Object

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

(NetAF.Conversations.Instruction)

Implementation

ITitleFrameBuilder (<https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html>)

Inherited Members

+ NetAF.Interpretation

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ NetAF.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)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Logic.Modes.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Persistence

NameSpace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

* NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

public sealed class ConsoleTitleFrameBuilder : ITitleFrameBuilder
(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

ConsoleTitleFrameBuilder

NetAF.Rendering.Frame

ConsoleTitleFrameBuilder (GridStringBuilder)

Builders.Console

Provides a builder of title frames.

(NetAF.Rendering.FrameBuilders.ConsoleTitleFrameBuilder)

Declaration

ConsoleTitleFrameBuilder (GridStringBuilder)

ConsoleTitleFrameBuilder

public ConsoleTitleFrameBuilder (GridStringBuilder gridStringBuilder)

(NetAF.Rendering.FrameBuilders.ConsoleTitleFrameBuilder)

ConsoleCompletionFrame

Parameters

Builder

Type (NetAF.Rendering.FrameBuilders.ConsoleTitleFrameBuilder)

ConsoleConversationFrame

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder)

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder)

Type	Name	Description
ConsoleTitleFrameBuilder (GridStringBuilder)	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration
+ [NetAF.Conversations](#).

Instructions

```
public AnsiColor BackgroundColor { get; set; }
```

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

Property Value

[\(NetAF.Extensions.html\)](#)

Type

+ NetAF.Interpretation

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Modes

Get or set the logic mode.

[\(NetAF.Logic.Modes.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

```
public AnsiColor PersistenceColor { get; set; }
```

+ NetAF.Persistence.Json

Property Value

[\(NetAF.Persistence.Json.html\)](#)

Type

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

DescriptionColor

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Get or set the description color.

- NetAF.Rendering.Frame

Declaration

Builders.Console

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

```
public AnsiColor DescriptionColor { get; set; }
```

```
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)
```

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

Type ConsoleCompletionFrame

[\(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.html\)](#)

Builder AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

ConsoleConversationFrame

Builder AnsiColor ([NetAF.Rendering.FrameBuilders.ConsoleConversationFrame.html](#))

[\(NetAF.Rendering.FrameBuilders.ConsoleConversationFrame.html\)](#)

ConsoleGameOverFrameBuilder

Builder AnsiColor ([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html](#))

[\(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html\)](#)

Get or set the title color.

[\(NetAF.Rendering.FrameBuilders.ConsoleTitleFrameBuilder.html\)](#)

Type ConsoleTitleFrameBuilder

Description

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) Instructions	

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Methods

+ NetAF.Interpretation

B(NetAF.Interpretation.html)

+ NetAF.Logic

Builder Name

(NetAF.Logic.html)

Declaration

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

string (NetAF.Persistence.Json.html)

Name

Description

title

The title.

+ NetAF.Rendering

(NetAF.Rendering.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

description

The description.

+ NetAF.Rendering.Frame

int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

Builders

(NetAF.Rendering.FrameBuilder)

Type

- NetAF.Rendering.Frame

Description

Builders Console

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilder)

AnsiColor

Implements

NetAF.Rendering.FrameBuilders.IContainerBuilder

ConsoleAboutFrameBuilder

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.IContainerBuilder)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.IContainerBuilder)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.IContainerBuilder)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IContainerBuilder)

Namespace NetAF.Rendering.Frames

Classes

Filter by title

+ [NetAF.Commands.](#)

GridTextFrame (NetAF.Rendering.Frames.GridTextFrame.html)

Persistence

Provides a grid based frame for displaying a command based interface.

+ [NetAF.Commands.Scene](#)

Interfaces (NetAF.Commands.Scene.html)

+ [NetAF.Conversations](#)

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Conversations.html)

Represents any object that is a frame that can display a command based interface.

+ [NetAF.Conversations.](#)

Instructions

(NetAF.Conversations.Instruct

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Logic.Modes](#)

(NetAF.Logic.Modes.html)

+ [NetAF.Persistence](#)

(NetAF.Persistence.html)

+ [NetAF.Persistence.Json](#)

(NetAF.Persistence.Json.html)

+ [NetAF.Rendering](#)

(NetAF.Rendering.html)

+ [NetAF.Rendering.Frame](#)

Builders

(NetAF.Rendering.FrameBuilder

+ [NetAF.Rendering.Frame](#)

Builders.Console

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

+ **NetAF.Commands.Global**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Commands.Global.html](#))

↳ GridTextFrame

+ **NetAFCommands.**

Implements

Persistence

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

([NetAFCommands.Persistence.html](#))

Inherited Members

+ **NetAFCommands.Scene**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAFCommands.Scene.html](#))

+ **NetAFConversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAFConversations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAFConversations.**

Instructions

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).Frames ([NetAF.Rendering.Frames.html](#))

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

GridTextFrame : IFrame

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

Constructors

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

([NetAF.Logic.Modes.html](#))

Provides a grid based frame for displaying a command based interface.

+ **NetAF.Persistence**

([NetAFPersistence.html](#))

Declaration

+ **NetAF.Persistence.Json**

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, backgroundColor)

([NetAFPersistence.Json.html](#))

+ **NetAF.Rendering**

([NetAFRendering.html](#))

Parameters

+ **Type: NetAF.Rendering.Frame**

Builders

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

([NetAF.Rendering.FrameBuilders.html](#))

+ **NetAF.Rendering.Frame**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Builders.Console

Name	Description
builder	The builder that creates the frame.
cursorLeft	The cursor left position.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	<i>backgroundColor</i>	The background color.

▼

+ NetAF.Commands.Global

Properties

+ NetAF.Commands.

BackgroundColor

[\(NetAF.Commands.Persistence.html\)](#)

Get the background color.

+ NetAF.Commands.Scene

Declaration

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

BackgroundColor { get; }

[\(NetAF.Conversations.html\)](#)

Property Value

+ NetAF.Conversations.

TypeInstructions

[\(NetAF.Conversations.Instruct.html\)](#)

AnsiColor ([\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#))

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

CursorLeft

NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Get the cursor left position.

NetAF.Logic

[\(NetAF.Logic.html\)](#)

public int CursorLeft { get; }

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Property Value

+ NetAF.Persistence

Type
[\(NetAF.Persistence.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

NetAF.Rendering

NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Get the cursor top position.

+ NetAF.Rendering.Frame

Declaration

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

public int CursorTop { get; }

+ NetAF.Rendering.Frame

Builders.Console

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

ShowCursor

+ NetAF.Commands.Global

Get or set if the cursor should be shown.
[\(NetAF.Commands.Global.html\)](#)

Declaration

+ NetAF.Commands.

Persistence

```
public bool ShowCursor { get; set; }
```

[\(NetAF.Commands.Persistence.html\)](#)

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)
[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

Methods

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Render(IFramePresenter)

[\(NetAF.Extensions.html\)](#)

Render the frame on a presenter.

NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

```
public void Render(IFramePresenter presenter)
```

(NetAF.Logic.html)

+ NetAF.Logic.Modes

Parameters

[\(NetAF.Logic.Modes.html\)](#)

Type

+ NetAF.Persistence

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

Returns a string that represents the current object.

[\(NetAF.Rendering.html\)](#)

Declaration

+ NetAF.Rendering.Frame

Builders

```
public override string ToString()
```

[\(NetAF.Rendering.FrameBuilder.html\)](#)

NetAF.Rendering.Frame

Builders.Console

Name	Description
presenter	The presenter.

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	A string that represents the current object.

Overrides

`object.ToString()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Implements

`NetAF.Commands.Global`

([NetAF.Commands.Global.html](#))
`IFrame` ([NetAF.Rendering.Frames.IFrame.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

+ **NetAF.Rendering.Frame**

Builders.Console

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

+ **NetAF.Commands.Global**

Assembly: NetAF.dll

(NetAF.Commands.Global.htm)

Syntax

+ **NetAF.Commands.**

 public interface IFrame

 (NetAF.Commands.Persistence.htm)

+ **NetAF.Commands.Scene**

 (NetAF.Commands.Scene.html)

Properties

+ **NetAF.Conversations**

 (NetAF.Conversations.html)

CursorLeft

+ **NetAF.Conversations.**

 Get the cursor left position.

Instructions

(NetAF.Conversations.Instruct.htm)

Declaration

+ **NetAF.Extensions**

 int CursorLeft { get; }

(NetAF.Extensions.html)

Property Value

(NetAF.Interpretation.html)

Type

+ **NetAF.Logic**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

CursorTop

+ **NetAF.Persistence**

Get the cursor top position.

(NetAF.Persistence.html)

Declaration

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Property Value

(NetAF.Rendering.html)

+ **Type**

+ **NetAF.Rendering.Frame**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

ShowCursor

Builders.Console

Description

Get or set if the cursor should be shown.

Declaration

```
bool ShowCursor { get; set; }
```



Property Value

+ NetAF.Commands.Global	Description
(NetAF.Commands.Global.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Methods

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

Render(IFramePresenter)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**

Instructions

[void Render\(IFramePresenter presenter\)](#)

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

Parameters

[\(NetAF.Extensions.html\)](#)

Type

+ **NetAF.Interpretation**

[IFramePresenter \(NetAF.Rendering.Presenters.IFramePresenter.html\)](#)

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Console

Namespace NetAF.Rendering.Presenters

Classes

Filter by title

+ [NetAF.Commands.](#)

TextWriterPresenter ([NetAF.Rendering.Presenters.TextWriterPresenter.html](#))

Persistence

Represents a presenter for `TextWriter`.

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Commands.Scene](#)

Scene ([NetAF.Commands.Scene.html](#))

+ [NetAF.Conversations](#)

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

([NetAF.Conversations.html](#))

Represents an object that can render a frame.

+ [NetAF.Conversations.](#)

Instructions

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ [NetAF.Rendering.Frame](#)

Builders.Console

Interface IFramePresenter

Represents an object that can render a frame.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Presenters (NetAF.Rendering.Presenters.html)

+ **NetAF.Commands.Global**

Assembly: NetAF.dll

(NetAF.Commands.Global.htm)

Syntax

+ **NetAF.Commands.**

public interface IFramePresenter

(NetAF.Commands.Persistence.htm)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.htm)

Methods

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Write(char)

+ **NetAF.Conversations.**

Write a character.

Instructions

(NetAF.Conversations.Instruct.htm)

Declaration

+ **NetAF.Extensions**

void Write(char value)

(NetAF.Extehsions.html)

+ **NetAF.Interpretation**

Parameters

(NetAF.Interpretation.html)

Type

+ **NetAF.Logic**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

Write(string)

+ **NetAF.Persistence**

Write a string.

(NetAF.Persistence.html)

Declaration

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Parameters

(NetAF.Rendering.html)

+ **Type**

NetAF.Rendering.Frame

Builders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Rendering.FrameBuilder.htm)

+ **NetAF.Rendering.Frame**

Builders.Console

	Name	Description
	value	The character to write.

	Name	Description
	value	The string to write.

▼

- + NetAF.Commands.Global
(NetAF.Commands.Global.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions.html)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Logic.Modes
(NetAF.Logic.Modes.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders.html)
- + NetAF.Rendering.Frame
Builders.Console
(NetAF.Rendering.FrameBuilders.Console.html)

Class TextWriterPresenter

Represents a presenter for TextWriter.

Filter by title

Inheritance

+ **NetAF.Commands.Global**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Commands.Global.html](#))

TextWriterPresenter

+ **NetAFCommands.**

Implements

Persistence

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

([NetAFCommands.Persistence.html](#))

Inherited Members

+ **NetAFCommands.Scene**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAFCommands.Scene.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAFCommands.Scene.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAFCommands.**

Instructions

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).Presenters ([NetAF.Rendering.Presenters.html](#))

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

TextWriterPresenter : IFramePresenter

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

Constructors

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

TextWriterPresenter(TextWriter)

([NetAF.Logic.Modes.html](#))

Represents a presenter for TextWriter.

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Declaration

+ **NetAF.Persistence.Json**

public TextWriterPresenter(TextWriter writer)

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Parameters

([NetAF.Rendering.html](#))

Type

+ **NetAF.Rendering.Frame**

TextWriter (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Builders.Console

	Name	Description
	writer	The writer.

Methods

ToString()

Returns a string that represents the current object.



Declaration

+ NetAF.Commands.Global

`public override string ToString()`

+ NetAF.Commands.

Returns

Persistence

Type [NetAF.Commands.Persistence](#)

Description

`string (https://learn.microsoft.com/dotnet/api/system.string)`

A string that represents the current object.

+ NetAF.Commands.Scene

`(NetAF.Commands.Scene.html)`

Overrides

+ NetAF.Conversations

`object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)`

`(NetAF.Conversations.html)`

Write(char)

Instructions

Write a character

`(NetAF.Conversations.Instruct)`

Declaration

+ NetAF.Extensions

`(NetAF.Extensions.html)`

`public void Write(char value)`

+ NetAF.Interpretation

`(NetAF.Interpretation.html)`

Parameters

+ NetAF.Logic

`(NetAF.Logic.html)`

`char (https://learn.microsoft.com/dotnet/api/system.char)`

Name

Description

`value`

The character to write.

+ NetAF.Logic.Modes

`(NetAF.Logic.Modes.html)`

Write(string)

NetAF.Persistence

`(NetAF.Persistence.html)`

Write a string.

+ NetAF.Persistence.Json

Declaration

`(NetAF.Persistence.Json.html)`

`public void Write(string value)`

+ NetAF.Rendering

`(NetAF.Rendering.html)`

Parameters

+ NetAF.Rendering.Frame

Type

Builders

`(https://learn.microsoft.com/dotnet/api/system.string)`

Name

Description

`value`

The string to write.

+ NetAF.Rendering.Frame

Builders.Console

Implements

IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)

▼

- + NetAF.Commands.Global
(NetAF.Commands.Global.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions.html)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Logic.Modes
(NetAF.Logic.Modes.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders.html)
- + NetAF.Rendering.Frame
Builders.Console
(NetAF.Rendering.FrameBuilders.Console.html)

Namespace NetAF.Serialization

Classes

Filter by title

NetAF.Commands.Serialization

(NetAF.Serialization.CustomCommandSerialization.html)

(NetAF.Commands.Persistence)

Represents a serialization of a CustomCommand.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

GameSerialization (NetAF.Serialization.GameSerialization.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Interfaces

+ NetAF.Conversations.

Instructions

IDeleteable (NetAF.Conversations.IDeleteable.html)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpreters.IRestoreFromObjectSerialization<T>

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Interpretation.html)

Represents any object that can restore from an IObjectSerialization.

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilderConsole.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Builders

(NetAF.Rendering.FramesBuilder.html)

Class CustomCommandSerialization

Represents a serialization of a CustomCommand.

Filter by title

Inheritance

+ **NetAF.Commands.**

↳ **object** (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ **CustomCommandSerialization**
(NetAF.Commands.Persistence.html)

Implements

+ **NetAF.Commands.Scene**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<CustomCommand

([NetAF.Commands.CustomCommand.html](#))>

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Conversations.Instruct

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#))

Assembly: NetAF.dll

Syntax
(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

public class CustomCommandSerialization : IObjectSerialization<CustomCommand>

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

CustomCommandSerialization

+ **NetAF.Persistence.Json**

CustomCommandSerialization(CustomCommand)

+ **NetAF.Rendering**

Represents a serialization of a CustomCommand.

(NetAF.Rendering.html)

Declaration

+ **NetAF.Rendering.Frame**

BuildersCustomCommandSerialization(CustomCommand command)

(NetAF.Rendering.FrameBuilder

Parameters
+ **NetAF.Rendering.Frame**

Builders.Console

(NetAF.Rendering.FrameBuilder

CustomCommand ([NetAF.Commands.CustomCommand.html](#))

Name

Description

command

The command.

+ **NetAF.Rendering.Frames**

Properties

CommandName

Get or set the command name.

Declaration

+ NetAF.Commands.

```
public string CommandName { get; set; }
```

(NetAF.Commands.Persistence.html)

Property Value

+ NetAF.Commands.Scene

Type (NetAF.Commands.Scene.html)

Description

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Conversations.html)

+ NetAF.Conversations.

IsPlayerVisible

Instructions

(NetAF.Conversations.Instruction.html)

Delegates

(NetAF.Extensions.html)

```
public bool IsPlayerVisible { get; set; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

Type (NetAF.Logic.html)

Description

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Methods

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Restore(CustomCommand)

* NetAF Rendering from this serialization.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

public virtual void Restore(CustomCommand command)

(NetAF.Rendering.FrameBuilder.html)

Parameters

+ NetAF.Rendering.Frame

Type Builders.Console

Name

Description

(NetAF.Rendering.FrameBuilder.html)

CustomCommand (NetAF.Commands.CustomCommand.html)

command

The command to restore.

+ NetAF.Rendering.Frames

Builders

Implements

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

▼

- + **NetAF.Commands.**
Persistence
([NetAF.Commands.Persistence.html](#))
- + **NetAF.Commands.Scene**
([NetAF.Commands.Scene.html](#))
- + **NetAF.Conversations**
([NetAF.Conversations.html](#))
- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instructions.html](#))
- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
- + **NetAF.Logic**
([NetAF.Logic.html](#))
- + **NetAF.Logic.Modes**
([NetAF.Logic.Modes.html](#))
- + **NetAF.Persistence**
([NetAF.Persistence.html](#))
- + **NetAF.Persistence.Json**
([NetAF.Persistence.Json.html](#))
- + **NetAF.Rendering**
([NetAF.Rendering.html](#))
- + **NetAF.Rendering.Frame**
Builders
([NetAF.Rendering.FrameBuilders.html](#))
- + **NetAF.Rendering.Frame**
Builders.Console
([NetAF.Rendering.FrameBuilders.Console.html](#))
- + **NetAF.Rendering.Frames**
Builders
([NetAF.Rendering.FramesBuilders.html](#))

Class GameSerialization

Represents a serialization of a Game.

Filter by title

Inheritance

+ **NetAF.Commands.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameSerialization

(**NetAF.Commands.Persistence**)

Implements

+ **NetAF.Commands.Scene**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Game ([NetAF.Logic.Game.html](#))>

(**NetAF.Commands.Scene.html**)

Inherited Members

+ **NetAF.Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**NetAF.Conversations.Instruct**)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Extensions**

(**NetAF.Extensions.html**)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Interpretation**

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#))

(**NetAF.Interpretation.html**)

Assembly: NetAF.dll

\$ **NetAF.Logic**

(**NetAF.Logic.html**)

public class GameSerialization : IObjectSerialization<Game>

+ **NetAF.Logic.Modes**

(**NetAF.Logic.Modes.html**)

€ **NetAF.Persistence**

(**NetAF.Persistence.html**)

+ **NetAF.Persistence.Game**

(**NetAF.Persistence.Json.html**)

Represents a serialization of a Game.

+ **NetAF.Rendering**

Declaration

(**NetAF.Rendering.html**)

+ **NetAF.Rendering.Frame**

public FrameBuilder<Game> CreateFrame(Game game)

Builders

(**NetAF.Rendering.FrameBuilder**)

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Console

Game ([NetAF.Logic.Game.html](#))

(**NetAF.Rendering.FrameBuilder**)

Name

Description

game

The game to serialize.

+ **NetAF.Rendering.Frames**

Builders

FrameBuilder<Game>

Properties

ActivePlayerIdentifier

Get or set the active player identifier.

Declaration

+ NetAF.Commands.

```
public Persistence ActivePlayerIdentifier { get; set; }
```

(NetAF.Commands.Persistence.html)

Property Value

+ NetAF.Commands.Scene

Type (NetAF.Commands.Scene.html)

Description

+ NetAF.Conversations

System.String (https://docs.microsoft.com/dotnet/api/system.string)

(NetAF.Conversations.html)

+ NetAF.Conversations.

InactivePlayerLocations

Instructions (NetAF.Conversations.Instructions.html)

Get or set the overworld serialization.

Delegates

(NetAF.Extensions.html)

```
public PlayableCharacterLocationSerialization[] InactivePlayerLocations { get; set; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Type (NetAF.Logic.html)

Description

+ NetAF.Logic.Modes

PlayableCharacterLocationSerialization

(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Get or set the overworld serialization.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

```
public OverworldSerialization Overworld { get; set; }
```

Builders

(NetAF.Rendering.FrameBuilder.html)

Property Value

+ NetAF.Rendering.Frame

Type

Description

Builders.Console

OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html)

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frames

Builders

Players

Get or set the player serializations.

Declaration

```
public CharacterSerialization[] Players { get; set; }
```

+ NetAF.Commands.

Property Value

Persistence

Type

(NetAF.Commands.Persistence)

Description

CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)[]

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Methods (NetAF.Conversations.html)

+ NetAF.Conversations.

Instruct(Game)

(NetAF.Conversations.Instruct)

Restore an instance from this serialization.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation.

(Game game)

(NetAF.Interpretation.html)

+ NetAF.Logic

Type (NetAF.Logic.html)

Name

Description

+ NetAF.Logic.Modes (NetAF.Logic.Modes.html)

game

The asset to restore.

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Interface IObjectSerialization<T>

Represents any object that is a serialization of another object.

Filter by title

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

+ **NetAF.Commands.**

Assembly: NetAF.dll

Persistence

Syntax

(NetAF.Commands.Persistence)

+ **NetAF.Commands.Scene** ObjectSerialization<in T>

(NetAF.Commands.Scene.html)

Type Parameters

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations** The object that this serialization represents.

Instructions

(NetAF.Conversations.Instruct)

NetAF.Extensions

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Restore(T)

(NetAF.Interpretation.html)

Restore an instance from this serialization.

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

Void Restore(T obj)

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

Parameters

(NetAF.Persistence.html)

Type

Name

Description

+ **NetAF.Persistence.Json**

obj

(NetAF.Persistence.Json.html)

The obj to restore.

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Console

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames)

Interface IRestoreFromObject Serialization<T>

▼ Filter by title

Represents any object that can restore from an IObjectSerialization.

+ NetAF.Commands.

Persistence

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

Assembly: NetAF.dll

Syntax

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

```
public interface IRestoreFromObjectSerialization<in T>
```

+ NetAF.Conversations

(NetAF.Conversations.html)

Type Parameters

+ NetAF.Conversations.

Name	Description
Instructions	The type of serialization that this object restores from.

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

+ NetAF.Interpretation

(NetAF.Interpretation.html)

RestoreFrom(T)

(NetAF.Logic.html)

Restore this object from a serialization.

+ NetAF.Logic.Modes

Declaration

(NetAF.Logic.Modes.html)

+ void RestoreFrom(T serialization)

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

Type	Name	Description
(NetAF.Persistence.Json.html)		

Namespace NetAF.Serialization.Assets

Classes

Filter by title

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

Represents a serialization of an AttributeManager.

+ NetAF.Extensions

AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html)

Represents a serialization of an Attribute.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)

+ NetAF.Logic

Represents a serialization of a Character.

(NetAF.Logic.html)

+ NetAF.Logic.Modes

ConversationSerialization

(NetAF.Logic.Modes.html)

(NetAF.Serialization.Assets.ConversationSerialization.html)

+ NetAF.Persistence

Represents a serialization of a Conversation.

(NetAF.Persistence.html)

ExaminableSerialization

(NetAF.Persistence.Json.html)

Represents a serialization of an Examinable.

+ NetAF.Rendering

(NetAF.Rendering.html)

ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

NonPlayableCharacterSerialization

(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

(NetAF.Rendering.Frames.html)

Represents a serialization of a Non-PlayablesCharacter.

+ NetAF.Rendering.Presenters

OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html)

Represents a serialization of an Overworld.

+ NetAF.Serialization

(NetAF.Serialization.html)

PlayableCharacterLocationSerialization

(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html)

(NetAF.Serialization.Assets.htm)

Represents a serialization of a PlayableCharacterLocation.

RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)

Represents a serialization of a Region.

▼

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)

+ NetAF.Conversations

Represents a serialization of a Room.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.htm

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.h

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htm

Class AttributeManagerSerialization

Represents a serialization of an AttributeManager.

Filter by title

Inheritance

+ **NetAFConversations.**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ AttributeManagerSerialization
(NetAFConversations.Instruct
Implements

+ **ObjectExtensions.** ([NetAF.Serialization.IObjectSerialization-1.html](#))<AttributeManager
([NetAF.Serialization.Attributes.AttributeManager.html](#))>

Inherited Members

+ **NetAF.Interpretation**

object.Equals(object, object) ([NetAF.Interpretation.html](#)) [microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Logic**
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

+ **NetAF.Logic.Modes**
object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ **NetAF.Persistence**

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence.Json**

Syntax

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering** Class AttributeManagerSerialization : IObjectSerialization<AttributeManager>
[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

Constructors

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

AttributeManagerSerialization(AttributeManager)
Builders.Console

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Represents a serializer for an AttributeManager.

- **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

public AttributeManagerSerialization(AttributeManager attributeManager)

+ **NetAF.Rendering.Presenters**

[\(NetAF.Rendering.Presenters.html\)](#)

Parameters

+ **NetAF.Serialization**

Type [\(NetAF.Serialization.html\)](#)

AttributeManager

- **NetAF.Serialization.Assets**

[\(NetAF.Assets.Attributes.AttributeManager.html\)](#)

[\(NetAF.Serialization.Assets.html\)](#)

Type	Name	Description
(NetAF.Serialization.html)	attributeManager	The attribute manager to serialize.

Properties

Values

Get or set the values.

Declaration

+ NetAF.Conversations.

public Dictionary<AttributeSerialization, int> Values { get; set; }

Instructions

(NetAF.Conversations.Instruct

Property Value

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

Description

Dictionary (https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2)<

+ NetAF.Interpretation

AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html),

(NetAF.Interpretation.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)>

+ NetAF.Logic

(NetAF.Logic.html)

Methods

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Restore(AttributeManager)

(NetAF.Persistence.html)

Restore an instance from this serialization.

+ NetAF.Persistence.Json

Declaration

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

public void Restore(AttributeManager attributeManager)

(NetAF.Rendering.html)

Partial

NetAF.Rendering.Frame

Builders

Type

(NetAF.Rendering.FrameBuilder.html)

AttributeManager

Name

Description

attributeManager

The attribute manager to restore.

+ NetAF.Rendering.Frame

(NetAF.Rendering.Frame.html)

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

Implements

+ NetAF.Rendering.Frames

IObjectSerialization (https://learn.microsoft.com/dotnet/api/system.runtime.serialization.iobjectserialization-1.html)

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Class AttributeSerialization

Represents a serialization of an Attribute.

Filter by title

Inheritance

+ **NetAF.Conversations.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ AttributeSerialization

(**NetAF.Conversations.Instruct**

Implements

+ **ObjectExtensions.**

↳ IObjectSerialization ([AttributeSerialization-1.html](#))<Attribute

([NetAF.Serialization.Attribute.html](#))>

Inherited Members

+ **NetAF.Interpretation**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ **NetAF.Logic**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

+ **NetAF.Logic.Modes**

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([NetAF.Logic.Modes.html](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ **NetAF.Persistence**

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence.Json**

Syntax

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

↳ Class AttributeSerialization : IObjectSerialization<Attribute>

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Constructors

Builders

([NetAF.Rendering.FrameBuilder.html](#))

AttributeSerialization(Attribute)

AttributeSerialization(Frame)

Builders

Console

Represents a serialization of an Attribute.

([NetAF.Rendering.FrameBuilder.html](#))

Declaration

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

↳ Function [AttributeSerialization\(Asset asset, Attribute attribute\)](#)

+ **NetAF.Rendering.Presenters**

Presenters

([NetAF.Rendering.Presenters.html](#))

↳ Function [AttributeSerialization\(Asset asset, Attribute attribute\)](#)

- **NetAF.Serialization.Assets**

([NetAF.Serialization.Assets.html](#))

Type	Name	Description
NetAF.Serialization	<i>attribute</i>	The asset to serialize.

Properties

Description

Get or set the description.

Declaration

+ **NetAF.Conversations.**

```
    public string Description { get; set; }
```

Instructions

([NetAF.Conversations.Instruct](#))

Property Value

+ **NetAF.Extensions**

Type
([NetAF.Extensions.html](#))

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

NetAF.Logic

([NetAF.Logic.html](#))

Get or set the maximum.

+ **NetAF.Logic.Modes**

Declaration

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

```
    public int Maximum { get; set; }
```

([NetAF.Persistence.html](#))

Property Value

+ **NetAF.Persistence.Json**

Type
([NetAF.Persistence.Json.html](#))

Description

+ **NetAF.Rendering**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Minimum

Borders

([NetAF.Rendering.FrameBuilder.html](#))

Get or set the minimum.

+ **NetAF.Rendering.Frame**

Declaration

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#);)

+ **NetAF.Rendering.Frames**

Property Value

([NetAF.Rendering.Frames.html](#))

+ **NetAF.Rendering.Presenters**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ **NetAF.Serialization**

([NetAF.Serialization.html](#))

Name

- **NetAF.Serialization.Assets**

Get or set the name.

([NetAF.Serialization.Assets.html](#))

Declaration

```
public string Name { get; set; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Extensions.html)

+ NetAF.Interpretation.

Restore(Attribute)

(NetAF.Interpretation.html)

Restore an instance from this serialization.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(Attribute attribute)

(NetAF.Logic.Modes.html)

Parents

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(Attributes.Attribute.html)

(NetAF.Persistence.Json.html)

+ NetAF.Rendering.

Implementations

(NetAF.Rendering.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Class CharacterSerialization

Represents a serialization of a Character.

Filter by title

Inheritance

- + **NetAF.Conversations.**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Instructions
↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)
(NetAF.Conversations.Instruct
↳ CharacterSerialization
↳ NonPlayableCharacterSerialization (NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)
- + **NetAF.Extensions**
Implements
(NetAF.Extensions.html)
IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<IExaminable
(NetAF.Assets.Examinable.html)>
IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Character
(NetAF.Assets.Characters.Character.html)>
- + **NetAF.Logic**
Inherited Members
(NetAF.Logic.html)
- ExaminableSerialization.Identifier
+ **NetAF.Logic.Modes**
(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I
denitier)
ExaminableSerialization.IsPlayerVisible
(NetAF.Persistence.html)
ExaminableSerialization.AttributeManager
(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I
AttributeManager)
- + **NetAF.Rendering**
ExaminableSerialization.Commands
(NetAF.Rendering.html)
- + **NetAF.Rendering.Frame**
ExaminableSerialization.Restore(IExaminable)
(NetAF.Rendering.FrameBuild
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
(NetAF.Rendering.FrameBuild
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)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
(NetAF.Rendering.Frames.html)
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
- + **NetAF.Rendering.Presenters**
(NetAF.Rendering.Presenters.html)
- Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)
- + **NetAF.Serialization**
Assembly: NetAF.dll
(NetAF.Serialization.html)
- **NetAF.Serialization.Assets**
(NetAF.Serialization.Assets.htr

```
public class CharacterSerialization : ExaminableSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Character>
```

Constructors

+ NetAF.Conversations. CharacterSerialization(Character)

Instructions
[\(NetAF.Conversations.html\)](#)

Declarative Extensions

(NetAF.Extensions.html)

```
public CharacterSerialization(Character character)
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

Type
[\(NetAF.Logic.html\)](#)

Character (NetAF.Assets.Characters.Character.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Properties

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

IsAlive (NetAF.Persistence.Json.html)

Gets AF if the character is alive.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
public bool IsAlive { get; set; }
```

(NetAF.Rendering.FrameBuilder)

Property Value

+ NetAF.Rendering.Frame

Type
[Builders.Console](#)

bool (<https://www.mono-project.com/docs/about-mono/api/system.boolean>)

Description

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Items

+ NetAF.Rendering.Presenters

Gets the item serializations.

(NetAF.Rendering.Presenters.html)

Declarative

NetAF.Serialization

(NetAF.Serialization.html)

```
public ItemSerialization[] Items { get; set; }
```

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Property Value

Type	Description
ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]	

▼

Methods

+ NetAF.Conversations.

Instructions

Restore (Character)ns.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(public void Restore(Character character))

+ NetAF.Logic

Parameters

(NetAF.Logic.html)

Type

+ NetAF.Logic.Modes

Character (NetAF.Assets.Characters.Character.html)

(NetAF.Logic.Modes.html)

Name

Description

character

The character to restore.

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)

IO (NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Class ConversationSerialization

Represents a serialization of a Conversation.

Filter by title

Inheritance

+ **NetAF.Conversations.**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ConversationSerialization

(**NetAF.Conversations.Instruct**
Implements

+ **ObjectExtensions.** ([NetAF.Serialization.IObjectSerialization-1.html](#))<Conversation
([NetAF.Extensions.Conversation.html](#))>

Inherited Members

+ **NetAF.Interpretation**

object.Equals(object, object) ([NetAF.Interpretation.html](#)) [microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Logic.**
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

+ **NetAF.Logic.Modes.**
object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ **NetAF.Persistence**

NameSpace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence.Json**

Syntax

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering.** Class ConversationSerialization : IObjectSerialization<Conversation>

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Constructors

Builders

([NetAF.Rendering.FrameBuilder.html](#))

ConversationSerialization(Conversation)

[NetAF.Rendering.Frame](#)

Represents a serialization of a Conversation.

([NetAF.Rendering.FrameBuilder.html](#))

Declaration

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

+ **NetAF.Rendering.Presenters**

Promises

([NetAF.Rendering.Presenters.html](#))

+ **NetAF.Serialization**

([NetAF.Serialization.html](#))

ConversationSerialization(Conversation)

- **NetAF.Serialization.Assets**

([NetAF.Serialization.Assets.html](#))

Type	Name	Description
(NetAF.Serialization.html)	conversation	The conversation to serialize.

Fields

NoCurrentParagraph

Get the value for no current paragraph.

Declaration

+ **NetAF.Conversations.**

```
public const int NoCurrentParagraph = -1
```

Instructions

(NetAF.Conversations.Instruct

Field Value

+ **NetAF.Extensions**

Type
(NetAF.Extensions.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Properties
(NetAF.Logic.html)

+ **NetAF.Logic.Modes**

C
(NetAFLogicModes.html)

+ **NetAF.Persistence**

Get or set the value of the current paragraph.

(NetAF.Persistence.html)

Declaration

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)[get; set;]

+ **NetAF.Rendering**

Property Value
(NetAF.Rendering.html)

Type

+ **NetAF.Rendering.Frame**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Binders
(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Builders
Console

Methods
(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frames**

Restore(Conversation)
(NetAF.Rendering.Frames.html)

Restore an instance from this serialization.

+ **NetAF.Rendering.Presenters**

Declaration

(NetAF.Rendering.Presenters.html)

+ **NetAF.Serialization**

```
public void Restore(Conversation conversation)
```

(NetAF.Serialization.html)

Panel
NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Description

Type	Name	Description
Conversation (NetAF.Conversations.Conversation.html)	<i>conversation</i>	The conversation to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

- + NetAF.Conversations.
 - Instructions
(NetAF.Conversations.Instruct
- + NetAF.Extensions
 - (NetAF.Extensions.html)
- + NetAF.Interpretation
 - (NetAF.Interpretation.html)
- + NetAF.Logic
 - (NetAF.Logic.html)
- + NetAF.Logic.Modes
 - (NetAF.Logic.Modes.html)
- + NetAF.Persistence
 - (NetAF.Persistence.html)
- + NetAF.Persistence.Json
 - (NetAF.Persistence.Json.html)
- + NetAF.Rendering
 - (NetAF.Rendering.html)
- + NetAF.Rendering.Frame
 - Builders
(NetAF.Rendering.FrameBuild
- + NetAF.Rendering.Frame
 - Builders.Console
(NetAF.Rendering.FrameBuild
- + NetAF.Rendering.Frames
 - (NetAF.Rendering.Frames.htm
- + NetAF.Rendering.Presenters
 - (NetAF.Rendering.Presenters.h
- + NetAF.Serialization
 - (NetAF.Serialization.html)
- NetAF.Serialization.Assets
 - (NetAF.Serialization.Assets.htm

Class ExaminableSerialization

Represents a serialization of an Examinable.

Filter by title

Inheritance

+ NetAFConversations.

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableSerialization

(NetAFConversations.Instructions)

↳ CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)

↳ ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)

+ NetAF.Extensions

↳ ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)

↳ OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html)

+ NetAF.Interpretation

↳ RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)

(NetAF.Interpretation.html)

Implements

+ NetAF.Logic

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.Examinable.html) >

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Persistence

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Persistence.Json

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ NetAF.Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceeequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

Builders

(NetAF.Rendering.FrameBuilders)

+ NetAF.Rendering.Frame

public class ExaminableSerialization : IObjectSerialization<IExaminable>

Builders.Console

(NetAF.Rendering.FrameBuilders)

Constructing.Frames

(NetAF.Rendering.Frames.html)

ExaminableSerialization(IExaminable)

(NetAF.Rendering.Presenters.html)

Represents a serialization of an Examinable.

+ NetAF.Serialization

Declaration

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

```
public ExaminableSerialization(IExaminable examinable)
```

Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html)	<i>examinable</i>	The examinable.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Properties

+ NetAF.Extensions

(NetAF.Extensions.html)

AttributeManager

+ NetAF.Interpretation

Get or set the attribute manager serializations.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

```
public AttributeManagerSerialization AttributeManager { get; set; }
```

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Property Value

+ NetAF.Persistence

(NetAF.Persistence.html)

AttributeManagerSerialization (NetAF.Serialization.Assets.AttributeManagerSerialization.html)

Description

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Commands

NetAF.Rendering

(NetAF.Rendering.html)

Get or set the command serializations.

+ NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilder)

```
public CustomCommandSerialization[] Commands { get; set; }
```

+ NetAF.Rendering.Frame

Property Value

Builders.Console

(NetAF.Rendering.FrameBuilder)

Description

+ NetAF.Rendering.Frames

CustomCommandSerialization (NetAF.Serialization.CustomCommandSerialization.html)[]

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

Identifier

(NetAF.Rendering.Presenters.Identifier)

Get AF Serialization

(NetAF.Serialization.html)

Declaration

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htr)

```
public string Identifier { get; set; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

+ NetAF.Conversations.

Instructions

IsPlayerVisible

NetAF.Extensions

visible.

([NetAF.Extensions.html](#))

Declaration

+ NetAF.Interpretation

public bool IsPlayerVisible { get; set; }

+ NetAF.Logic

Property Value

([NetAF.Logic.html](#))

Type

NetAF.Logic.Modes

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAF.Logic.Modes.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

Methods

NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

Restore(IExaminable)

NetAF.Rendering

([NetAF.Rendering.html](#))

Restore an instance from this serialization.

+ NetAF.Rendering.Frame

Declaration

Builders

([NetAF.Rendering.FrameBuilder](#))

public virtual void Restore(IExaminable examinable)

+ NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilder](#))

Name

Description

+ NetAF.Rendering.Frames

IExaminable ([NetAF.Assets.IExaminable.html](#))

examinable

The examinable to restore.

([NetAF.Rendering.Frames.html](#))

+ NetAF.Rendering.Presenters

([NetAF.Rendering.Presenters.html](#))

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

+ NetAF.Serialization

([NetAF.Serialization.html](#))

- NetAF.Serialization.Assets

([NetAF.Serialization.Assets.html](#))

▼

- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct)
- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- + **NetAF.Logic**
(NetAF.Logic.html)
- + **NetAF.Logic.Modes**
(NetAF.Logic.Modes.html)
- + **NetAF.Persistence**
(NetAF.Persistence.html)
- + **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)
- + **NetAF.Rendering**
(NetAF.Rendering.html)
- + **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuilders)
- + **NetAF.Rendering.Frame**
Builders.Console
(NetAF.Rendering.FrameBuilders.Console)
- + **NetAF.Rendering.Frames**
(NetAF.Rendering.Frames.html)
- + **NetAF.Rendering.Presenters**
(NetAF.Rendering.Presenters.html)
- + **NetAF.Serialization**
(NetAF.Serialization.html)
- **NetAF.Serialization.Assets**
(NetAF.Serialization.Assets.html)

Class ExitSerialization

Represents a serialization of an Exit.

Filter by title

Inheritance

+ NetAF Conversations.

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Instructions

[ExaminableSerialization \(NetAF.Serialization.Assets.ExaminableSerialization.html\)](#)

[\(NetAF.Conversations.Instruct](#)

+ NetAF Extensions

[IOBJECTSERIALIZATION \(NetAF.Serialization.IObjectSerialization-1.html\)](#)<IExaminable

(NetAF.Assets.IExaminable.html)

+ NetAF Interpretation

[OBJECTSERIALIZATION \(NetAF.Serialization.IObjectSerialization-1.html\)](#)<Exit (NetAF.Assets.Locations.Exit.html)

[\(NetAF.Interpretation.html\)](#)

Inherited Members

+ NetAF Logic

ExaminableSerialization.Identifier

[\(NetAF.Logic.html\)](#)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

dentifier)

+ NetAF Logic Modes

ExaminableSerialization.IsPlayerVisible

[\(NetAF.Logic.Modes.html\)](#)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

sPlayerVisible)

+ NetAF Persistence

ExaminableSerialization.AttributeManager

[\(NetAF.Persistence.html\)](#)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

AttributeManager)

+ NetAF Persistence.Json

ExaminableSerialization.Commands

[\(NetAF.Persistence.Json.html\)](#)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Commands)

+ NetAF Rendering

ExaminableSerialization.Renderer(IExaminable)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Restore_NetAF_Assets_IExaminable_)

Builders

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[\(NetAF.Rendering.FrameBuilder](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Rendering.FrameBuilder](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Rendering.Frames.html\)](#)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

+ NetAF Rendering Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

Syntax

+ NetAF.Serialization

public sealed class ExitSerialization : ExaminableSerialization, IObjectSerializatio

n<IExaminable>, IObjectSerialization<Exit>

- NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

Constructors

ExitSerialization(Exit)

Represents a serialization of an Exit.

Declaration

+ NetAF.Conversations.

public ExitSerialization(Exit exit)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

Exit (NetAF.Assets.Locations.Exit.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Properties

(NetAF.Logic.html)

+ NetAF.Logic.Modes

IsLocked (NetAF.Logic.Modes.html)

+ NetAF.Persistence

Get if set item is locked.

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Property Value

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

builders (https://learn.microsoft.com/dotnet/api/system.boolean)

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Console

Methods

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

Restore(EXIT)

(NetAF.Rendering.Frames.html)

Restore an instance from this serialization.

+ NetAF.Rendering.Presenters

Declaration

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

public void Restore(Exit exit)

(NetAF.Serialization.html)

NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

NetAF.Serialization.Resources

(NetAF.Serialization.Resources.html)

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)	exit	The exit to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.htm

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.h

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htm

Class ItemSerialization

Represents a serialization of an item.

Filter by title

Inheritance

+ NetAF Conversations.

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Instructions

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

(NetAF Conversations.Instruct

Inplements

+ NetAF Extensions

↳ IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html)

+ NetAF Interpretation

↳ ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Item (NetAF.Assets.Item.html)

(NetAF Interpretation.html)

Inherited Members

+ NetAF Logic

↳ ExaminableSerialization.Identifier

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

dentifier)

+ NetAF Logic Modes

↳ ExaminableSerialization.IsPlayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

sPlayerVisible)

+ NetAF Persistence

↳ ExaminableSerialization.AttributeManager

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

AttributeManager)

+ NetAF Persistence.Json

↳ ExaminableSerialization.Commands

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Commands)

+ NetAF Rendering

↳ ExaminableRendering.Render (IExaminable)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Render)

+ NetAF Rendering Frame

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(NetAF.Rendering.FrameBuilder)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF Rendering Frame Builders

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(NetAF.Rendering.FrameBuilder)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(NetAF.Rendering.Frames)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Rendering.Frames.htm)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

+ NetAF Rendering Presenters

(NetAF.Rendering.Presenters.htm)

Syntax

+ NetAF.Serialization

public sealed class ItemSerialization : ExaminableSerialization, IObjectSerializatio

(NetAF.Serialization.html)

n<IExaminable>, IObjectSerialization<Item>

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htm)

Constructors

ItemSerialization(Item)

Represents a serialization of an Item.

Declaration

+ NetAF.Conversations.

public ItemSerialization(Item item)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

Item (NetAF.Assets.Item.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Methods

+ NetAF.Logic.Modes

Restore(Item)Modes.html

+ NetAF.Persistence

Revert from this item in this serialization.

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

Builders
Item (NetAF.Assets.Item.html)

(NetAF.Rendering.FrameBuilder

Implements

Builders.Console

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Rendering.FrameBuilder

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htr

	Name	Description
Item (NetAF.Assets.Item.html)	item	The item to serialize.

Class NonPlayableCharacterSerialization

Represents a serialization of a NonPlayableCharacter.

Filter by title

Inheritance

+ **NetAFConversations**.

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Instructions

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

(**NetAFConversations.Instruction**)

↳ CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)

↳ NonPlayableCharacterSerialization

+ **NetAF.Extensions**

Implements

(**NetAF.Extensions.html**)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<IExaminable

(NetAF.Assets.IExaminable.html)>

IOObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Character

(NetAF.Assets.Characters.Character.html)>

+ **NetAF.Logic**

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<NonPlayableCharacter

(**NetAF.Logic.html**)

(NetAF.Assets.Characters.NonPlayableCharacter.html)>

+ **NetAFLogicModes**

(**NetAFLogicModes.html**)

CharacterSerialization.Items

(NetAF.Serialization.Assets.CharacterSerialization.html#NetAF_Serialization_Assets_CharacterSerialization_Items)

s) (**NetAF.Persistence.html**)

CharacterSerialization.IsAlive

(NetAF.Serialization.Assets.CharacterSerialization.html#NetAF_Serialization_Assets_CharacterSerialization_IsAli-

ve)

(**NetAF.Persistence.Json.html**)

CharacterSerialization.Restore(Character)

+ **NetAF.Rendering**

(NetAF.Serialization.Assets.CharacterSerialization.html#NetAF_Serialization_Assets_CharacterSerialization_Rest-

ore)

(**NetAF.Rendering.Character.html**)

ExaminableSerialization.Identifier

+ **NetAF.Rendering.Frame**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I-

Builders)

(**NetAF.Rendering.FrameBuilder**)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I-

SPlayerVisible)

(**NetAF.Rendering.FrameBuilder**)

ExaminableSerialization.AttributeManager

(**NetAF.Rendering.FrameBuilder**)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_A-

tttributeManager)

+ **NetAF.Rendering.Frames**

ExaminableSerialization.Commands

(**NetAF.Rendering.Frames.html**)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_C-

ommands)

+ **NetAF.Rendering.Presenters**

ExaminableSerialization.Restore(IExaminable)

(**NetAF.Rendering.Presenters.html**)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_R-

estore)

(**NetAF.Serialization.html**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

- **NetAF.Serialization.Assets**

(**NetAF.Serialization.Assets.html**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

+ NetAF.Conversations.

Syntax

Instructions

(NetAF.Conversations.Instruct

public sealed class NonPlayableCharacterSerialization : CharacterSerialization, IObj

+ NetAF.Extensions<IExaminable>, IObjectSerialization<Character>, IObjectSerialization<NonPlayableCharacter>
[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Constructors

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

NonPlayableCharacterSerialization(NonPlayableCharacter)

+ NetAF.Logic.Modes

Represents a serialization of a NonPlayableCharacter.

[\(NetAF.Logic.Modes.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

public NonPlayableCharacterSerialization(NonPlayableCharacter character)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Parameters

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

NonPlayableCharacter

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Properties

Builders.Console

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Conversation

+ NetAF.Rendering.Frames

Gets the rendering frames serialization.

[\(NetAF.Rendering.Frames.html\)](#)

Declaration

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

public ConversationSerialization Conversation { get; set; }

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

Property Value

- NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

Type	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	

Methods

+ NetAF.Conversations.

Restore(NonPlayableCharacter)

(NetAF.Conversations.Instruct

Restore an instance from this serialization.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation(NonPlayableCharacter character)

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

T(NetAF.Logic.html)

Name

Description

+ NetAF.Logic.Modes

(NetAF.Assets.Characters.NonPlayableCharacter.html)

character

The character to restore.

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IOperation<T> (NetAF.Serialization.IOperation-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Class OverworldSerialization

Represents a serialization of an Overworld.

Filter by title

Inheritance

+ **NetAFConversations.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Instructions

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

(**NetAFConversations.Instruct**)

+ **NetAF.Extensions**

↳ IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

([NetAF.Assets.IExaminable.html](#))>

+ **NetAF.Interpretation**

↳ ObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Overworld

([NetAF.Interpretation.html](#))>

Inherited Members

+ **NetAF.Logic**

↳ ([NetAF.Logic.html](#)) Identifier

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ **NetAF.Logic.Modes**

↳ ExaminableSerialization.ISPlayerVisible

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ **NetAF.Persistence**

↳ ([NetAF.Persistence.html](#)) AttributeManager

([NetAF.Persistence.Json.html](#))

↳ ExaminableSerialization.Commands

+ **NetAF.Rendering**

↳ ([NetAF.Rendering.html](#))

↳ ExaminableSerialization.Restore(IExaminable)

+ **NetAF.Rendering.Frame**

↳ ([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Rendering.Frame**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Rendering.FrameBuilder**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Rendering.Frames**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Rendering.Frames**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Rendering.Presenters**

↳ Assets ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

+ **NetAF.Rendering.Presenters.I**

Syntax

+ **NetAF.Serialization**

↳ ([NetAF.Serialization.html](#))

public sealed class OverworldSerialization : ExaminableSerialization, IObjectSeriali

- **NetAF.Serialization.Assets**

↳ ([NetAF.Serialization.Assets.html](#))

Methods

Restore(Overworld)

Restore an instance from this serialization.

Declaration

+ **NetAF.Conversations.**

 public void Restore(Overworld overworld)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ **NetAF.Extensions**

Type
(NetAF.Extensions.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Implements

(NetAF.Logic.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frame**

Builders.Console

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

+ **NetAF.Serialization**

(NetAF.Serialization.html)

- **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.htm

Class PlayableCharacterLocation Serialization

▼ Filter by title

Represents a serialization of a PlayableCharacterLocation.

+ NetAF.Conversations.

Inheritance

Instructions

(NetAF Conversations.Instruction.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ PlayableCharacterLocationSerialization

+ NetAF.Extensions

Implements

(NetAF.Extensions.html)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))>

(NetAF Interpretation.html)

Inherited Members

+ NetAF.Logic

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(NetAF.Logic.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Logic.Modes

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Persistence

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(NetAF.Persistence.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF Persistence.Json

Namespace: [NetAF](#) ([NetAF.html](#))\Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

(NetAF.Persistence.Json.html)

Syntax

+ NetAF.Rendering

(NetAF.Rendering.html)

public sealed class PlayableCharacterLocationSerialization : IObjectSerialization<PlayableCharacterLocation>

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

CONSTRUCTORS

NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

PlayableCharacterLocationSerialization(PlayableCharacterLocation)

+ NetAF.Rendering.Frames

Represents a serialization of a PlayableCharacterLocation.

(NetAF.Rendering.Frames.html)

Declaration

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

public PlayableCharacterLocationSerialization(PlayableCharacterLocation location)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Type	Name	Description
PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)	<i>location</i>	The location to serialize.

Properties

+ NetAF.Conversations.

PlayerIdentifier

(NetAF.Conversations.Instruct)
Get or set the player identifier.

+ NetAF.Extensions

Declaration
(NetAF.Extensions.html)

+ NetAF.Interpretation.PlayerIdentifier { get; set; }

(NetAF.Interpretation.html)

NetAF.Logic

Type (NetAF.Logic.html)

Description

+ NetAF.Logic.Mode (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

RegionIdentifier
(NetAF.Persistence.html)

Get or set the region identifier.

+ NetAF.Persistence.Json

Declaration
(NetAF.Persistence.Json.html)

+ NetAF.Rendering

public string RegionIdentifier { get; set; }

(NetAF.Rendering.html)

NetAF.Rendering.Frame

Property value

Builders

Type (NetAF.Rendering.FrameBuilder)

Description

string (https://learn.microsoft.com/dotnet/api/system.string)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder)

RoomIdentifier

+ NetAF.Rendering.Frames

Get or set the room identifier.

(NetAF.Rendering.Frames.html)

Declaration

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters)

public string RoomIdentifier { get; set; }

+ NetAF.Serialization

(NetAF.Serialization.html)

Property value

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Methods

+ [NetAF.Conversations.](#)

Restore(PlayableCharacterLocation)

([NetAF.Conversations.Instruct](#))

Restore an instance from this serialization.

+ [NetAF.Extensions](#)

Declaration

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)(PlayableCharacterLocation location)

([NetAF.Interpretation.html](#))

Parameters

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Name

Description

+ [NetAF.Logic.Modes](#) ([NetAF.Logic.PlayableCharacterLocation.html](#))

location

The attribute to restore.

([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

Implements

([NetAF.Persistence.html](#))

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ [NetAF.Rendering.Frame](#)

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

+ [NetAF.Rendering.Presenters](#)

([NetAF.Rendering.Presenters.html](#))

+ [NetAF.Serialization](#)

([NetAF.Serialization.html](#))

- [NetAF.Serialization.Assets](#)

([NetAF.Serialization.Assets.html](#))

Class RegionSerialization

Represents a serialization of a Region.

Filter by title

Inheritance

+ NetAFConversations.

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Instructions

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

(NetAFConversations.Instruct

+ NetAF.Extensions

↳ IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

(NetAF.Assets.IExaminable.html)

+ NetAF.Interpretation

↳ ObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Region

(NetAF.Interpretation.html)

Inherited Members

+ NetAF.Logic

↳ (NetAF.Logic.html) Identifier

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Identifie

+ NetAF.Logic.Modes

↳ ExaminableSerialization.ISPlayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_ISPlayerVisible)

+ NetAF.Persistence

↳ (NetAF.Persistence.html) ExaminableSerialization.AttributeManager

+ NetAF.Persistence.Json

↳ (NetAF.Persistence.Json.html) ExaminableSerialization.Commands

+ NetAF.Rendering

↳ (NetAF.Rendering.html) ExaminableSerialization.Restore(IExaminable)

+ NetAF.Rendering.Frame

↳ (NetAF.Rendering.Frame.html) ExaminableSerialization.Restore_NetAF_Assets_IExaminable_(object.equals#system-object>equals(system-object))

+ NetAF.Rendering.FrameBuilder

↳ (NetAF.Rendering.FrameBuilder.html) object.Equals(object, object) ([## + NetAF.Rendering.FrameBuilderConsole](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-object))</p></div><div data-bbox=)

↳ (NetAF.Rendering.FrameBuilderConsole.html) object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Rendering.Frames

↳ (NetAF.Rendering.Frames.html) object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ NetAF.Rendering.Presenters

↳ (NetAF.Rendering.Presenters.html) object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Rendering.Presenters

↳ (NetAF.Rendering.Presenters.html) Assets (NetAF.Serialization.Assets.html)

+ NetAF.Renderer

Syntax

+ NetAF.Serialization

(NetAF.Serialization.html)

public sealed class RegionSerialization : ExaminableSerialization, IObjectSerializat

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htr

Constructors

RegionSerialization(Region)

Represents a serialization of a Region.

Declaration

+ NetAF.Conversations.

```
public RegionSerialization(Region region)
```

Instructions

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

Region (NetAF.Assets.Locations.Region.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Properties

+ NetAF.Logic.Modes

C (NetAF.Logic.Modes.html)

+ NetAF.Persistence

Get Set the persistent form.

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Property Value

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

Builders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ NetAF.Rendering.FrameBuilders

(NetAF.Rendering.FrameBuilders.html)

+ NetAF.Rendering.Rooms

Builders.Console

Get (NetAF.Rendering.FrameBuilders.Console.html)

- NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

```
public RoomSerialization[] Rooms { get; set; }
```

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Property Value

+ NetAF.Serialization

Type

(NetAF.Serialization.html)

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)[]

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Description

Methods

Restore(Region)

Restore an instance from this serialization.

Declaration

+ **NetAF.Conversations.**

 public void Restore(Region region)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ **NetAF.Extensions**

Type
(NetAF.Extensions.html)

Region (NetAF.Assets.Locations.Region.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Implements

+ **NetAF.Logic**

 IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

 IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Console

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

+ **NetAF.Serialization**

(NetAF.Serialization.html)

- **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.html)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	region	The region to restore.

Class RoomSerialization

Represents a serialization of a Room.

Filter by title

Inheritance

+ **NetAFConversations.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Instructions

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

(**NetAFConversations.Instruct**)

+ **NetAF.Extensions**

↳ IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

([NetAF.Assets.IExaminable.html](#))>

+ **NetAF.Interpretation**

↳ ObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Room

([NetAF.Interpretation.html](#))>

Inherited Members

+ **NetAF.Logic**

↳ ([NetAF.Logic.html](#)) Identifier

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ **NetAF.Logic.Modes**

↳ ExaminableSerialization.ISPlayerVisible

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ **NetAF.Persistence**

↳ ([NetAF.Persistence.Json.html](#))

ExaminableSerialization.AttributeManager

+ **NetAF.Persistence.Json**

↳ AttributeMapper

([NetAF.Persistence.Json.html](#))

ExaminableSerialization.Commands

+ **NetAF.Rendering**

↳ ([NetAF.Rendering.html](#))

ExaminableSerialization.Restore(IExaminable)

+ **NetAF.Rendering.Frame**

↳ ([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Rendering.Frame**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Rendering.FrameBuilder**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Rendering.Frames**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Rendering.Frames.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Rendering.Presenters**

↳ ([NetAF.Rendering.Presenters.html](#))

Syntax

+ **NetAF.Serialization**

([NetAF.Serialization.html](#))

public sealed class RoomSerialization : ExaminableSerialization, IObjectSerialization

- **NetAF.Serialization.Assets**

([NetAF.Serialization.Assets.html](#))

Constructors

RoomSerialization(Room)

Represents a serialization of a Room.

Declaration

+ NetAF.Conversations.

public RoomSerialization(Room room)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

Room.(NetAF.Assets.Locations.Room.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Properties

+ NetAF.Logic.Modes

Characteristic.Modes.html

+ NetAF.Persistence

Get or set the character serializations.

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

NonPluggableCharacterSerialization[] Characters { get; set; }

+ NetAF.Rendering

Property Value

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

NonPlayableCharacterSerialization

(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

[]

+ NetAF.Rendering.Frame

Builders.Console

Exits

+ NetAF.Rendering.Frames

Get or set the exit serializations.

(NetAF.Rendering.Frames.html)

Declaration

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

public ExitSerialization[] Exits { get; set; }

+ NetAF.Serialization

Properties

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htr)

Type	Description
ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)[]	

HasBeenVisited

Get or set if the room has been visited.

+ **NetAF.Conversations.**

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public bool HasBeenVisisted { get; set; }
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **NetAF.Logic**

(NetAF.Logic.html)

Items

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

Get or set the item serializations.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Property Value

+ **NetAF.Rendering**

(NetAF.Rendering.html)

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

Methods

+ **NetAF.Rendering.Frame**

Builders.Console

(NetAF.Rendering.FrameBuilder)

Restore(Room)

+ **NetAF.Rendering.Frames**

Restore an instance from this serialization.

(NetAF.Rendering.Frames.html)

Declaration

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

```
public void Restore(Room room)
```

+ **NetAF.Serialization**

(NetAF.Serialization.html)

Parameters

- **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.html)

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	<i>room</i>	The room to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.htm

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.h

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htm

Namespace NetAF.Utilities

Classes

Filter by title

OverworldMaker ([NetAF.Utilities.OverworldMaker.html](#))

+ **NetAF.Commands.**

Provides a class for helping to make Regions.
Persistence

([NetAF.Commands.Persistence.html](#))

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

+ **NetAF.Commands.Scene**

Provides a class for helping to make Regions.
([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

StringUtilities ([NetAF.Utilities.StringUtilities.html](#))

([NetAF.Conversations.html](#))

Provides a helper class for string interpretation.

+ **NetAF.Conversations.**

Instructions

Interfaces

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

IAssetTemplate<T> ([NetAF.Utilities.IAssetTemplate-1.html](#))

([NetAF.Extensions.html](#))

Represents any object that is a template for an asset.

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Builders.Console

([NetAF.Rendering.FrameBuilderConsole.html](#))

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: [NetAF](#).[\(NetAF.html\)](#).[Utilities](#).[\(NetAF.Utilities.html\)](#)

Assembly: [NetAF.dll](#)

+ **NetAF.Commands.**

Syntax

Persistence

(NetAF.Commands.Persistence)

public interface IAssetTemplate<out T>

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Type Parameters

+ **NetAF.Conversations**

Name	Description
(NetAF.Conversations.html)	<i>T</i> The type of asset being templated.

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

Methods

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Instantiate()

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Instantiates an interpretation of the templated asset.

+ **NetAF.Logic**

(NetAF.Logic.html)

T Instantiate()

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

Returns

+ **NetAF.Persistence**

Type	Description
(NetAF.Persistence.html)	

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frame**

Builders.Console

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Extras**

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ [NetAF.Commands](#) (https://learn.microsoft.com/dotnet/api/system.object)

 + [OverworldMaker](#)

Inheritance (NetAF.Commands.Persistence)

+ [NetAF.Commands.Scene](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

 + [\(NetAF.Commands.Scene.html\)](#)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ [NetAF.Conversations](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

 + [\(NetAF.Conversations.html\)](#)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

+ [NetAF.Conversations](#) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

+ [NetAF.Conversations.Instruct](#)

Namespace: NetAF (NetAF.NET.Utilities (NetAF.Utilities.html))

Assembly: NetAF.dll

+ [NetAF.Extensions](#)

 + [\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

 + [public sealed class OverworldMaker](#)

 + [\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

 + [\(NetAF.Logic.html\)](#)

+ [NetAF.Logic.Modes](#)

 + [\(NetAF.Logic.Modes.html\)](#)

+ [OverworldMaker](#)

 + [\(OverworldMaker.html\)](#)

+ [NetAF.Persistence](#)

 + [Provides a class for helping to make Regions.](#)

 + [\(NetAF.Persistence.html\)](#)

 + Declaration

+ [NetAF.Persistence.Json](#)

 + [\(NetAF.Persistence.Json.html\)](#)

 + [Region identifier, Description description, params RegionM](#)

 + [aker\[\] regionMakers\)](#)

+ [NetAF.Rendering](#)

 + [\(NetAF.Rendering.html\)](#)

 + Parameters

+ [NetAF.Rendering.Frame](#)

 + [Type](#)

 + [Builders](#)

 + [Identifier \(NetAF.Assets.Identifier.html\)](#)

 + [\(NetAF.Rendering.FrameBuilder.html\)](#)

 + [Description \(NetAF.Assets.Description.html\)](#)

 + [\(NetAF.Rendering.Frame.html\)](#)

 + [RegionMakers \(NetAF.Utilities.RegionMaker.html\)](#)

 + [\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Examples](#)

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	identifier	An identifier for the region.
Description (NetAF.Assets.Description.html)	description	A description for the region.
RegionMakers (NetAF.Utilities.RegionMaker.html)	regionMakers	The region makes to use to construct regions.

OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Declaration

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)
```

+ NetAF.Commands.

Parameters

Persistence

Type	Name	Description
(NetAF.Commands.Persistence.html)	<i>identifier</i>	An identifier for the region.
string + NetAF.Commands.Scene (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Scene.html)	<i>description</i>	A description for the region.
string + NetAF.Conversations (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.html)	<i>regionMakers</i>	The region makes to use to construct regions.

Instructions

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[Make\(\)](#)
[\(NetAF.Interpretation.html\)](#)

Make an overworld.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Modes

[public Overworld Make\(\)](#)
[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

Returns
[Type](#)
[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[Overworld](#) ([NetAF.Assets.Locations.Overworld.html](#))
[\(NetAF.Persistence.Json.html\)](#)

Description

The created overworld.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder](#)

+ NetAF.Rendering.Frame

Builders.Console

[\(NetAF.Rendering.FrameBuilder](#)

+ NetAF.Rendering.Frames

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ [NetAF.Commands](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

Persistence

Inheritance

+ [NetAF.Commands.Scene](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Commands.Scene.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Conversations](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Conversations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ [NetAF.Conversations](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.Instructions.html](#))

NameSpace: NetAF ([NetAF.html](#)) Utilities ([NetAF.Utilities.html](#))

Assembly: NetAF.dll

+ [NetAF.Extensions](#)

Syntax

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

public sealed class RegionMaker

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

Construction

([NetAF.Logic.Construction.html](#))

+ [NetAF.Logic.Modes](#)

RegionMaker (Mode.html) Description

+ [NetAF.Persistence](#)

Provides a class for helping to make Regions.

([NetAF.Persistence.html](#))

Declaration

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#)) identifier, Description description)

+ [NetAF.Rendering](#)

Parameters

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Assets.Identifier.html](#))

Name

Description

identifier

An identifier for the region.

([NetAF.Rendering.FrameBuilder.html](#))

Description ([NetAF.Assets.Description.html](#))

description

A description for the region.

+ [NetAF.Rendering.Frame](#)

Builders.Console

RegionMaker (string, string)

+ [NetAF.Rendering.Frames](#)

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

Type	Name	Description
+ NetAF.Commands.Persistence string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	An identifier for the region.
+ NetAF.Commands.Persistence string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description for the region.

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

Properties

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Instructions

Get or set the room at a location.

+ **NetAF.Conversations.Instruct**

Declaration

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

```
public Room this[int x, int y, int z] { get; set; }
```

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

Parameters

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The x position.

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position.

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

Property value

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

Room ([NetAF.Assets.Locations.Room.html](#))

Description

The room.

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Methods

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

CanPlaceRoom(int, int, int)

+ **NetAF.Rendering.Frame**

Declaration

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Declaration

[\(NetAF.Rendering.FrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.

(NetAF.Commands.Persistence)

Returns

+ NetAF.Commands.Scene

Type	Description
(NetAF.Commands.Scene.html)	True if the room can be placed, else false.

(NetAF.Conversations.html)

+ NetAF.Conversations.

GetRoomPositions()

Instructions

Get all room positions.

(NetAF.Conversations.Instruct)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public RoomPosition[] GetRoomPositions()
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Returns

+ NetAF.Logic

Type

(NetAF.Logic.html)

RoomPosition ([NetAF.Assets.Locations.RoomPosition.html](#))[]

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Make()

(NetAF.Persistence.html)

Make a region.

+ NetAF.Persistence.Json

Declaration

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Returns

+ NetAF.Rendering.Frame

Type

(NetAF.Rendering.FrameBuilder)

Region ([NetAF.Assets.Locations.Region.html](#))

Description

The created region.

+ NetAF.Rendering.Frame

Builders.Console

Make(RoomPosition)rameBuilder

(NetAF.Rendering.FrameBuilder)

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

Type	Name	Description
+ NetAF.Commands. RoomPosition (NetAF.Assets.Locations.RoomPosition.html) Persistence	<i>startPosition</i>	The start position.

(NetAF.Commands.Persistence)
Returns

Type	Description
+ NetAF.Commands.Scene (NetAF.Commands.Scene.html) Region (NetAF.Assets.Locations.Region.html)	The created region.

+ NetAF.Conversations

(NetAF.Conversations.html)

MakeAF.Conversations.

Instructions

Make a region.

(NetAF.Conversations.Instruct)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public Region Make(int x, int y, int z)
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

Type	Name	Description
+ NetAF.Logic (NetAF.Logic.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The start x position.
+ NetAF.Logic.Modes int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Logic.Modes.html)	y	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The start z position.

+ NetAF.Persistence

(NetAF.Persistence.html)

Returns

Type	Description
(NetAF.Persistence.Json.html) Region (NetAF.Assets.Locations.Region.html)	The created region.

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

Class StringUtilities

Provides a helper class for string interpretation.

Filter by title

Inheritance

+ [NetAF.Commands](#) (https://learn.microsoft.com/dotnet/api/system.object)

Persistence

Inheritance

+ [NetAF.Commands.Scene](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

([NetAF.Commands.Scene.html](#))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

+ [NetAF.Commands.Scene](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

([NetAF.Commands.Scene.html](#))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ [NetAF.Extensions](#)

Assembly: NetAF.dll

([NetAF.Extensions.html](#))

Syntax

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

public static class StringUtilities

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

CR (https://learn.microsoft.com/dotnet/api/system.char)

([NetAF.Persistence.html](#))

Get the character for carriage return.

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

public const char CR = '\r'

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Field Value

Builders

Type ([NetAF.Rendering.FrameBuilder](#))

Description

char (https://learn.microsoft.com/dotnet/api/system.char)

+ [NetAF.Rendering.Frame](#)

Builders.Console

([NetAF.Rendering.FrameBuilder](#))

LF

+ [NetAF.Rendering.Frame](#)

Get the character for line feed.

Declaration

```
public const char LF = '\n'
```



Field Value

Type	Description
+ NetAF.Commands.Persistence . char (https://learn.microsoft.com/dotnet/api/system.char)	

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**

NewLine
([NetAF.Commands.Scene.html](#))

Get the new line string.

+ **NetAF.Conversations**

Declaration
([NetAF.Conversations.html](#))

+ **NetAF.Conversations**.

```
public const string Newline = "\n"
```

Instructions

([NetAF.Conversations.Instruct.html](#))

Field Value

Type	Description
+ NetAF.Extensions . string (https://learn.microsoft.com/dotnet/api/system.string)	

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

Methods
([NetAF.Logic.html](#))

+ **NetAF.Logic.Modes**

ConstructAttributesAsString(Dictionary<Attribute, int>)
([NetAF.Logic.Modes.html](#))

ConstructAFLine describing a series of attributes.

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Declaration

+ **NetAF.Persistence.Json**

```
public static string ConstructAttributesAsString(Dictionary<Attribute, int> attributes)
```

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

Parameters

+ **NetAF.Rendering.Frame**

Name	Description
attributes	The attributes.

Builders

Dictionary

(<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>)

+ **NetAF.Rendering.Frame**

<Attribute ([NetAF.Assets.Attributes.Attribute.html](#)),
int (<https://learn.microsoft.com/dotnet/api/system.int32>)>

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

Returns

+ **NetAF.Rendering.Frames**

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The sentence.

ConstructExaminablesAsSentence(IExaminable[])

Construct a sentence describing a series of examinables.

+ NetAF.Commands.

Declaration

Persistence

([NetAF.Commands.Persistence.html](#)) ConstructExaminablesAsSentence(IExaminable[] examinables)

+ NetAF.Commands.Scene

Parameters

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations.

Returns

Instructions

Type ([NetAF.Conversations.Instruct.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

CutLineFromParagraph(ref string, int)
([NetAF.Interpretation.html](#))

Cut a line from a paragraph.

+ NetAF.Logic

Declaration

([NetAF.Logic.html](#))

+ NetAF.Logic.Modes

public static string CutLineFromParagraph(ref string paragraph, int maxWidth)
([NetAF.Logic.Modes.html](#))

+ NetAF.Persistence

Parameters

([NetAF.Persistence.html](#))

Type

Name

Description

+ NetAF.Persistence.Json

string (<https://learn.microsoft.com/dotnet/api/system.string>)

paragraph

The paragraph.

([NetAF.Persistence.Json.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

maxWidth

The max line length.

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Returns

+ NetAF.Rendering.Frame

Description

Builders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

line

The line cut from the paragraph.

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frame

ExtractNextWordFromString(ref string)

([NetAF.Rendering.FrameBuilder.html](#))

Extract the next word from a string. This will remove the word from the input string.

([NetAF.Rendering.Frame.html](#))

Declaration

```
public static string ExtractNextWordFromString(ref string input)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The input string.

+ NetAF.Commands.

Persistence

Type	Description
(NetAF.Commands.Persistence.html)	

+ NetAF.Commands.Scene

string (https://learn.microsoft.com/dotnet/api/system.string)	The extracted work.
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+ NetAF.Conversations

PreInput(string)

PreInput removes ambiguity around special characters.

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type	Name	Description
(NetAF.Interpretation.html)		

+ NetAF.Logic

string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The input.
--	--------------	------------

(NetAF.Logic.html)

Returns

+ NetAF.Logic.Modes

Type	Description
(NetAF.Logic.Modes.html)	

+ NetAF.Persistence

string (https://learn.microsoft.com/dotnet/api/system.string)	The preened input.
--	--------------------

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Extras