

Namespace NetAF.Adapters

Classes

Filter by title

SystemConsoleAdapter (NetAF.Adapters.SystemConsoleAdapter.html)

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

IIOAdapter

Interfaces

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

SystemConsoleAdapter

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

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

+ NetAF.Assets

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

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

Interface IIOAdapter

Represents any object that provides an adapter for input.

Filter by title

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

Assemblies

Syntax

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

+ NetAF.Assets

Methods

+ NetAF.Assets.Attributes

RenderFrame (Attributes.html)

+ NetAF.Assets.Characters

Declaration

+ NetAF.Assets.Interaction

RenderFrame (Interaction.html)

+ NetAF.Assets.Locations

Parameters

(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

IFrame (NetAF.RenderEngine.IFrame.html)

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

Setup(Game)

(NetAF.Commands.Persistence.html)

Setup for a game.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations.

void Setup(Game game)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

Type

(NetAF.Extensions.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

WantsACKnowledge()

(NetAF.Logic.html)

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

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

Wait for acknowledgment.

Declaration

```
bool WaitForAcknowledge()
```

>Returns

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

+ [NetAF.Assets](#)

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

Wait for input.

+ [NetAF.Assets.Attributes](#)

Declaration

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

+ [NetAF.Assets.Characters](#)

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

Returns

+ [NetAF.Assets.Interaction](#)

Type

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

+ [NetAF.Assets.Locations](#)

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

+ [NetAF.Commands](#)

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

+ [NetAF.Commands.](#)

Persistence

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

+ [NetAF.Conversations](#)

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

+ [NetAF.Conversations.](#)

Instructions

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

+ [NetAF.Extensions](#)

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

+ [NetAF.Interpretation](#)

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

+ [NetAF.Logic](#)

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

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

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

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

+ NetAF.Assets

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

+ NetAF.Assets.Attributes

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

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

+ NetAF.Assets.Characters

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

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

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

+ NetAF.Assets.Interaction

Assembly: [NetAF.dll](#)

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

Syntax

+ NetAF.Assets.Locations

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

public sealed class SystemConsoleAdapter : IIIOAdapter

+ NetAF.Commands

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

t NetAF.Commands.

Methods

Persistence

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

RenderFrame(IFrame)

[+ NetAF.Conversations](#)

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

D NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

Parameters

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

Type

+ NetAF.Interpretation

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

+ NetAF.Logic

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

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

Setup(Game)

Setup for a game.

Declaration

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

Part: NetAFAdapters

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

SystemConsoleAdapter
(NetAF.Adapters.SystemConsoleAdapter.html)

+ NetAFAssets

WaitForAcknowledge()

(NetAFAssets.html)

De: NetAFAssets.Attributes

(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)

Description

True if the acknowledgment was received correctly, else false.

+ NetAFCommands

(NetAFCommands.html)

WaitForInput()

+ NetAFCommands.

WaitForInput

Persistence

(NetAFCommands.Persistence.html)

Declaration

+ NetAFConversations

public string WaitForInput()

(NetAFConversations.html)

+ NetAFConversations.

Returns

Instructions

Type (NetAFConversations.Instruct

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

Description

The input.

+ NetAFExtensions

(NetAFExtensions.html)

Implementation

(NetAFInterpretation.html)

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

+ NetAFLogic

(NetAFLogic.html)

▼

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

Namespace NetAF.Assets

Classes

Filter by title ▾

ConditionalDescription (NetAF.Assets.ConditionalDescription.html)

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

- NetAF.Assets

Description (NetAF.Assets.Description.html)

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

(NetAF.Assets.Description.html)

ExaminableObject (NetAF.Assets.ExaminableObject.html)

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

(NetAF.Assets.ExaminableObject.html)

ExaminationRequest (NetAF.Assets.ExaminationRequest.html)

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

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult (NetAF.Assets.ExaminationResult.html)

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

(NetAF.Assets.ExaminationScene.html)

ExaminationScene (NetAF.Assets.ExaminationScene.html)

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

(NetAF.Assets.IItemContainer.html)

Identifier (NetAF.Assets.Identifier.html)

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

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Structs

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Interfaces

IExaminable (NetAF.Assets.IExaminable.html)

Represents any object that is examinable.



IItemContainer (NetAF.Assets.IItemContainer.html)

+ NetAF.Adapters

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

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Assets.html)

Represents any object that is visible to a player.

ConditionalDescription

(NetAF.Assets.ConditionalDescriptor)

Description

(NetAF.Assets.Description.html)

ExaminableObject

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

(NetAF.Assets.ExaminableObject.h)

Represents the callback for examinations.

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

(NetAF.Assets.ExaminationReques

ExaminationResult

(NetAF.Assets.ExaminationResult.I

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ **NetAF.Adapters**

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

- **NetAF.Assets** Description

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

Inherited Members

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

Assembly: [NetAF.dll](#)

Syntax:

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

Constructors

[IPlayerVisible](#)

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

Identifier

[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**

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

trueDescription

The true description.

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

falseDescription

The false description.

+ **NetAF.Commands**

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

Properties

+ NetAF.Adapters

(NetAF.Adapters.html)
Condition

- NetAF.Assets

Get or set the condition

(NetAF.Assets.html)

Declaration

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

(NetAF.Assets.Description.html)

Property Value

(NetAF.Assets.ExaminableObject.h)

Type ExaminationCallback

(NetAF.Assets.ExaminationCallback)

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

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

(NetAF.Assets.ExaminationResult.I)

ExaminationScene

(NetAF.Assets.ExaminationScene.I)

IExaminable

(NetAF.Assets.IExaminable.html)

Methods

GetDescription()

Get the description.

(NetAF.Assets.IItemContainer.html)

Declaration

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

override string GetDescription()

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Returns

Size (NetAF.Assets.Size.html)

Type

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Description

The description.

+ NetAF.Assets.Characters

Overrides

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Class Description

Represents a description of an object.

Filter by title

Inheritance

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

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

- **NetAF.Assets**

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

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

Inherited Members

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

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

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

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

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

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

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

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

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

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

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

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

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

ExaminationResult

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

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

Assembly: NetAF

ExaminationScene

Syntax: `NetAF.Assets.ExaminationScene.I`

IExaminable

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

ItemContainer

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

IPlayerVisible

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

Identifier

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

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

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

Represents a description of an object.

+ **NetAF.Assets.Attributes**

Declaration

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

+ **NetAF.Assets.Characters**

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

Parameters

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

	Name	Description
string (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](#)

Syntax

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

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

public class ExaminableObject : IExaminable, IPlayerVisible, IRestoreFromObjectSerializa

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

([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](#)

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.html)

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

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

Property Value

(NetAF.Assets.ExaminationRequest.html)

Type

ExaminationResult

Description

(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

(NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Description (NetAF.Assets.Description.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Examination

+ NetAF.Assets.Interaction

Get the callback handling all 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.html)

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

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)

+ NetAF.Commands

Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

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

- **NetAF.Assets**

Assembly: NetAF.dll

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

Syntax

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

Parameters

Type	Name	Description
ExaminationCallback	request	The examination request.

Returns

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

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

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

Class ExaminationRequest

Represents a request to examine an IExaminable.

Filter by title

Inheritance

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

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

Inherited Members

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

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

Assembly: NetAF.dll

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

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

 Identifier

Constructors

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

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

ExaminationRequest(IExaminable, ExaminationScene)

+ **NetAF.Assets.Attributes**

Represents a request to examine an IExaminable.

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

Declaration

+ **NetAF.Assets.Characters**

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

 public ExaminationRequest(IExaminable examinable, ExaminationScene scene)

+ **NetAF.Assets.Interaction**

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

Parameters

+ **NetAF.Assets.Locations**

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

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

Name

Description

Type	Name	Description
NetAF.Assets.Locations.html	examinable	The object being examined.

+ **NetAF.Commands**

ExaminationScene

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

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

scene

ExaminationScene	scene	The scene the object is being examined from.
------------------	-------	--

+ **NetAF.Commands.**

Persistence

ExaminationRequest(IExaminable, Game)

Initializes a new instance of the ExaminationRequest class.

Declaration

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

(NetAF.Assets.html)

Parameters

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

ConditionalDescription
(NetAF.Assets.ExaminableObject.html)

ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)

Properties

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)

ExaminationResult
(NetAF.Assets.ExaminationResult.html)

Examinable
(NetAF.Assets.Examinable.html)

ExaminationScene
(NetAF.Assets.ExaminationScene.html)

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

IExaminable
(NetAF.Assets.IExaminable.html)

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

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

Property Value
(NetAF.Assets.IPlayerVisible.html)

Type	Description
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

Declaration
(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

Property Value
(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

ExaminationScene (NetAF.Assets.ExaminationScene.html)
(NetAF.Commands.html)

+ NetAF.Commands.

Persistence



(NetAF.Assets.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Inherited Members

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

ItemContainer

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

Syntax

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Constructors

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

ExaminationResult(string)

+ NetAF.Assets.Characters

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

Declarations

NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public ExaminationResult(string description)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

Type

(NetAF.Commands.html)

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

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

Name	Description
description	A description of the result.



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

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

Class ExaminationScene

Represents a scene that an examination occurs in.

Filter by title

Inheritance

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

Inherited Members

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

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

Assembly: NetAF.dll

Syntax

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Constructors

+ NetAF.Assets.Attributes

ExaminationScene(Character, Room)

+ NetAF.Assets.Characters

Represents a scene that an examination occurs in.

(NetAF.Assets.Characters.html)
Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Parameters
(NetAF.Assets.Locations.html)

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

+ NetAF.Conversations

ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

 ↳ Conditional description...

Parameters

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

Persistence

Room

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Get the room the examinable is being examined from.

Declaration

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

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

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Interface IExaminable

Represents any object that is examinable.

 Filter by title

Inherited Members

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

Namespace: NetAE (NetAE.html) | Assets (NetAEAssets.html)

Assessment and Request

Assessment/Examination Request

EXHIBIT 10.1 SPECIAL ASSETS EXHIBIT

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

Properties

IPlayerVisible

Attributes

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

→ [Size \(NetAE Assets Size.html\)](#)

+ NetAE Assets Attributes

```
+ NetATLAS.ATTRIBUTES.Attributes  
  AttributeManager.Attributes [ get; ]
```

+ NetAE Assets Characters

+ NetAE.Assets.Characters
Property Value
— (NetAE.Assets.Characters.htm)

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

† NetAE Assets - Locations

- (NetAEAssets.Locations.html)

Commands

+ **NetAF Commands**
Get this objects commands.
[NETAF.COM](#)

(NetAF.C)

Declaration of NetACE Commands

NETAP.COM

Persistence CustomCommand[] Commands { get; }

(NetAF.Commands.Persistence)

NetAF Conversations

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.ExaminationRequest

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)

Size (NetAF.Assets.Size.html)

Type

+ NetAF.Assets.Attributes

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Methods

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Examine(ExaminationScene)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

- NetAF.Commands

(NetAF.Commands.html)

ExaminationResult Examine(ExaminationScene scene)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Returns

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

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

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

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

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

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

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

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

+ **NetAF.Conversations**

Interface IItemContainer

Represents any object that is a container of items.

▼ Filter by title

Inherited Members

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

Asset (NetAF.Assets.IExaminable.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)

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

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

Methods

Conversations

(NetAF.Conversations.html)

Description

AddItem(Item)

Add an item.

Declaration

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

 ↳ [Description](#)

Parameters

Type	(NetAF.Assets.ExaminableObject.html)
Item	(NetAF.Assets.Item.html)

Name

Description

item

The item to add.

RemoveItem(Item)

Remove an item.

ExaminationScene

Declaration

NetAF.Assets.ExaminationScene.I

IExaminable

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

IItemContainer

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

Parameters

IPlayerVisible

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

Name

Description

Identifier

Item (NetAF.Assets.Item.html)

(NetAF.Assets.Identifier.html)

item

The item to remove.

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

[Persistence](#)

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

+ NetAF.Conversations

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

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Assembly: NetAF.dll

Syntax (NetAF.Assets.ExaminableObject.h)

ExaminationCallback

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

(NetAF.Assets.ExaminationRequest.h)

ExaminationResult

(NetAF.Assets.ExaminationResult.h)

ExaminationScene

(NetAF.Assets.ExaminationScene.h)

IExaminable

(NetAF.Assets.IExaminable.html)

ItemContainer

Get (NetAF.Assets.ItemContainer.html)

IPlayerVisible

Declaration (NetAF.Assets.IPlayerVisible.html)

Identifier

bool IsPlayerVisible { get; set; }

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Property Value

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

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

Description

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance

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

Implements

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

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

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

Inherited Members

(NetAF.Assets.ExaminationScene.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.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.IExaminable.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.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Conversations

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

(NetAFConversations.html)

+ NetAF.Conversations.

Instructions

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

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>)

Declaration

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Name

+ NetAF.Assets.Interaction

Get the name

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public string Name { get; }

+ NetAF.Commands

(NetAF.Commands.html)

Property Value

+ NetAF.Commands.

Type

Persistence

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

(NetAF.Commands.Persistence)

+ NetAF.Conversations

(NetAF.Conversations.html)

Methods

NetAF.Conversations.

Instructions

Description

Description

Description

Equals(Identifier)

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

Declaration

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

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

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

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

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

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

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

`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

+ **NetAF.Assets.Interaction**

`(NetAF.Assets.Interaction.html)`

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

+ **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,

+ **NetAF.Commands.Persistence**

`(NetAF.Commands.Persistence.html)`

+ **NetAF.Conversations**

`(NetAF.Conversations.html)`

`Tostring()`

+ **NetAF.Conversations**.

Instructions

Returns a string that represents the current object.

Declaration

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

>Returns

Type	Description
ExaminationObject 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)

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

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

Implements

[ExaminationScene](#)
(NetAF.Assets.ExaminationScene.IEquatable<T>)

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

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

[IItemContainer](#)

(NetAF.Assets.IItemContainer.html)

[IPlayerVisible](#)

(NetAF.Assets.IPlayerVisible.html)

[Identifier](#)

(NetAF.Assets.Identifier.html)

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

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance [System.Object](#)

↳ [ExaminationCallback](#)
↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [NetAF.Assets.ExaminationCallback](#)
↳ [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
Examinable ([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
↳ [\(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands\)](#)
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)
↳ [\(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As
sets_ExaminableSerialization_\)](#)
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.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.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
+ **NetAF.Conversations**
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
+ **NetAF.Conversations**.Assets ([NetAF.Assets.html](#))
+ **NetAF.Conversations**.Instructions
+ **NetAF.Conversations**.Instructions

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)

Initializes a new instance of the Item class.

(NetAF.Assets.ExaminationResult.I

Declaration

ExaminationScene

(NetAF.Assets.ExaminationScene.I

```
public Item(Identifier identifier, Description description, bool isTakeable = false,  
CustomCommand[] commands = null, InteractionCallback interaction = null)
```

ItemContainer

(NetAF.Assets.IContainer.html)

Parameters

IPlayerVisible

Type (NetAF.Assets.IPlayerVisible.html)

Name

Description

Identifier

Identifier (NetAF.Assets.Identifier.html)

identifier

This Items identifier.

Description (NetAF.Assets.Description.html)

description

A description of this Item.

Size (NetAF.Assets.Size.html)

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

isTakeable

Specify if this item is takeable.

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

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

commands

This objects commands.

+ NetAF.Assets.Characters

InteractionCallback

(NetAF.Assets.InteractionCallback.html)

interaction

The interaction.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

Init (NetAF.Assets.Location.html)

NetAF.Commands

(NetAF.Commands.html)

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

+ NetAF.Commands

Identifier

Identifier (NetAF.Commands.Identifier.html)

Description

Description (NetAF.Commands.Description.html)

Size

Size (NetAF.Commands.Size.html)

CustomCommand

CustomCommand (NetAF.Commands.CustomCommand.html)

InteractionCallback

InteractionCallback (NetAF.Commands.InteractionCallback.html)

Persistence

(NetAF.Commands.Persistence.html)

Parameters

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

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

Name

Description

Identifier

identifier

This Items identifier.

Description

Description (NetAF.Conversations.Description.html)

description

A description of this Item.

Instructions

(NetAF.Conversations.Instructions.html)

Type	Name	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>isTakeable</i>	Specify if this item is takeable.
CustomCommand (NetAF.Commands.CustomCommand.html)[]	<i>commands</i>	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html) ExaminationCallback (NetAF.Assets.Examination.ExaminationCallback.html) ExaminationRequest (NetAF.Assets.Examination.ExaminationRequest.html) ExaminationResult (NetAF.Assets.Examination.ExaminationResult.html) ExaminationScene (NetAF.Assets.Examination.ExaminationScene.html)	<i>interaction</i>	The interaction.

Properties

Interaction

Get the Interaction.

(NetAF.Assets.IExaminable.html)

Declaration

ItemContainer

(NetAF.Assets.IContainer.html)

PlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

Property Value

(NetAF.Assets.Identifier.html)

Type

Description

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

IsTakeable

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Get or Set if this is takeable.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public bool IsTakeable { get; }

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

+ NetAF.Commands

Type

Description

(NetAF.Commands.html)

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

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

Methods

NetAF.Conversations

(NetAF.Conversations.html)

NetAF.Commands

Instructions

(NetAF.Commands.Instructions.html)

Interact with an item.

Declaration

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

Parameters

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

Returns
ExaminationResult
(NetAF.Assets.ExaminationResult.html)

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

IExaminable
(NetAF.Assets.IExaminable.html)

RestoreFrom(ItemSerialization)

Declaration

Identifier

```
public void RestoreFrom(ItemSerialization serialization)
    Item  
(NetAF.Assets.Item.html)
    Size  
(NetAF.Assets.Size.html)
```

Parameters

NetAF.Assets.Attributes

Type	Name	Description
NetAF.Assets.Attributes.html		

NetAF.Assets.Characters

(NetAF.Serialization.Assets.ItemSerialization.html)

NetAF.Assets.Characters.html

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

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

NetAF.Commands

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

NetAF.Commands.

Persistence

NetAF.Commands.Persistence

NetAF.Conversations

NetAF.Conversations.html

NetAF.Conversations.

Instructions

NetAF.Conversations.Instructions.html

Struct Size

Represents a size.



Inherited Members.....

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

Asset-Holder Networks

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

IPlayerVisible

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

(NetAF.Assets.Identifier.html)

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

Constructors

+ NetAF.Assets.Attributes

Size(*int*; *int*)

+ NetAEAssets.Characters

Represents a size.

(NetAF.Assets.Characters.htm Declaration)

Declaration

+ NetAF.Assets.Interaction

(NetAEAssetsInteraction.html)eight)

+ NetAF.Assets.Locations

Parameters

(NetAI.Assets.Locations.html)

Type	Name	Description
+ NetAF.Commands (NetAF.Commands.html)	<code>width</code>	The width.
+ NetAF.Commands (NetAF.Commands.html)	<code>height</code>	The height.

Persistence

(NetAF.Commands.Persistence)

NetAE Conversations Properties

Properties (NetAE-Conversations.html)

+ NetAE Conversations.

www.nestle.com

Instructions

Declaration

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

Property Value

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

Width

Declaration
ExaminationScene

Get ExaminationScene

Declaration
IExaminable

(NetAF.Assets.IExaminable.html)

public int Width { get; }

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Property Value
(NetAF.Assets.IPlayerVisible.html)

Type Identifier

(NetAF.Assets.Identifier.html)

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

Namespace NetAF.Assets.Attributes

Classes

Filter by title

+ NetAF.Adapters

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

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

Provides a description of an attribute.

+ NetAF.Assets

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

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

- NetAF.Assets.Attributes

Provides a class for managing attributes.

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

Attribute

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

AttributeManager

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

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

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

↳ Attribute

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

Implements

- **NetAFAssets.Attributes**

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

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

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

Attribute

Inherited Members

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

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

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

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

+ **NetAFAssets.Characters**

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

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

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

+ **NetAFAssets.Interaction**

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

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

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

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

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

+ **NetAFAssets.Locations**

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

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

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

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

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

Persistence

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

Constructors

NetAF.Conversations

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

Attribute(string, string, int, int)

Instructions

Provides a description of an attribute.

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

Declaration

+ **NetAF.Extensions**

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

name, string description, int minimum, int maximum)

+ **NetAF.Interpretation**

Parameters

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

Type

+ **NetAF.Logic**

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

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

+ **NetAF.Persistence**

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

+ NetAF.Assets

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

- NetAF.Assets.Attributes

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

Attribute

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

AttributeManager

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

NetAF.Assets.Characters

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

public string Description { get; }

+ NetAF.Assets.Interaction

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

Property Value

+ NetAF.Assets.Locations

Type

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

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

+ NetAF.Commands

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

NetAF.Commands.

Persistence

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

Declaration

+ NetAF.Conversations

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

public int Maximum { get; }

+ NetAF.Conversations.

Instructions

Property Value

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

Type

+ NetAF.Extensions

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

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

+ NetAF.Interpretation

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

+ NetAF.Logic

Get the minimum limit of the attribute.
([NetAF.Logic.html](#))

Declaration

+ NetAF.Persistence

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

Description

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

Description

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

Property Value

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

+ NetAF.Assets

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

- NetAF.Assets.Attributes

Get the name of the attribute.

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

Declaration
Attribute

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

AttributeManager

(NetAF.Assets.Attributes.AttributeM

Property Value

+ NetAF.Assets.Characters

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

Description

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

+ NetAF.Assets.Locations

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

Methods

+ NetAF.Commands

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

FromSerialization(AttributeSerialization)

+ NetAF.Commands.

Create a new Attribute from a serialization.

Persistence

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

+ NetAF.Conversations

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

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

Partial Type Instructions

Type	Name	Description
(NetAF.Conversations.Instruct.html)		

AttributeSerialization

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

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

Returns

+ NetAF.Interpretation

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

Description

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

+ NetAF.Logic

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

+ NetAF.Persistence

RestoreFrom(AttributeSerialization)

Restore this object from a serialization.

Declaration

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

(NetAF.Adapters.html)

Parameters

+ **NetAF.Assets**

Type
(NetAF.Assets.html)

AttributeSerialization

- **NetAF.Assets.Attributes**

(NetAF.Serialization.Assets.AttributeSerialization.html)

(NetAF.Assets.Attributes.html)

Name

Description

serialization

The serialization to restore from.

Attribute

Implements

NetAF.Assets.Attributes.Attribute.html

AttributeManager

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

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

+ NetAF.Assets

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

NetAF.Assets.Attributes

Implements

(NetAF.Assets.Attributes.html)

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

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

(NetAF.Assets.Attributes.Attribute.html)

Inherited Members

AttributeManager

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

+ NetAF.Assets.Characters

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

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

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

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

+ NetAF.Assets.Locations

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

Assembly: NetAF.dll

+ NetAF.Commands

Syntax

(NetAF.Commands.html)

+ NetAF.Commands
↳ public sealed class AttributeManager : IRestoreFromObjectSerialization<AttributeManager>

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Properties

+ NetAF.Conversations.

Instructions

Count

(NetAF.Conversations.Instruct.html)

Get the number of attributes this manager has.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

public int Count { get; }

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

Description

+ NetAF.Persistence

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

(NetAF.Persistence.html)

Methods

Add(Attribute, int)

Add a value to an attribute.

Declaration

+ NetAF.Assets

public void Add(Attribute attribute, int value)

(NetAF.Assets.html)

- NetAF.Assets.Attributes

Parameters

(NetAF.Assets.Attributes.html)

Type Attribute

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

AttributeManager

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

(NetAF.Assets.Attributes.AttributeV

Name

Description

attribute

The attribute.

value

The value.

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Add(String, int)

+ NetAF.Assets.Interaction

Add a value to an attribute.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public void Add(string attributeName, int value)

+ NetAF.Commands

(NetAF.Commands.html)

Parameters

+ NetAF.Commands.

Persistence

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

(NetAF.Commands.Persistence)

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

Name

Description

attributeName

The name of the attribute.

value

The value.

+ NetAF.Conversations

(NetAF.Conversations.html)

GetAsDictionary()

Instructions

Get all attributes as a dictionary.

(NetAF.Conversations.Instruct)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

public Dictionary<Attribute, int> GetAsDictionary()

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

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

R NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

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

+ NetAF.Assets.Locations

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

Get the value of an attribute.

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

+ NetAF.Commands.

public int GetValue(Attribute attribute)

Persistence

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

Parameters

+ NetAF.Conversations

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

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

+ NetAF.Conversations.

Instructions

Returns

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

Type

+ NetAF.Extensions

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

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

+ NetAF.Interpretation

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

GetValue(String)

+ NetAF.Logic

Get the value of an attribute.

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

Declaration

+ NetAF.Persistence

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

Description

A dictionary where the key are the attributes and the values are the values.

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

Remove(string)

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

Remove an attribute.

+ NetAF.Conversations

Declaration

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

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

attributeName The name of the attribute.

+ NetAF.Interpretation

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

RemoveAll()

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

+ NetAF.Persistence

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

```
public void RemoveAll()
```

RestoreFrom(AttributeManagerSerialization)

Restore this object from a serialization.

+ NetAF.Assets

Declaration

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

- NetAF.Assets.Attributes

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

Parameters

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

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

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

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

+ NetAF.Assets.Characters

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

Subtract(Attribute, int)

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

Subtract a value from an attribute.

+ NetAF.Assets.Locations

Declaration

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

+ NetAF.Commands

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

Parameters

+ NetAF.Commands.

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

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Subtract(string, int)

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

Subtract a value from an attribute.

+ NetAF.Extensions

Declaration

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

+ NetAF.Interpretation

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

Parameters

+ NetAF.Logic

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

+ NetAF.Persistence

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

Type	Name	Description
(NetAF.Persistence.html)	attributeName	The name of the attribute.

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.**

Persistence

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Persistence**

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

Namespace NetAF.Assets.Characters

Classes

Filter by title

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

+ **NetAF.Assets**

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

+ **NetAF.Assets.Attributes**

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

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

- **NetAF.Assets.Characters**

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

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

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

IConverser

Interfaces

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

PlayableCharacter
Represents an object that can converse.

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

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

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

Assembly: NetAF.dll

Syntax



+ **NetAF.Assets**
 public abstract class Character : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<CharacterSerialization>
 ([NetAF.Assets.html](#))

+ **NetAF.Assets.Attributes**

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

- **NetAF.Assets.Characters**

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

 Character

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

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

 NonPlayableCharacter

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

 PlayableCharacter

 public InteractionCallback<Interaction> Interaction { get; protected set; }
 ([NetAF.Assets.Characters.PlayableCharacter.html](#))

+ **NetAF.Assets.Interaction**

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

 Type

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

 IsAlive

+ **NetAF.Commands.**

 Get if this character is alive.

Persistence

 Declaration

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

+ **NetAF.Conversations**

 public bool IsAlive { get; protected set; }
 ([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

 Property Value

Instructions

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

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

+ **NetAF.Extensions**

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

Items

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

 Get the items.

+ **NetAF.Logic**

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

 Get the logic.

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

 Get the logic.

Declaration

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

Property Value

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

+ NetAF.Assets.Attributes

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

Methods

- NetAF.Assets.Characters

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

AddItem(item)

Character

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

Declaration
NetAF.Assets.Characters.IConverser

NonPlayableCharacter

public abstract class NonPlayableCharacter : IConverser

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

Parameters

+ NetAF.Assets.Interaction

Type

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

Item (NetAF.Assets.Item.html)

+ NetAF.Assets.Locations

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

FIndItem(string, out Item, bool)

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

Find an item.

+ NetAF.Commands.

Declaration

Persistence

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

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

+ NetAF.Conversations

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

Parameters

+ NetAF.Conversations.

Type Instructions

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

string

Name

Description

The items name.

+ NetAF.Extensions

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

Item (NetAF.Assets.Item.html)

+ NetAF.Interpretation

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

+ NetAF.Logic

Type	Name	Description
bool (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)`

IConverser

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

NonPlayableCharacter

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

PlayableCharacter

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

Name

Description

+ NetAF.Assets.Interaction

item

The item to give.

(NetAF.Assets.Interaction.html)

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

character

The Character to give the item to.

+ NetAF.Assets.Locations

Returns

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Description

(NetAF.Commands.html)

True if the transaction completed OK, else false.

+ NetAF.Commands.

Persistence

HasItem(item, bool)

(NetAF.Commands.Persistence.html)

Determine if this PlayableCharacter has an item.

+ NetAF.Conversations

Declaration
`(NetAF.Conversations.html)`

+ NetAF.Conversations.

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

Instructions

(NetAF.Conversations.Instruct.html)

Parameters

+ NetAF.Extensions

(NetAF.Extensions.html)

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

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Declaration
`(NetAF.Logic.html)`

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

Name

Description

+ NetAF.Assets.Interaction

item

The item to interact with.

(NetAF.Assets.Interaction.html)

Returns

+ NetAF.Assets.Locations

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

Description

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

The result of the interaction.

+ NetAF.Commands

(NetAF.Commands.html)

Persistence

Interact with a specified item.

(NetAF.Commands.Persistence.html)

Declaration:

+ NetAF.Conversations

(NetAF.Conversations.html)

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

+ NetAF.Conversations.

Instructions

Parameters:

(NetAF.Conversations.Instruction.html)

Name

Description

+ NetAF.Extensions

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

(NetAF.Extensions.html)

item

The item to interact with.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

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



+ **NetAF.Assets**

(NetAF.Assets.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.htm

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

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

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

+ **NetAF.Assets.Attributes**

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

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

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

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

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

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

Character

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

IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)

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

1.html#NetAF_Serialization_IRestoreFromObjectSerialization_1_RestoreFrom__0_

NonPlayableCharacter

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

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

Assembly: NetAF.dll

PlayableCharacter

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

Properties

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

+ **NetAF.Commands.**

Conversation

Persistence

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

Get the conversation.

+ **NetAF.Conversations**

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

Conversation Conversation { get; }

+ **NetAF.Conversations.**

Instructions

Property Value

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

Type

+ **NetAF.Extensions**

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

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

Description

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

▼

(NetAF.Assets.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

+ **NetAF.Assets.Attributes**

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

- **NetAF.Assets.Characters**

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

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

Implements

Character

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

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

IConverser

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

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

NonPlayableCharacter

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

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

PlayableCharacter

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

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

+ **NetAF.Assets.Interaction**

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

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

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

+ **NetAF.Assets.Locations**

Inherited Members

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

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

+ **NetAF.Commands**

Character.Interaction

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

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

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

Character.AddItem (Item, bool)

Persistence

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

System.Boolean_

Character.FindItem (string, out Item, bool)

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

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

F_Assets_Item__System.Boolean_

+ **NetAF.Conversations**

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

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

AF_Assets_Characters_Character_)

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

Character.Interact (Item)

+ **NetAF.Extensions**

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

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

Character.AddItem (Item)

+ **NetAF.Interpretation**

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

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

Character.RemoveItem (Item)

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

+ **NetAF.Logic**

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

+ **NetAF.Persistence**

```

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

+ NetAF Assets Characters
(NetAF.Assets.Characters.Characters.html)
ExaminableObject.IsPlayerVisible
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)
ExaminableObject.RestoreFrom(ExaminableSerialization)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_ExaminableSerialization_)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\))
+ NetAF Assets Interaction
(NetAF.Assets.Interaction.html)
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\))
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.
Syntax
Persistence
(NetAF.Commands.Persistence)
public sealed class NonPlayableCharacter : Character, IInteractWithItem, IItemContainer, IObjectSerialization<CharacterSerialization>, IConverser, IExaminable, IPersistent, IPersistent<NonPlayableCharacter>, IRestorable, IRestorable<NonPlayableCharacter>
+ NetAF Conversations
(NetAF.Conversations.html)
+ NetAF Conversations.
Instructions
(NetAF.Conversations.Instructions)
Constructors
+ NetAF Extensions
(NetAF.Extensions.html)
NonPlayableCharacter(Identifier, Description, Conversation, CustomCommand[], InteractionCallback)
+ NetAF Interpretation
(NetAF.Interpretation.html)
Initializes a new instance of the NonPlayableCharacter class.

+ NetAF Logic
Declaration
(NetAF.Logic.html)

+ NetAF Persistence

```

```
public NonPlayableCharacter(Identifier identifier, Description description, Conversation conversation = null, CustomCommand[] commands = null, InteractionCallback interaction = 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) IConverser (NetAF.Assets.Interaction.html)	<i>interaction</i>	The interaction.

(NetAF.Assets.Characters.IConverser)
NonPlayableCharacter

NonPlayableCharacter(Identifier, Description, bool, Conversation, CustomCommand[], InteractionCallback)

(NetAF.Assets.Characters.Playable)

Initializes a new instance of the NonPlayableCharacter class.

+ NetAF.Assets.Interaction

Declaration

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

+ NetAF.Assets.Locations

```
public NonPlayableCharacter(Identifier identifier, Description description, bool isA
    (NetAF.Assets.Locations.html)lon = null, CustomCommand[] commands = null, Interaction
    Callback interaction = null)
```

+ NetAF.Commands

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

Parameters

Type	Name	Description
+ NetAF.Commands.Persistence Identifier (NetAF.Assets.Identifier.html) (NetAF.Commands.Persistence.html)	<i>identifier</i>	The identifier.
Description (NetAF.Assets.Description.html)	<i>description</i>	The description.
b (NetAF.Commands.Persistence.html)net/system.boolean)	<i>isAlive</i>	If this character is alive.
+ NetAF.Conversations Conversation (NetAF.Conversations.Conversation.html) (NetAF.Conversations.html)	<i>conversation</i>	The conversation.
Instructions CustomCommand (NetAF.Commands.CustomCommand.html)[] (NetAF.Conversations.Instruct.html)	<i>commands</i>	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	<i>interaction</i>	The interaction.

+ NetAF.Extensions

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

NonPlayableCharacter(string, string, Conversation, CustomCommand[], InteractionCallback)

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

Initializes a new instance of the NonPlayableCharacter class.

+ NetAF.Logic

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

Declaration

+ NetAF.Persistence

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

Parameters

Type	Name	Description
+ NetAF.Assets.Attributes string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Attributes.html)	<i>identifier</i>	The identifier.
- NetAF.Assets.Characters Conversation (NetAF.Conversations.Conversation.html) (NetAF.Assets.Characters.html)	<i>description</i>	The description.
- NetAF.Commands CustomCommand (NetAF.Commands.CustomCommand.html)[] (NetAF.Commands.html)	<i>conversation</i>	The conversation.
- NetAF.Logic InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html) (NetAF.Logic.html)	<i>commands</i>	This objects commands.
- NetAF.Persistence IConverser (NetAF.Persistence.html)	<i>interaction</i>	The interaction.

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

Properties

+ **NetAF.Assets.Interaction**
CONVERSATION
[\(NetAF.Assets.Interaction.html\)](#)
Get the conversation.

+ NetAF.Assets.Locations

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

+ **NetAF.Commands**
PERSISTENCE CONVERSATION Conversation { get; }
[\(NetAF.Commands.html\)](#)

Properties

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

+ NetAF.Conversations

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

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

+ **NetAF.Extensions**
RestoreFrom(NonPlayableCharacterSerialization)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
Restore this object from serialization.

Delegates

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

public void RestoreFrom(NonPlayableCharacterSerialization serialization)

+ NetAF.Logic

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

Parameters

+ NetAF.Persistence

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

Implements

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

IItemContainer (NetAF.Assets.ItemContainer.html)

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

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

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
 + **IConverser**
 (NetAF.Assets.Characters.IConverser.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- ([NetAFAssets.Attributes.html](#))
 - ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- **NetAFAssets.Characters**
 - ↳ ExaminableObject ([NetAFAssets.ExaminableObject.html](#))
 - ↳ Character ([NetAFAssets.Characters.Character.html](#))
 - ([NetAFAssets.Characters.html](#))
 - ↳ PlayableCharacter
 - Character
 - Implements
 - ([NetAFAssets.Characters.Character.html](#))
 - IInteractWithItem ([NetAFAssets.Interaction.IInteractWithItem.html](#))
 - ItemContainer ([NetAFAssets.ItemContainer.html](#))
 - IConvertible ([NetAFAssets.Characters.IConvertible.html](#))
 - IExaminable ([NetAFAssets.IExaminable.html](#))
 - INonPlayableCharacter ([NetAFAssets.Characters.INonPlayableCharacter.html](#))
 - IPlayerVisible ([NetAFAssets.IPlayerVisible.html](#))
 - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ExaminableSerializable ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>
 - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CharacterSerializable ([NetAF.Serialization.Assets.CharacterSerialization.html](#))>
 - + **NetAFAssets.Interaction**
 - ([NetAFAssets.Interaction.html](#))
- Inherited Members
- + **NetAFAssets.Locations**
 - Character.IsAlive ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_IsAlive)
 - ([NetAFAssets.Locations.html](#))
- Character.Interaction
- ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Interaction)
- + **NetAFCommands**
 - Character.Kill() ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Kill)
 - ([NetAFCommands.html](#))
- Character.HasItem(item, bool)
- ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_HasItem_NetAF_Assets_Item_System_Boolean_)
- + **NetAFCommands**
 - Character.FindItem(string, out Item, bool)
 - ([NetAFCommands.Persistence.html](#))
- ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_FindItem_System_String_NetAF_Assets_Item_System_Boolean_)
- + **NetAFConversations**
 - Character.Give(Item, Character)
 - ([NetAFConversations.html](#))
- ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Give_NetAF_Assets_Item_NetAF_Assets_Character)
- Character.Items([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Items)
- + **NetAFExtensions**
 - Character.AddItem(Item)
 - ([NetAFExtensions.html](#))
- ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_AddItem_NetAF_Assets_Item_)
- Character.RemoveItem(Item)
- + **NetAFInterpretation**
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RemoveItem_NetAF_Assets_Item)
 - ([NetAFInterpretation.html](#))
- Character.RestoreFrom(CharacterSerialization)
- ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RestoreFrom_NetAF_Serialization_Assets_CharacterSerialization_)
- + **NetAFLogic**
 - ([NetAFLogic.html](#))
- + **NetAFPersistence**
 - ([NetAFPersistence.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)
PlayableObject.RestoreFrom(ExaminableSerialization)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_PlayableObject)
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)))
PlayableObjectCharacter
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.Assets.Interaction**
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
(NetAF.Assets.Interaction.html)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Assets.Locations.html)
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Characters (NetAF.Assets.Characters.html)
+ **NetAF Commands**
Assembly: NetAF.dll
(NetAF.Commands.html)
+ **NetAF Commands.**
public sealed class PlayableCharacter : Character, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<CharacterSerialization>
(NetAF.Commands.Persistence.html)
+ **NetAF Conversations**
(NetAF.Conversations.html)
Constructors
+ **NetAF Conversations.**
Instructions
(NetAF.Conversations.Instruction.html)
PlayableCharacter(Identifier, Description, Item[], CustomCommand[], InteractionCallback)
+ **NetAF Extensions**
(NetAF.Extensions.html)
Initializes a new instance of the PlayableCharacter class.
+ **NetAF Interpretation**
(NetAF.Interpretation.html)
public PlayableCharacter(Identifier identifier, Description description, Item[] item
+ **NetAF Logic**
s = null, CustomCommand[] commands = null, InteractionCallback interaction = null)
(NetAF.Logic.html)
+ **NetAF Persistence**
Parameters
(NetAF.Persistence.html)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	The identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
Item (NetAF.Assets.Item.html)[]	<i>items</i>	The items.
CustomCommand (NetAF.Commands.CustomCommand.html)[] (NetAF.Assets.Attributes.html)	<i>commands</i>	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	<i>interaction</i>	The interaction.

- NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

Character
IConverser

Initializes a new instance of the PlayableCharacter class.

NonPlayableCharacter

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

PlayableCharacter

```
public PlayableCharacter(string identifier, string description, bool canConverse, Item[] items = null, CustomCommand[] commands = null, InteractionCallback interaction
```

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

String

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

+ NetAF.Commands.

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

+ NetAF.Commands.Persistence

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

+ NetAF.Conversations

(NetAF.Conversations.html)

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

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

+ NetAF.Conversations.Instructions

(NetAF.Commands.CustomCommand.html)

+ NetAF.Conversations.Instruct

InteractionCallback

+ NetAF.Extensions

(NetAF.Assets.Interaction.InteractionCallback.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Properties

+ NetAF.Logic

(NetAF.Logic.html)

CanConverse

+ NetAF.Persistence

(NetAF.Persistence.html)

Get if this playable character can converse with an IConverser.

Declaration

```
public bool CanConverse { get; }
```

Property Value

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

- [NetAF.Assets.Characters](#)

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

Character

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

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

NonPlayableCharacter

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

PlayableCharacter

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

Declaration

+ [NetAF.Assets.Interaction](#)

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

public InteractionResult UseItem(Item item, IInteractWithItem targetObject)

+ [NetAF.Assets.Locations](#)

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

+ [NetAF.Commands](#)

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

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

Name

item

Description

The item to use.

+ [NetAF.Commands.Persistence](#)

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

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

targetObject

A target object to use the item on.

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

Returns

+ [NetAF.Conversations](#)

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

Description

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

The result of the items usage.

+ [NetAF.Conversations](#)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

+ [NetAF.Extensions](#)

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

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

▼

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

Namespace NetAF.Assets.Interaction

Classes

Filter by title

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

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

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

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

- NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

Represents a result.
Condition

(NetAF.Assets.Interaction.Condition)

InteractWithItem

(NetAF.Assets.Interaction.IInteractWithItem)

InteractionCallback

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

Represents any object that can interact with an item.

(NetAF.Assets.Interaction.IInteractWithItem)

Enums

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect)

Reaction

(NetAF.Assets.Interaction.Reaction)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult)

Enumeration of interaction effects.

(NetAF.Assets.Interaction.ReactionResult)

Result

(NetAF.Assets.Interaction.Result)

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

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

+ NetAF.Assets.Locations

Enumeration of reaction results.

(NetAF.Assets.Locations.html)

Delegates

NetAF.Commands

(NetAF.Commands.html)

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

Persistence

Represents a callback for conditions.

(NetAF.Commands.Persistence)

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

(NetAF.Conversations.html)

Represents the callback for interacting with objects.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

▼

(NetAF.Assets.html)

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

- NetAF.Assets.Interaction

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

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

Reaction

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

ReactionResult

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

Result

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

Delegate Condition

Represents a callback for conditions.

Filter by title

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

Assembly: NetAF.dll

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

Type	Description
Condition bool (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.

Persistence

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: NetAF.dll

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

public interface IInteractWithItem

- **NetAF.Assets.Interaction**

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

Condition

Methods

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

IInteractWithItem

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

Interact(Item)

InteractionCallback

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

Interact with an item.

InteractionEffect

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

Declaration

InteractionResult

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

InteractionResult

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

Reaction

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

Parameters

ReactionResult

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

+ **NetAF.Assets.Locations**

Returns

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

Type

+ **NetAF.Commands**

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

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

Description

The result of the interaction.

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

Assembly: NetAF.dll

+ **NetAF.Assets.Characters**

Syntax
(NetAF.Assets.Characters.html)

- **NetAFAssetsInteraction**

(NetAF.Assets.Interaction.html)

Parameters

Condition

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

InteractionCallback

Returns **NetAF.Assets.Interaction.InteractionEffect**

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

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

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

Reaction

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

ReactionResult

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

Result

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

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

- NetAF.Assets.Interaction

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

Condition

(NetAF.Assets.Interaction.Condition)

IInteractWithItem

(NetAF.Assets.Interaction.IInteract)

InteractionCallback

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

Result

(NetAF.Assets.Interaction.Result)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

[NETAF Assets.Characters](#)

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

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

- NetAF Assets.Interaction

↳ InteractionResult

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

Inherited Members

Condition

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

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

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

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

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

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

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

Reaction

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

(NetAF.Assets.Interaction.Reaction)

Assembly: [NetAF.dll](#)

ReactionResult

Syntax

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

Result

public sealed class InteractionResult : Result

+ NetAF.Assets.Locations

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

Constructors

+ NetAF.Commands

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

InteractionResult(InteractionEffect, Item)

+ NetAF.Commands.

Initializes a new instance of the InteractionResult class.

Persistence

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

+ NetAF.Conversations

public InteractionResult(InteractionEffect effect, Item item)

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

+ NetAF.Conversations.

Parameters

Instructions

Type

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

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

+ NetAF.Extensions

Item

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

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

+ NetAF.Interpretation

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

InteractionResult(InteractionEffect, Item, string)

Initializes a new instance of the InteractionResult class.

Declaration

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

(NetAF.Assets.Characters.html)

Parameters

- **NetAF.Assets.Interaction**

Type
(NetAF.Assets.Interaction.html)

InteractionEffect

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

(NetAF.Assets.Interaction.IInteractionEffect.html)

InteractWithItem

Item
(NetAF.Assets.Item.html)

(NetAF.Assets.Interaction.IInteractWithItem.html)

InteractionCallback

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

descriptionOfEffect A description of the effect.

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect.html)

InteractionResult

(NetAF.Assets.Interaction.InteractionResult.html)

Reaction

(NetAF.Assets.Interaction.Reaction.html)

InteractionResult

(NetAF.Assets.Interaction.Reaction.html)

Get the effect.

Result

(NetAF.Assets.Interaction.Result.html)

Declaration

+ **NetAF.Assets.Locations**

Type
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

Property Value
(NetAF.Commands.html)

Type

+ **NetAF.Commands**.

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

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

Item

(NetAF.Conversations.html)

Get the item used in the interaction.

+ **NetAF.Conversations**.

Instructions

(NetAF.Conversations.Instruct.html)

public Item Item { get; }

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

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

▼

- **NetAF.Assets.Characters**
(NetAF.Assets.Characters.html)
- **NetAF.Assets.Interaction**
(NetAF.Assets.Interaction.html)
 - Condition
 (NetAF.Assets.Interaction.Condition.html)
 - IInteractWithItem
 (NetAF.Assets.Interaction.IInteractWithItem.html)
 - InteractionCallback
 (NetAF.Assets.Interaction.InteractionCallback.html)
 - InteractionEffect
 (NetAF.Assets.Interaction.InteractionEffect.html)
 - InteractionResult
 (NetAF.Assets.Interaction.InteractionResult.html)
 - Reaction
 (NetAF.Assets.Interaction.Reaction.html)
 - ReactionResult
 (NetAF.Assets.Interaction.ReactionResult.html)
 - Result
 (NetAF.Assets.Interaction.Result.html)
- + **NetAF.Assets.Locations**
(NetAF.Assets.Locations.html)
- + **NetAF.Commands**
(NetAF.Commands.html)
- + **NetAF.Commands.**
Persistence
(NetAF.Commands.Persistence.html)
- + **NetAF.Conversations**
(NetAF.Conversations.html)
- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instructions.html)
- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)

Class Reaction

Represents a reaction.

Filter by title

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

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

- **NetAF.Assets.Interaction**

↳ Reaction

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

Inherited Members

Condition

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

object ([NetAF.Assets.Interaction.InteractWithItem](#))

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

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

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

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

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

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

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

Reaction

Assembly: [NetAF.dll](#)

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

Syntax

ReactionResult

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

public sealed class Reaction

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

+ **NetAF.Assets.Locations**

Constructors

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

+ **NetAF.Commands**

Reaction(ReactionResult, string)

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

Persistence

Declaration

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

+ **NetAF.Conversations**

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

Parameters

+ **NetAF.Conversations**.

Type Instructions

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

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

Name

Description

result

The result.

+ **NetAF.Extensions**

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

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

name

description

Description

A description of the result.

+ **NetAF.Interpretation**

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

Properties

Description

Get a description of the result.

Declaration

(NetAF.Assets.Characters.num)

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

Property Value

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

InteractionCallback

`(NetAF.Assets.Interaction.InteractionCallback)`

InteractionEffect

`(NetAF.Assets.Interaction.InteractionEffect)`

Result

Get the result.

`(NetAF.Assets.Interaction.InteractionResult)`

Declaration

Reaction

`(NetAF.Assets.Interaction.Reaction)`

`public ReactionResult Result { get; }`

`(NetAF.Assets.Interaction.ReactionResult)`

Result

Property Value

`(NetAF.Assets.Interaction.Result)`

+ NetAF.Assets.Locations

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

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

Assembly: NetAF.dll

(NetAF.Assets.Interaction.html)

Syntax

```
Condition  
public enum ReactionResult : IInteractWithItem  
{  
    InteractionCallback  
    InteractionEffect  
}
```

Fields

Name	Description
Error	(NetAF.Assets.Interaction.InteractionResult) An error reaction.
Fatal	(NetAF.Assets.Interaction.InteractionResult) A fatal effect on the player.
Internal	ReactionResult An internal reaction.
OK Result	OK. (NetAF.Assets.Interaction.Result.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Class Result

Represents a result.

Filter by title

Inheritance

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

NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))
public abstract class Result
+ NetAF.Commands

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

NetAF.Commands.

Constructors
Persistence

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

+ NetAF.Conversations

Initializes a new instance of the Result class.

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

Declaration

+ NetAF.Conversations.
 Instructions
 protected Result()
 ([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

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

Properties

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

NetAF.Logic

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

Get the description.

Declaration

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

Property Value

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

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

Namespace NetAF.Assets.Locations

Classes

Filter by title

Exit (NetAF.Assets.Locations.Exit.html)

(NetAF.Assets.Attributes.html)
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

Direction (NetAF.Assets.Locations.Direction.html)

Persistence

Enumeration of directions.
(NetAF.Commands.Persistence)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Enum Direction

Enumeration of directions.

Filter by title

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

([NetAF_Assets_Attributes.html](#))

Assembly: NetAF.dll

Syntax

([NetAF_Assets_Characters.html](#))

public enum Direction

+ NetAF.Assets.Interaction

([NetAF_Assets_Interaction.html](#))

- NetAF.Assets.Locations

([NetAF_Assets_Locations.html](#))

Fields

Name	Description
Down	Down.
East	East.
North	North.
Overworld	Overworld
South	South.
Up	Up.
West	West.

Extension Methods

DirectionExtensions_Inverse (Direction)

([NetAF_Extensions_DirectionExtensions_Inverse_NetAF_Assets_Locations_Direction.html](#))

([NetAF_Commands.html](#))

+ NetAF.Commands.

Persistence

([NetAF_Commands_Persistence.html](#))

+ NetAF.Conversations

([NetAF_Conversations.html](#))

+ NetAF.Conversations.

Instructions

([NetAF_Conversations_Instructions.html](#))

+ NetAF.Extensions

([NetAF_Extensions.html](#))

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ NetAF.Assets.Characters (NetAF.Assets.Characters.html)	com/dotnet/api/system/object)
↳ Exit	
+ NetAF.Assets.Interaction	
Implements	
(NetAF.Assets.Interaction.html)	
IExaminable (NetAF.Assets.IExaminable.html)	
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)	
IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<Examinable	
Serialization (NetAF.Serialization.Assets.ExaminableSerialization.html)>	
Direction	
IIInteractWithItem (NetAF.Assets.Interaction.IIInteractWithItem.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	
(NetAF.Assets.Locations.Matrix.htm)	
ExaminableObject.Examination	
Overworld	
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)	
(NetAF.Assets.Locations.Overworld)	
ExaminableObject.Identifier	
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)	
ExaminableObject.Description	
(NetAF.Assets.Locations.Region.htm)	
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)	
ExaminableObject.Commands	
(NetAF.Assets.Locations.Room.htm)	
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)	
ExaminableObject.RoomPosition	
ExaminableObject.Attributes	
(NetAF.Assets.Locations.RoomPos.htm)	
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)	
ExaminableObject.Examine	
(ExaminationScene)	
(NetAF.Assets.Locations.ViewPoint)	
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination)	
Scope)	
+ NetAF.Commands	
ExaminableObject.IsPlayerVisible	
(NetAF.Commands.html)	
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)	
+ NetAF.Commands	
RestoreFrom(ExaminableSerialization)	
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_ExaminableSerialization)	
+ NetAF.Commands.Persistence	
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))	
+ NetAF.Conversations	
(NetAF.Conversations.html)	https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-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 (NetAF.Conversations.Instruction) (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).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)	
(NetAF.Extensions.html)	
Assembly: NetAF.dll	
+ NetAF Interpretation	

Syntax

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



Constructors

+ NetAF.Assets.Characters

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

Exit(Direction, bool, Identifier, Description, CustomCommand[], InteractionCallback)

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

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)  
(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.Identifier.html)	identifier	An identifier for the exit.
RoomPosition Description (NetAF.Assets.Description.html) (NetAF.Assets.Locations.RoomPosition.html)	description	A description of the exit.
CustomCommand (NetAF.Commands.CustomCommand.html)[] (NetAF.Assets.Locations.ViewPoint.html)	commands	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	interaction	The interaction.

+ NetAF.Commands

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

+ NetAF.Commands.

Properties

Persistence

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

Direction

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

Get the direction of the exit.

+ NetAF.Conversations.

Declaration

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

+ NetAF.Extensions

Properties

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

+ NetAF.Interpretation

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	

Interaction

Get the interaction.

+ NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Property Value

- NetAF.Assets.Locations

Type (NetAF.Assets.Locations.html)

Description

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

(NetAF.Assets.Locations.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

IsLocked

Matrix

(NetAF.Assets.Locations.Matrix.html)

Get if this Exit is locked.

Overworld

Declaration (NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

Property Value

RoomPosition

Type (NetAF.Assets.Locations.RoomPosition.html)

Description

ViewPoint

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

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

Methods

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Interact(Item)

+ NetAF.Conversations

Interact with an item.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public InteractionResult Interact(Item item)

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

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.

Persistence

Unlock this exit.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

public void UNLOCK()

+ NetAF.Conversations.

Instructions

Implements

(NetAF.Conversations.Instruct

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

+ NetAF Interpretation

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.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF Interpretation**

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

+ NetAF.Assets.Characters

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

↳ Matrix

+ NetAF.Assets.Interaction

Inherited Members

(NetAF.Assets.Interaction.html)

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

- NetAF.Assets.Locations

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

↳ Direction

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

↳ Exit

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

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

↳ Matrix

NameSpace: NetAF.Assets.Locations.Matrix (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

Overworld

Assembly: NetAF.dll

(NetAF.Assets.Locations.Overworld)

Syntax

Region

(NetAF.Assets.Locations.Region.html)
public sealed class Matrix

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Constructors

Matrix(RoomPosition[])

+ NetAF.Commands

(NetAF.Commands.html)

Provides a 3D matrix of rooms.

↳ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

RoomPositions (NetAF.Assets.Locations.RoomPosition.html)[]

roomPositions

The rooms to be represented.

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

Properties

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Depth

Get the depth of the matrix.

Declaration

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

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Height

Direction

Get the height of the matrix.

(NetAF.Assets.Locations.Direction.html)

Exit

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix

public int Height { get; }

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

Type

(NetAF.Assets.Locations.Region.html)

Room

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

this[int, int, int]

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Get a room in this matrix.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

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

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Name

Description

x

The x position.

+ NetAF.Conversations

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

y

The y position.

Instructions

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

z

The z position.

NetAF.Extensions

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

Room ([NetAF.Assets.Locations.Room.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Room.html))

(NetAF.Interpretation.html)

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

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

(NetAF.Assets.Locations.Direction.

Exit

ToRooms()

(NetAF.Assets.Locations.Exit.html)

Matrix

Return this matrix as a one dimensional array of rooms.

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.

Region

public Room[] ToRooms()

(NetAF.Assets.Locations.Region.html)

Room

Returns a Room

(NetAF.Assets.Locations.Room.html)

Type

Description

(NetAF.Assets.Locations.RoomPos

RoomPosition

The rooms, as a one dimensional array.

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

(NetAF.Assets.Locations.ViewPoint.

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

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

+ **NetAF Assets Interaction**

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

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

Implementation

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

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

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

Direction

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

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

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

Exit

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

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

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

Matrix

Inherited Members

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

Overworld

ExaminableObject.Examination

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

Region

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

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

ExaminableObject.Description

Room

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

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

ExaminableObject.Commands

RoomPosition

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

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

ExaminableObject.Attributes

ViewPoint

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

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

ExaminableObject.IsPlayerVisible

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

ExaminableObject.RestoreFrom(ExaminableSerialization)

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

erializeExaminableObject_)

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

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

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

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

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

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

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

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

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

Assembly: NetAF.dll

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

+ **NetAF.Interpretation**

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

```
public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<OverworldSerialization>
```

Constructors

(NetAF.Assets.Characters.html)

Overworld(Identifier, Description, CustomCommand[])

(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)
{
    this.identifier = identifier;
    this.description = description;
    this.commands = commands;
}
```

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.

Overworld(string, string, CustomCommand[])

ViewPoint

Initializes a new instance of the overworld class.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

```
+ public Overworld(string identifier, string description, CustomCommand[] commands = null)
```

Persistence

(NetAF.Commands.Persistence.html)

Parameters

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

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

+ NetAF.Conversations.

Instruct

(NetAF.Conversations.Instruct.html)

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

commands

This objects commands.

+ NetAF.Extensions

(NetAF.Extensions.html)

Properties

(NetAF.Interpretation.html)

CurrentRegion

Get the current region.

Declaration

```
public Region CurrentRegion { get; }
```

(NetAF.Assets.Characters.html)

Property Value

+ NetAF.Assets.Interaction

Type

(NetAF.Assets.Interaction.html)

Region (NetAF.Assets.Locations.Region.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Regions

Direction

(NetAF.Assets.Locations.Direction.html)

Get the regions in this overworld.

Exit

(NetAF.Assets.Locations.Exit.html)

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.html)

```
public Region[] Regions { get; }
```

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

Value

(NetAF.Assets.Locations.Region.html)

Type

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Methods

+ NetAF.Commands

(NetAF.Commands.html)

AddRegion(Region)

+ NetAF.Commands.

Add a region to this overworld.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

```
public void AddRegion(Region region)
```

(NetAF.Conversations.html)

+ NetAF.Conversations.

Parameters

Instructions

Type

(NetAF.Conversations.Instruct.html)

Region (NetAF.Assets.Locations.Region.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Examine(ExaminationScene)

(NetAF.Interpretation.html)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	region	The region to add.

Examine this object.

Declaration

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

Parameters

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

- NetAF.Assets.Locations

Returns
(NetAF.Assets.Locations.html)

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

Matrix

Overrides

(NetAF.Assets.Locations.Matrix.htm
ExaminableObject.Examine(ExaminationScene)

+ NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination
(NetAF.Assets.Locations.Overworld
Scene)
Region

(NetAF.Assets.Locations.Region.htm

FindRegion(string, out Region)

(NetAF.Assets.Locations.Room.htm

FindRegion
Position

(NetAF.Assets.Locations.RoomPos
Declaration
ViewPoint

(NetAF.Assets.ViewPoint

```
public bool FindRegion(string regionName, out Region region)
```

+ NetAF.Commands

(NetAF.Commands.html)

Parameters

Type	Name	Description
Persistence string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Persistence)	regionName	The regions name.
Region (NetAF.Assets.Locations.Region.html)	region	The region.

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns

Type	Description
Instructions bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Conversations.Instruct)	True if the region was found.

+ NetAF.Extensions

(NetAF.Extensions.html)

Move(Region)

Move to a region.

(NetAF.Interpretation.html)

Declaration

```
public bool Move(Region region)
```

Parameters

Type	Name	Description
(NetAF.Assets.Characters.html Region (NetAF.Assets.Locations.Region.html))	region	The region to move to.

+ NetAF.Assets.Interaction

Returns

(NetAF.Assets.Interaction.html)

Type	Description
- NetAF.Assets.Locations bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.html)	True if the region could be moved to, else false.

Direction

(NetAF.Assets.Locations.Direction.

RemoveRegion(Region)

(NetAF.Assets.Locations.Exit.html)

Remove a region from this overworld.

Matrix

(NetAF.Assets.Locations.Matrix.htm

Overworld

(NetAF.Assets.Locations.Overworld
public void RemoveRegion(Region region)
Region

(NetAF.Assets.Locations.Region.h

Parameters

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.Room.html)	region	The region to remove.

ViewPoint

(NetAF.Assets.Locations.ViewPoin

RestoreFrom(OverworldSerialization)

(NetAF.Commands.html)

Restore this object from a serialization.

+ NetAF.Commands.

Declaration

Persistence

(NetAF.Commands.Persistence

public void RestoreFrom(OverworldSerialization serialization)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

Type	Name	Description
Instructions OverworldSerialization (NetAF.Serialization.Assets.Overworld.Serialization.html)	serialization	The serialization to restore from.

+ NetAF.Extensions

(NetAF.Extensions.html)

Implements

+ NetAF.Interpretation

IExaminable (NetAF.Assets.IExaminable.html)

(NetAF.Interpretation.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.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Class Region

Represents a region.

Filter by title

Inheritance

+ NetAF Assets Interaction

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

↳ Region

- NetAF Assets Locations

Implements

[\(NetAF_Assets.Locations.html\)](#)

IExaminable (NetAF.Assets.IExaminable.html)

Direction

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF_Assets_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_Matrix.html)

Inherited Members

↳ Overview

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

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

- NetAF Commands

ExaminableObject.RestoreFrom(NetAF.Serialization_Asset_Persistance)

set ExaminableSerialization_

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

+ NetAF Extensions

Assembly: NetAF.dll
[\(NetAF.Extensions.html\)](#)

Syntax

+ NetAF Interpretation

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

+ NetAF Logic

```
public sealed class Region : ExaminableObject, IExaminable, IPlayerVisible, IRotateFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<RegionSerialization>
```

▼ Constructors

+ NetAF.Assets.Interaction

Region(Identifier, Description, CustomCommand[])

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)
    (NetAF.Assets.Locations.Direction.Exit.html)
```

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)		
Identifier (NetAF.Assets.Identifier.html)	identifier	This Regions identifier.
Region (NetAF.Assets.Locations.Region.html)	description	The description of this Region.
CustomCommand (NetAF.Commands.CustomCommand.html[])	commands	This objects commands.

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Region(string, string, CustomCommand[])

Initializes a new instance of the Region class.

+ NetAF.Commands

(NetAFCommands.html)

+ NetAF.Commands.

```
public Region(string identifier, string description, CustomCommand[] commands = null)
    (NetAF.Commands.Persistence.html)
```

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	This Regions identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description of this Region.
CustomCommand (NetAF.Commands.CustomCommand.html[])	commands	This objects commands.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

CurrentRoom

Get the current room.

Declaration

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

+ NetAF/Assets/Interaction

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

Description

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

Direction

this(int, int, int)

Exit

Get a [NetAF/Assets/Locations/Exit](#)
[\(NetAF.Assets.Locations.Exit.html\)](#)

Matrix

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

Overworld

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

Region

Parameters [\(NetAF/Assets/Locations/Region.html\)](#)

Room

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

Name

Description

int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF/Assets/Locations/RoomPosition.html)	x	The x position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF/Assets/Locations/RoomPos.html)	y	The y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF/Assets/Locations/ViewPoint.html)	z	The z position.

+ NetAF.Commands

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

Type (NetAF.Commands.html)	Description
Persister ((NetAF/Assets/Locations/Room.html)) (NetAF.Commands.Persistence.html)	The room.

+ NetAF.Commands.Persistence

+ NetAF.Conversations

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

Get the number of rooms region contains.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

```
public int Rooms { get; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

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

Description

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

+ NetAF.Logic

VisibleWithoutDiscovery

Get if the current region is visible without discovery.

Declaration

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

Properties

+ NetAF/Assets/Interaction

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

Description

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

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

Direction

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

Methods

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

Matrix

+ Room([Room.html](#), int, int, int)

Overworld

Add a Room to this region.

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

Region

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

Room

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

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

RoomPosition

Parameters

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

Type

ViewPoint

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

Name

Description

room

The room to add.

x

The x position within the region.

y

The y position within the region.

z

The z position within the region.

+ NetAF.Commands

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

+ NetAF.Commands

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

Persistence

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

Returns

+ NetAF.Conversations

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

Description

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

+ NetAF.Conversations

Instructions

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

Examine(ExaminationScene)

+ NetAF.Extensions

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

Declarative

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

+ NetAF.Logic

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

Parameters

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

(NetAF.Assets.Interaction.html)
Returns

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

Overrides
(NetAF.Assets.Locations.Exit.html)
ExaminableObject.Examine(ExaminationScene)
(NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene)
Overworld
(NetAF.Assets.Locations.Overworld)

GetAdjoiningRoom(Direction)
(NetAF.Assets.Locations.Region.html)

Get an adjoining room to the Region.CurrentRoom property.

(NetAF.Assets.Locations.Room.html)

Declaration

```
ROOM Position  
(NetAF.Assets.Locations.RoomPos  
viewPoint Room GetAdjoiningRoom(Direction direction)  
(NetAF.Assets.Locations.ViewPoint)
```

NetAF.Commands

Type	Name	Description
+ NetAF Commands Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction of the adjoining Room.

Persistence

Ref (NetAF.Commands.Persistence)

Type	Description
+ NetAF.Conversations (NetAF.Conversations.html)	The adjoining Room.

+ NetAF.Conversations.

Instructions

GetAdjoiningRoom(Direction, Room)

+ NetAF.Extensions to a room.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction of the adjoining room.
Room (NetAF.Assets.Locations.Room.html)	<i>room</i>	The room to use as the reference.



Returns

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	Description
Room (NetAF.Assets.Locations.Room.html)	The adjoining room.

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

GetPositionOfRoom(Room)

Declaration
Direction (NetAF.Assets.Locations.Direction.html)

Get the position of a room.

Exit

Declaration
NetAF.Assets.Locations.Exit.html

Matrix

public RoomPosition GetPositionOfRoom(Room room)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Parameters

Region

Type	Name	Description
Room		
Room (NetAF.Assets.Locations.Room.html)	<i>room</i>	The room.

RoomPosition

Return
NetAF.Assets.Locations.RoomPos

Type	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	The position of the room.

+ NetAF.Commands

(NetAF.Commands.html)

JumpToRoom(int, int, int)

Persistence

Jump to a room.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

public bool JumpToRoom(int x, int y, int z)

+ NetAF.Conversations.

Instructions

Parameters

(NetAF.Conversations.Instruct.html)

Type

+ NetAF.Extensions

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

(NetAF.Extensions.html)

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

+ NetAF.Interpretation

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

(NetAF.Interpretation.html)

+ NetAF.Logic

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the room could be jumped to, else false.

Move(Direction)

+ NetAF.Assets.Interaction

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

- NetAF.Assets.Locations

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

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

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)		

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

direction The direction to move in.

Overworld

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

Type	Description
Region (NetAF.Assets.Locations.Region.html)	True if the move was successful, else false.

Room

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

RoomPosition

RestoreFrom(RegionSerialization)

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

ViewPoint

Restore this object from a serialization.

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

Declaration

+ NetAF.Commands

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

public void RestoreFrom(RegionSerialization serialization)

+ NetAF.Commands.

Persistence

Parameters

Type	Name	Description
RegionSerialization (NetAF.Commands.Persistence.html)	<i>serialization</i>	The serialization to restore from.

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

Declaration

+ NetAF.Interpretation

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

+ NetAF.Logic

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	room	The Room to start in.

SetStartRoom(int, int, int)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)
Declaration

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html) x, int y, int z)

Direction

Parameters: Locations.Direction.

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)		
int (Matrix/learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Locations.Matrix.htm)	x	The x position.
int (https://learn.microsoft.com/dotnet/api/system.int32) OverWorld	y	The y position.

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

(NetAF.Assets.Locations.Region.html)

Room

ToMatrix()

(NetAF.Assets.Locations.Room.html)

RoomPosition

Get this region as a 3D matrix of rooms.
(NetAF.Assets.Locations.RoomPos.html)

Declaration

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

Returns

+ NetAF.Commands.

Type

Persistence

Matrix (NetAF.Assets.Locations.Matrix.html)

Description

This region, as a 3D matrix.

+ NetAF.Conversations

(NetAF.Conversations.html)

TryFindRoom(string, out Room)

+ NetAF.Conversations.

Try and find a room within this region.

Instructions

(NetAF.Conversations.Instruct.html)

Declaration

+ NetAF.Extensions

public bool TryFindRoom(string name, out Room room)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

+ NetAF.Logic

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	name	The rooms name.
Room (NetAF.Assets.Locations.Room.html)	room	The room, if found, else null.

Returns

Type	Description
+ NetAF.Assets.Interaction bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Interaction.html)	True if the room could be found, else false.

- NetAF.Assets.Locations

UnlockDoorPair(Direction)

Direction
Unlock a pair of doors in a specified direction in the CurrentRoom.
(NetAF.Assets.Locations.Direction.html)

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix
public bool UnlockDoorPair(Direction direction)
(NetAF.Assets.Locations.Matrix.html)

Overworld

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

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)		

Direction (NetAF.Assets.Locations.Direction.html)

direction

The direction to unlock in.

Room (NetAF.Assets.Locations.Room.html)

RoomPosition (NetAF.Assets.Locations.RoomPosition.html)

Return RoomPosition

Type	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>) True if the door pair could be unlocked, else false.

+ NetAF.Commands

(NetAFCommands.html)

Implements

+ NetAF.Commands.

IExaminable (NetAF.Assets.IExaminable.html)

Persistence

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAFCommands.Persistence.html) IRestoreFromObjectSerialization<T> (<https://learn.microsoft.com/dotnet/api/system.serialization.irestorefromobjectserialization-1>.html)

IRestoreFromObjectSerialization<T> (<https://learn.microsoft.com/dotnet/api/system.serialization.irestorefromobjectserialization-1>.html)

+ NetAF.Conversations

(NetAFConversations.html)

+ NetAF.Conversations.

Instructions

(NetAFConversations.Instruct

+ NetAF.Extensions

(NetAFExtensions.html)

+ NetAF.Interpretation

(NetAFInterpretation.html)

+ NetAF.Logic

Class Room

Represents a room

Filter by title

Inheritance

+ **NetAF.Assets.Interaction**

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

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

↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](#))

- **NetAF.Assets.Locations**

↳ Room

- **(NetAF.Assets.Locations.html)**

Implements

Direction

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

↳ NetAF.Assets.Direction

IItemContainer ([NetAF.Assets.IItemContainer.html](#))

↳ Exit

IExaminable ([NetAF.Assets.IExaminable.html](#))

↳ NetAF.Assets.Exit

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

↳ Matrix

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

↳ NetAF.Assets.Matrix

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

Overworld

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<RoomSerialization

↳ NetAF.Assets.Overworld

([NetAF.Serialization.Assets.RoomSerialization.html](#))>

Region

Inherited Members

↳ NetAF.Assets.Locations.Region

Room

ExaminableObject.Examination

↳ NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination

RoomPosition

ExaminableObject.Identifier

↳ NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier

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_()

+ **NetAF.Conversations**

- **(NetAF.Conversations.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.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **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>)

+ **NetAF.Interpretation**

- **(NetAF.Interpretation.html)**

Syntax

+ **NetAF.Logic**

↳ [NetAF.Logic.html](#)

```
public sealed class Room : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<RoomSerialization>
```

▼ Constructors

+ [NetAF.Assets.Interaction](#)

([NetAF.Assets.Interaction.html](#))

Room(Identifier, Description, Exit[], Item[], CustomCommand[], InteractionCallback)
[NetAF.Assets.Locations](#)
[InteractionCallback](#)
([NetAF.Assets.Locations.html](#))

Initializes a new instance of the Room class.

 Direction

 Declaration
 Exit

```
public Room(Identifier identifier, Description description, Exit[] exits = null, Item[] items = null, CustomCommand[] commands = null, InteractionCallback interaction = null)
```

 Overworld

 ([NetAF.Assets.Locations.Overworld.html](#))

Parameters

 Region

Type	Name	Description
Room		
Identifier (NetAF.Assets.Identifier.html)	identifier	This rooms identifier.
RoomPosition		
Description (NetAF.Assets.Description.html)	description	This rooms description.
Exit (NetAF.Assets.Locations.Exit.html)	exits	The exits from this room.
Item (NetAF.Assets.Item.html)	items	The items in this room.
CustomCommand (NetAF.Commands.CustomCommand.html)	commands	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	interaction	The interaction.

+ [NetAF.Commands](#)

CustomCommand(NetAF.Commands.CustomCommand.html)
([NetAF.Commands.html](#))

InteractionCallback ([NetAF.Assets.Interaction.InteractionCallback.html](#))

+ [NetAF.Commands](#).

Persistence

([NetAF.Commands.Persistence.html](#))

Room(string, string, Exit[], Item[], CustomCommand[], InteractionCallback)

+ [NetAF.Conversations](#)

Initializes a new instance of the Room class.

([NetAF.Conversations.html](#))

Declaration

+ [NetAF.Conversations](#).

Instructions

```
public Room(string identifier, string description, Exit[] exits = null, Item[] items = null, CustomCommand[] commands = null, InteractionCallback interaction = null)
```

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	This rooms identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	This rooms description.

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)[]	exits	The exits from this room.
Item (NetAF.Assets.Item.html)[]	items	The items in this room.
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	interaction	The interaction.

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

Properties (NetAF.Assets.Locations.html)

Direction

Characters
Exit

Get the characters in this room.

Matrix

Declaration

Overworld

```
public NonPlayableCharacter[] Characters { get; }
```

Region

Room

Type NetAF.Assets.Locations.Room.htm

Description

RoomPosition
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)[]

ViewPoint

(NetAF.Assets.Locations.ViewPoint)

EnteredFrom

+ NetAF.Commands

Get the command as entered from.

- NetAF.Commands.

Persistence

```
public Direction? EnteredFrom { get; }
```

+ NetAF.Conversations

Property Value
(NetAF.Conversations.html)

Type

Description

+ NetAF.Conversations.

Direction (NetAF.Assets.Locations.Direction.html)?

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Exits
(NetAF.Extensions.html)

Get the exits.

+ NetAF.Interpretation

Definition
(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

```
public Exit[] Exits { get; }
```

Property Value

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)[] + NetAF.Assets.Interaction	

(NetAF.Assets.Interaction.html)

NetAF.Assets.Locations

HasBeenVisited
(NetAF.Assets.Locations.html)

Get if this location has been visited.

Direction

Declaration
NetAF.Assets.Locations.Direction.

Exit

```
public bool HasBeenVisited { get; }
```

Matrix

(NetAF.Assets.Locations.Matrix.htm

Property Value

Overworld

Type	Description
NetAF.Assets.Locations.Overworld Region bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Room

(NetAF.Assets.Locations.Room.htm

RoomPosition

(NetAF.Assets.Locations.RoomPos

Get the ViewPoint.

(NetAF.Assets.Locations.ViewPoin

Declaration

+ NetAF.Commands

(NetAF.Commands.html)
Interaction

+ NetAF.Commands.

Persistence

Type	Description
NetAF.Commands.Persistence Interaction	

+ NetAF.Conversations.
Assets.Interaction.InteractionCallback.html

(NetAF.Conversations.html)

+ NetAF.Conversations.

this[Direction]

Instructions

(NetAF.Conversations.Instruct

Get an exit.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

(NetAF.Logic.html)

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction of an exit.

Property Value

Type	Description
+ Exit (NetAF.Assets.Locations.Exit.html)	The exit.

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations
Items
(NetAF.Assets.Locations.html)

Get the items.

(NetAF.Assets.Locations.Direction.

Declaration

Exit

(NetAF.Assets.Locations.Exit.html)

public Item[] Items { get; }

Matrix

(NetAF.Assets.Locations.Matrix.htm

Overworld

(NetAF.Assets.Locations.Overworld

Type

Region

(NetAF.Assets.Locations.Region.htm

Item (NetAF.Assets.Item.html)

Room

(NetAF.Assets.Locations.Room.htm

RoomPosition

UnlockedExits
(NetAF.Assets.Locations.RoomPos

ViewPoint

Get all unlocked exits.

(NetAF.Assets.Locations.ViewPoin

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

public Exit[] UnlockedExits { get; }

+ NetAF.Commands.

Persistence

Property Value
(NetAF.Commands.Persistence

Type

+ NetAF.Conversations

Exit (NetAF.Assets.Locations.Exit.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Methods
(NetAF.Conversations.Instruct

+ NetAF.Extensions

ActionFactor (NonPlayableCharacter)

+ NetAF.Interpretation.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.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

(NetAF.Assets.Locations.html)

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.

Room
(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.

Persistence

Parameters
(NetAF.Commands.Persistence.html)

Type	Name	Description
Direction (NetAF.Commands.Persistence.html)	direction	The direction to test.

+ NetAF.Conversations.

Returns

Instructions

Type	Description
Instruct (NetAF.Conversations.Instruct.html)	If a move in the specified direction is possible.

+ NetAF.Extensions.

(NetAF.Extensions.html)

+ NetAF.Interpretation.

ContainsCharacter(NonPlayableCharacter, bool)

(NetAF.Interpretation.html)

Get if this Room contains a character.

+ NetAF.Logic

Declaration
(NetAF.Logic.html)

```
public bool ContainsCharacter(NonPlayableCharacter character, bool includeInvisibleCharacters = false)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	character	The character.
- NetAF.Assets.Locations bool (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) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item is in this room, else false.

([NetAF.Assets.Locations.Overworld.html](#))

Region

([NetAF.Assets.Locations.Region.html](#))
Room

ContainsCharacter(string, bool)

Get if this Room contains a character.

RoomPosition

Declaration
([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

```
public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)
```

+ **NetAF.Commands**

(NetAF.Commands.html)

Parameters

Type	Name	Description
+ NetAF.Commands.Persistence string (NetAF.Commands.Persistence.html) (https://learn.microsoft.com/dotnet/api/system.string)	characterName	The character name to check for.
+ NetAF.Conversations bool (NetAF.Conversations.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	includeInvisibleCharacters	Specify if invisible characters should be included.

(NetAF.Conversations.Instruct.html)

Returns

Type	Description
+ NetAF.Extensions (NetAF.Extensions.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item is in this room, else false.

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

ContainsExit(Direction, bool)

(NetAF.Exit.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.htm

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Overworld

Description

True if the exit exists, else false.

ContainsExit(bool)

Room

Get if NetAF.Room contains an exit

RoomPosition

Declaration
[\(NetAF.Assets.Locations.RoomPos](#)

ViewPoint

public bool ContainsExit(bool includeInvisibleExits = false)

(NetAF.Assets.Locations.ViewPoin

+ NetAF.Commands

Parameters

[\(NetAF.Commands.html\)](#)

Type

+ **NetAF.Commands.**

Persistence

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Commands.Persistence\)](#)

lean

Name

Description

includeInvisibleExits

Specify if invisible exits should be included.

+ NetAF.Conversations

Returns
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Conversations.Instruct](#)

Description

True if the exit exists, else false.

+ NetAF.Extensions

ContainsInteractionTarget(string)

Gets NetAF.Interpretation an interaction target.

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

```
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)

(NetAF.Assets.Locations.Exit.html)

Matrix

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.

Overworld

(NetAF.Assets.Locations.Overworld

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	Description
+ NetAF.Commands.html bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item is in this room, else false.

(NetAF.Commands.Persistence)

+ NetAF.Conversations

ContainsItem(String, bool)

(NetAF.Conversations.html)

Get if this Room contains an item.

+ NetAF.Conversations

Declaration

Instructions

(NetAF.Conversations.Instruct)

```
public bool ContainsItem(string itemName, bool includeInvisibleItems = false)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

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](#)

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.

Direction

Exit
([NetAF.Assets.Exit.html](#))

Examine([ExaminationScene](#))

Matrix

([NetAF.Assets.Locations.Matrix.html](#))
Handle examination this Room.
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.RoomPosition		

ViewPoint

ExaminationScene
([NetAF.Assets.Locations.ViewPoint.html](#))
([NetAF.Assets.ExaminationScene.html](#))

+ [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

Returns

+ [NetAF.Commands](#).

Persistence

ExaminationResult ([NetAF.Assets.ExaminationResult.html](#))

([NetAF.Commands.Persistence.html](#))

The result of this examination.

Overrides

[NetAF.Conversations](#)

ExaminationObject.Examine([ExaminationScene](#))

([NetAF.ExaminableObject.html](#)#[NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene](#))

+ [NetAF.Conversations](#).

Instructions

([NetAF.Conversations.Instruct.html](#))

FindCharacter(string, out NonPlayableCharacter)

+ [NetAF.Extensions](#)

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

([NetAF.Extensions.html](#))

Declaration

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

public bool FindCharacter(string characterName, out NonPlayableCharacter character)

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>characterName</i>	The character.
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	<i>character</i>	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.Locations.Direction.html)

FindCharacter(string, out NonPlayableCharacter, bool)

Exit

(NetAF.Assets.Locations.Exit.html)

Find a character.

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

public bool FindCharacter(string characterName, out NonPlayableCharacter character,

bool includeInvisibleCharacters)

(NetAF.Assets.Locations.Region.html)

Room

Parameters

(NetAF.Assets.Locations.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	<i>characterName</i>	The character name.
String ViewPoint (https://learn.microsoft.com/dotnet/api/system.string)	<i>character</i>	The character.
+ NetAF.Commands	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.
NonPlayableCharacter (NetAF.Commands.html)		
(NetAF.Assets.Characters.NonPlayableCharacter.html)		
+ NetAF.Commands.		
Persistence		
bool (https://learn.microsoft.com/dotnet/api/system.boolean)		
+ NetAF.Conversations		
(NetAF.Conversations.html)		
Returns		
+ NetAF.Conversations.		
Type		
Instructions		
bool (https://learn.microsoft.com/dotnet/api/system.boolean)		
(NetAF.Conversations.Instruct.html)		

+ NetAF.Extensions

(NetAF.Extensions.html)

FindExit(Direction, bool, out Exit)

+ NetAF.Interpretation

Find an exit.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

```
public bool FindExit(Direction direction, bool includeInvisibleExits, out Exit exit)
```

Parameters

Type	Name	Description
Direction (NetAF.Assets.Direction.html) + NetAF.Assets.Interaction	direction	The exits direction.
bool (NetAF.Assets.Interaction.html) (https://learn.microsoft.com/dotnet/api/system.boolean) - NetAF.Assets.Locations	includeInvisibleExits	Specify if invisible exists should be included.
Exit (NetAF.Assets.Locations.Exit.html) Direction	exit	The exit.

Returns
Exit

Type	Description
Matrix (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Matrix.htm)	True if the exit was found.

Overworld

(NetAF.Assets.Locations.Overworld)

FindInteractionTarget(string, out IInteractWithItem)

(NetAF.Assets.Locations.Region.html)
Find an interaction target.

Room

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

Type	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	The target.

(NetAF.Commands.Persistence)

Returns

+ NetAF.Conversations

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the target was found.

+ NetAF.Conversations

Instructions

(NetAF.Conversations.Instruction.html)

FindItem(string, out Item)

+ NetAF.Extensions

Find (NetAF.Extensions.html) items whose ExaminableObject.IsPlayerVisible property is set to false

+ NetAF.Interpretation

(NetAF.Interpretation.html)

public bool FindItem(string itemName, out Item item)

+ NetAF.Logic

(NetAF.Logic.html)

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.html		
RoomPosition	itemName	The items name.
string (NetAF.Assets.Locations.RoomPosition.html)	item	The item.

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

bool

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Returns

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the item was found.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

HasLockedExitInDirection(Direction, bool)

+ NetAF.Extensions

Get if this room has a visible locked exit in a specified direction.

[\(NetAF.Extensions.html\)](#)

Declaration

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits = false)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

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)

Get if this room has a visible unlocked exit in a specified direction.
(NetAF.Assets.Locations.Matrix.htm)

Declaration

(NetAF.Assets.Locations.Overworld)

public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)
(NetAF.Assets.Locations.Region.htm)

Room

(NetAF.Assets.Locations.Room.htm)

Parameters

RoomPosition

Type	Name	Description
ViewPoint Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Locations.ViewPoint)	<i>direction</i>	The direction to check.
bool + NetAF.Commands (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Commands	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

+ NetAF.Commands.

Persistence

Type	Description
bool (NetAF.Commands.Persistence.html)	If there is a unlocked exit in the specified direction.

+ NetAF.Conversations.

Instructions

Interact(Item)

(NetAF.Conversations.Instruct)

Interact with an item

+ NetAF.Extensions

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

public InteractionResult Interact(Item item)
(NetAF.Interpretation.html)

+ NetAF.Logic

Parameters
(NetAF.Logic.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
 (NetAF.Assets.Locations.Direction.
 Exit

 (NetAF.Assets.Locations.Exit.html)
 public void MovedInto(Direction? fromDirection)

 (NetAF.Assets.Locations.Matrix.htm

Parameters
 Overworld

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
 + NetAF.Commands.

Persistence

 public void RemoveCharacter(NonPlayableCharacter character)

(NetAF.Commands.Persistence)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

NonPlayableCharacter

Instructions

(NetAF.Assets.Characters.NonPlayableCharacter.html)

(NetAF.Conversations.Instruct

Type	Name	Description
character	character	The character to remove.

+ NetAF.Extensions

(NetAF.Extensions.html)

RemoveInteractionTarget(IInteractWithItem)

+ NetAF.Interpretation

Remove an interaction target from the room.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

```
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

Declaration
(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)		

(NetAF.Assets.Item.html)

item The item to remove.

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

RestoreFrom(RoomSerialization)

Restore an object from a serialization.

Persistence

Declaration
(NetAF.Commands.Persistence.html)

public void RestoreFrom(RoomSerialization serialization)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

Type	Name	Description
Instructions (NetAF.Conversations.Instruction.html)	serialization	The serialization to restore from.

(NetAF.Serialization.Assets.RoomSerialization.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

SpecifyConditionalDescription(ConditionalDescription)

(NetAF.Interpretation.html)

Specify a conditional description of this room.

+ NetAF.Logic

Declaration
(NetAF.Logic.html)

```
public void SpecifyConditionalDescription(ConditionalDescription description)
```

Parameters

Type	Name	Description
ConditionalDescription (NetAF.Assets.ConditionalDescription.html) + NetAF.Assets.Interaction	description	The description of this room.

(NetAF.Assets.Interaction.html)

Implements

(NetAF.Assets.Locations.html)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

IItemContainer (NetAF.Assets.IItemContainer.html)

IExamineable (NetAF.Assets.IExamineable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- **NetAF.Assets.Locations**

↳ RoomPosition

([NetAF.Assets.Locations.html](#))

Inherited Members

Direction

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Exit

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Matrix

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

Assembly: NetAF.dll

RoomPosition

Syntax ([NetAF.Assets.Locations.RoomPos](#)

ViewPoint

public class RoomPosition
([NetAF.Assets.Locations.ViewPoin](#)

+ **NetAF.Commands**

([NetAF.Commands.html](#))

Constructors

+ **NetAF.Commands.**

Persistence

RoomPosition(Room, int, int, int)

([NetAF.Commands.Persistence.html](#))

Represents a room position

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

public RoomPosition(Room room, int x, int y, int z)

Instructions

([NetAF.Conversations.Instruct](#)

Parameters

+ **NetAF.Extensions**

Type

([NetAF.Extensions.html](#))

Room ([NetAF.Assets.Locations.Room.html](#))

+ **NetAF.Interpretation**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Interpretation.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	room	The room/
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position of the room.

Properties

Room

Get the room.



Declaration

(NetAF.Assets.Interaction.html)

```
- public Room Room { get; }
```

(NetAEAssets.Locations.html)

Property Value Direction

Type	Description
Exit	
Room (NetAF.Assets.Locations.Room.html)	

Matrix

(NetAF.Assets.Locations.Matrix.htm)

X Overworld
(NetAF.Assets.Locations.Overworld)

Get the Red X composition of the room.

(NetAF.Assets.Locations.Region.htm Declaration Room

```
(NetAF.Assets.Locations.Room.htm  
public int X { get; }  
    
```

(NetAF.Assets.Locations.RoomPos

Type
(NetAF.Assets.Locations.ViewPoint)

+ **NetAF.Commands**
int (<https://learn.microsoft.com/dotnet/api/NetAF.Commands.html>)

+ NetAECommands.

✓ Persistence

(NetAE Commands Persistence)

Get the Y position of the room.

+ **NetAF.Conversations**
Declaration
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct Property Value

+ **NetAF.Extensions** Type ([NetAF.Extensions.html](#))

[+ NetAF.Interpretation](https://learn.microsoft.com/dotnet/api/system.reflection.emit.netaf.interpretation)

(NetAP.Interface)

NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Extensions	Type (NetAF.Extensions.html)	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)		

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.htm

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.htm

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.ViewPoin	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Commands.html)	z	The Z position.

+ NetAF.Commands.

Returns

Persistence

Type	Description
(NetAF.Commands.Persistence.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this is at the position, else false.

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

- NetAFAssets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAFAssets.Locations.html](#))

↳ ViewPoint

Direction

Inherited Members

([NetAFAssets.Direction.html](#))

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAFAssets.Exit.html](#))

object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAFAssets.Matrix.html](#))

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAFAssets.Overwork.html](#))

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAFAssets.ReferenceEquals.html](#))

object ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAFAssets.ToString.html](#))

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace

: NetAF (NetAF.html).Assets (NetAFAssets.html).Locations (NetAFAssets.Locations.html)

Assembly

: NetAF.dll

RoomPosition

Syntax

([NetAFAssets.RoomPosition.html](#))

ViewPoint

public sealed class ViewPoint

([NetAFAssets.ViewPoint.html](#))

+ NetAF.Commands

([NetAFCommands.html](#))

Properties

Persistence

([NetAFCommands.Persistence.html](#))

Any

+ NetAF.Conversations

Get if there is a view in any direction.

([NetAFConversations.html](#))

Declaration

+ NetAF.Conversations.

Instructions

public bool Any { get; }

([NetAFConversations.Instructions.html](#))

NetAF.Extensions

Property Value

([NetAFExtensions.html](#))

Type

+ NetAF.Interpretation

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAFInterpretation.html](#))

+ NetAF.Logic

([NetAFLogic.html](#))

AnyNotVisited

+ NetAF.Persistence

Type	Description
bool	

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; }
```

Region
(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)	

ViewPoint
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands
this[Direction]
[\(NetAF.Commands.html\)](#)

Get the room that lies in a specified direction.

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)
public Room this[Direction direction] { get; }

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)
Parameters

Type	Name	Description
Instructions Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction to check.

+ NetAF.Extensions
Property Value

Type	Description
(NetAF.Extensions.html) Room (NetAF.Assets.Locations.Room.html)	The room.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

Type	Description
NetAF.Assets.Locations (NetAF.Assets.Locations.html)	

View Point (NetAF.Assets.Locations.ViewPoint.html)
Direction
(NetAF.Assets.Locations.Direction.html)
Exit
(NetAF.Assets.Locations.Exit.html)
Matrix
(NetAF.Assets.Locations.Matrix.html)

Methods

Create(Region)
(NetAF.Assets.Locations.Overworld.html)
CreateRegion ViewPoint.
(NetAF.Assets.Locations.Region.html)

Declaration
Room
(NetAF.Assets.Locations.Room.html)
public static ViewPoint Create(Region region)
RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)
ViewPoint

Parameters
(NetAF.Assets.Locations.ViewPoint.html)

Type	Name	Description
NetAF.Commands (NetAF.Commands.html)	<i>region</i>	The region to create the view point from.

NetAF.Commands.

Persistence	Description
NetAF.Commands.Persistence (NetAF.Commands.Persistence.html)	

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

Namespace NetAF.Commands

Classes

Filter by title

CustomCommand (NetAF.Commands.CustomCommand.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Interfaces

NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

ICommand (NetAF.Commands.ICommand.html)

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

- **NetAF.Commands**

Delegates

(NetAF.Commands.html)

CustomCommand

CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)

CustomCommandCallback

Provides a callback for custom commands.

(NetAF.Commands.CustomCommandCallback.html)

ICommand

(NetAF.Commands.ICommand.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Assets.Characters.html)
↳ CustomCommand

+ NetAF.Assets.Interaction

↳ Load (NetAF.Commands.Persistence.Load.html)
↳ Save (NetAF.Commands.Persistence.Save.html)
(NetAF.Assets.Interaction.html)

Implements

+ NetAF.Assets.Locations

ICommand (NetAF.Commands.ICommand.html)
(NetAF.Assets.Locations.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<CustomCommand
Serialization (NetAF.Serialization.Assets.CustomCommandSerialization.html)>
(NetAF.Commands.html)

Inherited Members

CustomCommand

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)))
CustomCommandCallback

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>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

Persistence
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
(NetAF.Commands.Persistence.html)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- NetAF.Conversations

AsNetAF.Conversations.Commands (NetAF.Commands.html)

(NetAF.Conversations.html)

Syntax

CustomCommand : ICommand, IPlayerVisible, IRestoreFromObjectSerialization<CustomCommandSerialization>

+ NetAF.Extensions

(NetAF.Extensions.html)

Constructors

(NetAF.Interpretation)
(NetAF.Interpretation.html)

CustomCommand(CommandHelp, bool, bool, CustomCommandCallback)

(NetAF.Logic)

Provides a custom command.

+ NetAF.Persistence

Declaration
(NetAF.Persistence.html)

public CustomCommand(CommandHelp help, bool isPlayerVisible, bool interpretIfNotPlayerVisible, CustomCommandCallback callback)
(NetAF.Persistence.Json.html)

Parameters

Type	Name	Description
CommandHelp (NetAF.Interpretation.CommandHelp.htm l) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>help</i>	The help for this command.
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm)	<i>isPlayerVisible</i>	If this is visible to the player.
+ NetAF.Assets.Interaction (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>interpretIfNotPlayerVisible</i>	If this command can be interpreted when the IsPlayerVisible is false.
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)	<i>callback</i>	The callback to invoke when this command is invoked.

- NetAF.Commands

(NetAF.Commands.html)

CustomCommand

(NetAF.Commands.CustomCommand)

CustomCommandCallback

(NetAF.Commands.CustomCommandCallback)

Properties

(NetAF.Commands.ICommand.html)

Get or set the arguments.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

```
public string[] Arguments { get; set; }
```

+ NetAF.Conversations

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type

Instructions

string (https://learn.microsoft.com/dotnet/api/system.string)[]

(NetAF.Conversations.Instructions)

+ NetAF.Extensions

(NetAF.Extensions.html)

Help

+ NetAF.Interpretation

Get the help for this command.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

```
public CommandHelp Help { get; }
```

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)[]	

Type	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	

InterpretIfNotPlayerVisible

Get if this command can be interpreted when the IsPlayerVisible is false.

+ NetAF.Assets.Characters

Declaration:

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

```
public bool InterpretIfNotPlayerVisible { get; set; }
```

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Property Value

(NetAF.Assets.Locations.html)

Type

CustomCommand

(NetAF.Commands.CustomCommand.html)

- NetAF.Commands

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Commands.html)

CustomCommand

(NetAF.Commands.CustomCommand.html)

CustomCommandCallback

(NetAF.Commands.CustomCommandCallback.html)

Get or Set if this is visible to the player.

ICommand

Declaration:

(NetAF.Commands.ICommand.html)

+ NetAF.Commands

```
public bool IsPlayerVisible { get; set; }
```

Persistence

(NetAF.Commands.Persistence)

Property Value

+ NetAF.Conversations

Declaration:

(NetAF.Conversations.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

Methods

+ NetAF.Extensions

(NetAF.Extensions.html)

Invoke(Game)

NetAF.Interpretation

(NetAF.Interpretation.html)

Invoke the command.

+ NetAF.Logic

Declaration:

(NetAF.Logic.html)

```
public Reaction Invoke(Game game)
```

+ NetAF.Persistence

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

+ NetAF.Assets.Characters (NetAF.Assets.Characters.html)

RestoreFromCustomCommandSerialization

(NetAF.Assets.Interaction.html)

Restore this object from a serialization.

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

- NetAF.Commands RestoreFrom(CustomCommandSerialization serialization)

(NetAF.Commands.html)

Parameters

Type	Name	Description
CustomCommandCallback		
CustomCommandSerialization	serialization	The serialization to restore from.

+ NetAF.Commands. Implementation Persistence

(NetAF.Commands.Persistence.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Conversations IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) (NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

(NetAF.Assets.Characters.htm)

Assembly: NetAF.dll

Syntax

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

Type	Name	Description
(NetAF.Commands.html) Game (NetAF.Logic.Game.html) CustomCommand	game	The game to invoke the command on.
string (NetAF.Commands.CustomCommandCallback (https://learn.microsoft.com/dotnet/api/system.string)) ICommand	arguments	The arguments to invoke the command with.

Return Value

NetAF.Commands.ICommand.htm

Type	Description
Persistence (NetAF.Assets.Interaction.Reaction.html)	The reaction to the command.

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Interface ICommand

Represents a command.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

+ NetAF.Assets.Interaction

Syntax
[\(NetAF.Assets.Interaction.html\)](#)

+ NetAF.Assets.Locations

public interface ICommand

[\(NetAF.Assets.Locations.html\)](#)

- NetAF.Commands

[\(NetAF.Commands.html\)](#)

Methods

CustomCommand

[\(NetAF.Commands.CustomCommand.html\)](#)

CustomCommandCallback

[\(NetAF.Commands.CustomCommandCallback.html\)](#)

Invoke(Game)

Invoke the command.

[\(NetAF.Commands.ICommand.html\)](#)

Declaration

+ NetAF.Commands.

Persistence

Reaction Invoke(Game game)

[\(NetAF.Commands.Persistence.html\)](#)

NetAF.Conversations

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

Description

The reaction.

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Namespace NetAF.Commands.Persistence

Classes

Filter by title

Load (NetAF.Commands.Persistence.Load.html)

(NetAF.Assets.Characters.html)

Represents the Load command.

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Save (NetAF.Commands.Persistence.Save.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

- **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Class Load

Represents the Load command.

Filter by title

Inheritance

+ NetAF.Assets.Interaction

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Assets.Interaction.html)
↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

+ NetAF.Assets.Locations

Implements

+ NetAF.Commands

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

Serialization ([NetAF.Serialization.Assets.CustomCommandSerialization.html](#))>

- NetAF.Commands

Inheritance

- NetAF.Commands.Persistence

CustomCommand.Arguments

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Arguments)

CustomCommand.Help ([NetAF.Commands.Persistence.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

CustomCommand.InterpretIfNotPlayerVisible

([NetAF.Commands.Persistence.html](#)#NetAF_Commands_CustomCommand_InterpretIfNotPlayerVisible)

CustomCommand.Invoke(Game)

+ NetAF.Conversations

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_)
(NetAF.Conversations.html)

CustomCommand.IsPlayerVisible

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

CustomCommand.RestoreFrom(CustomCommandSerialization)

- NetAF.Conversations.Instructions

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_RestoreFrom_NetAF_Serializ

ation_Assets_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.Extensions.html)

- NetAF.Interpretation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
(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) () (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Persistence

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Persistence ([NetAF.Commands.Persistence.html](#))

- NetAF.Persistence.Json

Syntax

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

public class Load : CustomCommand, ICommand, IPlayerVisible, IRestoreFromObjectSerialization<CustomCommandSerialization>

+ NetAF.Rendering.Frame

Builders

Constructors

Load()

Initializes a new instance of the Load class.

Declaration

+ NetAF.Assets.Interaction

([NetAF.Assets.Interaction.html](#))

+ NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

Implements

+ NetAF.Commands

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

IRestoreFromObjectSerialization<T> ([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.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instructions.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

Class Save

Represents the Save command.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Assets.Location](#)s

↳ Save
([NetAF.Assets.Locations.html](#))

Implements

+ [NetAF.Commands](#)

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

Serialization ([NetAF.Serialization.Assets.CustomCommandSerialization.html](#))>

Persistence

Inherited Members

([NetAF.Commands.Persistence.html](#))

CustomCommand.Arguments

([NetAF.Commands.Persistence.html](#)#NetAF_Commands_CustomCommand_Arguments)

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

CustomCommand.PersistencePlayerVisible

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_InterpretIfNotPlayerVisible)

+ [NetAF.Conversations](#)

CustomCommand.Invoked(Game)

([NetAF.Conversations.html](#))

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_

+ [NetAF.Conversations](#).

CustomCommand.IsPlayerVisible

Instructions ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

([NetAF.Conversations.Instruct](#))

CustomCommand.RestoreFrom(CustomCommandSerialization)

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_RestoreFrom_NetAF_Serializ

ation_Assets_CustomCommandSerialization_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Logic.html](#))

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ [NetAF.Persistence](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

Syntax

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

public class Save : CustomCommand, ICommand, IPlayerVisible, IRestoreFromObjectSerialization<CustomCommand>, ISerialization<CustomCommand>

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Constructors

Save()

Initializes a new instance of the Save class.

Declaration

(NetAF.Assets.Interaction.html
public Save())

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Implements

(NetAF.Commands.html)

ICommand (NetAF.Commands.ICommand.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

NetAF.Commands

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

Namespace NetAF.Conversations

Classes

Filter by title

Conversation (NetAF.Conversations.Conversation.html)

(NetAF.Assets.Interaction.html)

Represents a conversation.

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

LogItem (NetAF.Conversations.LogItem.html)

+ NetAF.Commands

Provides log items.

(NetAF.Commands.html)

Paragraph (NetAF.Conversations.Paragraph.html)

Persistence

Represents a paragraph in a Conversation.

(NetAF.Commands.Persistence.html)

Response (NetAF.Conversations.Response.html)

(NetAF.Conversations.html)

Provides a response to a conversation.

Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

Participant (NetAF.Conversations.Participant.html)

(NetAF.Conversations.LogItem.html)

Enumeration of participants in a conversation.

Paragraph

(NetAF.Conversations.Paragraph.html)

Delegates

Participant

(NetAF.Conversations.Participant.html)

Response

ConversationActionCallback

(NetAF.Conversations.Response.html)

(NetAF.Conversations.ConversationActionCallback.html)

+ NetAF.Conversations

Provides a callback that can be used in conversations invoking actions.

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Class Conversation

Represents a conversation.

Filter by title

Inheritance

([NetAF.Assets.interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Locations**

↳ Conversation

([NetAF.Assets.Locations.html](#))

Implements

+ **NetAF.Commands**

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Conversation

Serialization ([NetAF.Serialization.Assets.ConversationSerialization.html](#))>

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.Persistence.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **NetAF.Conversations**

equals(system-object-system-object))

([NetAF.Conversations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#))

LogItem

Assembly: NetAF.dll

([NetAF.Conversations.LogItem.html](#))

Syntax

Paragraph

([NetAF.Conversations.Paragraph.html](#))

public sealed class Conversation : IRestoreFromObjectSerialization<ConversationSerialization>

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

Constructors

+ **NetAF.Conversations**.

Instructions

([NetAF.Conversations.Instruction.html](#))

Conversation(params Paragraph[])

+ **NetAF.Extensions**

Represents a conversation.

([NetAF.Extensions.html](#))

Declaration

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public Conversation(params Paragraph[] paragraphs)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

Name

Description

paragraphs

The paragraphs.

+ **NetAF.Persistence.Json**

Properties

CurrentParagraph

Get the current paragraph in the conversation.

Declaration
↓
+ NetAF.Assets.Locations

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations
(NetAF.Assets.Locations.html)

Property Value
+ NetAF.Commands

Type (NetAF.Commands.html)

Description

Paragraph (NetAF.Conversations.Paragraph.html)

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

Log

- NetAF.Conversations

Get NetAF.Conversations

(NetAF.Conversations.html)

Declaration
Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

public LogItem[] Log { get; }

(NetAF.Conversations.Conversation.html)

LogItem

Property Value

(NetAF.Conversations.LogItem.html)

Type Paragraph

(NetAF.Conversations.Paragraph.html)

Description

LogItem (NetAF.Conversations.LogItem.html)[]

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

Paragraphs

+ NetAF.Conversations.

Get the current paragraph in the conversation.

Instructions

Declaration
(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

public Paragraph[] Paragraphs { get; }

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Description

+ NetAF.Logic

Paragraph (NetAF.Conversations.Paragraph.html)[]

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Methods

+ NetAF.Persistence.Json

Next(Game)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

Type
(NetAF.Assets.Locations.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Commands

(NetAF.Commands.html)

Returns

+ NetAF.Commands.

Persistence

Reaction (NetAF.Assets.Interaction.Reaction.html)

(NetAF.Commands.Persistence.html)

- NetAF.Conversations

(NetAF.Conversations.html)

Respond(Response, Game)

Conversation

Respond to the conversation
(NetAF.Conversations.Conversation.html)

Declaration

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

```
public Reaction Respond(Response response, Game game)
```

(NetAF.Conversations.LogItem.html)

Paragraph

Parameters (NetAF.Conversations.Paragraph.html)

Type Participant

(NetAF.Conversations.Participant.html)

Response Response

(NetAF.Conversations.Response.html)

Game Game

(NetAF.Logic.Game.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Reaction (NetAF.Extensions.Interaction.Reaction.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

RestoreFrom(ConversationSerialization)

Restore this object from a serialization.

NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

public void RestoreFrom(ConversationSerialization serialization)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Parameters

Type	Name	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	<i>serialization</i>	The serialization to restore from.

▼

Implements

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
(NetAF.Assets.Locations.html)

- + **NetAF.Commands**
(NetAF.Commands.html)
- + **NetAF.Commands.**
Persistence
(NetAF.Commands.Persistence.html)

- **NetAF.Conversations**
(NetAF.Conversations.html)
 - Conversation
(NetAF.Conversations.Conversation.html)
 - ConversationActionCallback
(NetAF.Conversations.ConversationActionCallback.html)
 - LogItem
(NetAF.Conversations.LogItem.html)
 - Paragraph
(NetAF.Conversations.Paragraph.html)
 - Participant
(NetAF.Conversations.Participant.html)
 - Response
(NetAF.Conversations.Response.html)

- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instructions.html)

- + **NetAF.Extensions**
(NetAF.Extensions.html)

- + **NetAF.Interpretation**
(NetAF.Interpretation.html)

- + **NetAF.Logic**
(NetAF.Logic.html)

- + **NetAF.Persistence**
(NetAF.Persistence.html)

- + **NetAF.Persistence.Json**

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

 Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

(NetAF.Assets.Locations.html)

+ NetAF.Commands

`public delegate void ConversationActionCallback(Game game)`
(NetAFCommands.html)

+ NetAF.Commands.

Parameters

Persistence

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the callback on.

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

([NetAFAssets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

([NetAFCommands.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Persistence

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAFCommands.Persistence.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Conversation.html](#))

Namespace: NetAF ([NetAF.html](#)) Conversations ([NetAF.Conversations.html](#))

ConversationActionCallback

Assembly: NetAF.dll

([NetAF.Conversations.Conversation.html](#))

Syntax

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

public sealed class LogItem

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

Constructors

LogItem(Participant, string)

Instructions

Provides a container for log items.

([NetAF.Conversations.Instruct.html](#))

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

public LogItem(Participant participant, string line)

+ **NetAF.Interpretation**

([NetAFInterpretation.html](#))

Parameters

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Participant ([NetAF.Conversations.Participant.html](#))

Name

Description

participant

The participant.

+ **NetAF.Persistence**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

line

The line.

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Properties

Line

Get the line.



Declaration

```
(NetAF.Assets.Locations.html)
public string Line { get; }
```

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Type

Persistence

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Commands.Persistence.html\)](#)

Description

- NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Participant

Conversation

Get the participant.

[\(NetAF.Conversations.Conversation.html\)](#)

Declaration

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

```
public Participant Participant { get; }
```

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

Property Value

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

Description

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendoring

Type	Name	Description
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	<i>action</i>	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ NetAF.Commands (NetAF.Commands.html) (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

Persistence

(NetAF.Commands.Persistence)

Paragraph(string, ConversationActionCallback, string)

- NetAF.Conversations

Paragraph() initializes a new instance of the Paragraph class.

Declarative conversation

(NetAE.Conversations.Conversation)

```
public Paragraph(string line, ConversationActionCallback action, string name = "")  
    (NetAF.Conversations.ConversationActions)
```

LogItem

NetAE Conversations | LogItem.htm

Type	Description	Name	
Paragraph (NetAF.Conversations.Paragraph.h string (https://learn.microsoft.com/dotnet/api/system.string) Participant		<i>line</i>	Specify the line.
ConversationActionCallback Response (NetAF.Conversations.ConversationActionCallback.html) (NetAF.Conversations.Response.h string (https://learn.microsoft.com/dotnet/api/system.string)		<i>action</i>	Specify any action to be carried out with this line.
Paragraph (NetAF.Conversations.Paragraph.h string (https://learn.microsoft.com/dotnet/api/system.string)		<i>name</i>	Specify the name of the paragraph.

Instructions

(NetAE Conversations Instruct

Paragraph(string, IEndOfParagraphInstruction, string)

+ NetAF.Extensions

ParagraphExtensions
Initializes a new instance of the Paragraph class.

Declaration

Declaration + NetAE Interpretation

(NetAE-Interpretation.html)

```
public Paragraph(string line, IEndOfParagraphInstruction instruction, string name =
```

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

Parameters + NetAF.Persistence

Type (NetAF.Persistence.html)	Name	Description
+ NetAF.Persistence.Json (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Persistence.Json.html)	<i>line</i>	Specify the line.

+ NetAF.Rendering

Type	Name	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

+ NetAF.Commands

(NetAF.Commands.html)

Paragraph(string, string)

+ NetAF.Commands.

Persistence

Initializes a new instance of the Paragraph class.

(NetAF.Commands.Persistence)

Declaration

- NetAF.Conversations

(NetAF.Conversations.html) *line, string name = ""*

Conversation

Parameters

ConversationActionCallback

Type
(NetAF.Conversations.ConversationActionCallback.html)

string
(<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

line Specify the line.

string
(<https://learn.microsoft.com/dotnet/api/system.string>)

name

Specify the name of the paragraph.

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Properties

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Action Instructions

Get the ConversationActionCallback for this line.

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public ConversationActionCallback Action { get; set; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

Type
(NetAF.Logic.html)

ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)

Description

+ NetAF.Persistence

(NetAF.Persistence.html)

CallResponse.Json

(NetAF.Persistence.Json.html)

Get if a response is possible.

+ NetAF.Rendering

Declaration
(NetAF.Rendering.html)

```
public bool CanRespond { get; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Persistence

Declaration

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

Property Value

Type	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	

LogItem

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Line

Participant

([NetAF.Conversations.Participant.html](#))

Get or set the line.

Response

([NetAF.Conversations.Response.html](#))

+ NetAF.Conversations.

public string Line { get; set; }

Instructions

(NetAF.Conversations.Instruct

Property Value

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Name

(NetAF.Logic.html)

Get the name.

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

public string Name { get; }

(NetAF.Persistence.Json.html)

Properties

(NetAF.Properties.html)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Responses

Get or set the responses, applicable to the last line.

NetAF Commands

([NetAF.Commands.html](#))

+ **NetAF.Commands.**

Persistence

Property Value

([NetAF.Commands.Persistence.html](#))

- **Type** **NetAF.Conversations**

Description

([NetAF.Conversations.html](#))

Conversation

([NetAF.Conversations.Conversation.html](#))

ConversationActionCallback

([NetAF.Conversations.ConversationActionCallback.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

([NetAF.Commands.html](#))

Syntax

+ **NetAF.Commands.**

`public enum Participant`

([NetAF.Commands.Persistence.html](#))

- **NetAF.Conversations**

([NetAF.Conversations.html](#))

Fields

Conversation

Name	Description
ConversationActionCallback	
Other	Any other participant.
LogItem	
Player	The player. (NetAF.Conversations.LogItem.html)
Paragraph	
(NetAF.Conversations.Paragraph.html)	
Participant	
(NetAF.Conversations.Participant.html)	
Response	
(NetAF.Conversations.Response.html)	

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands](#).

[Persistence](#)

Inherited Members

([NetAF.Commands.Persistence.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[NetAF.Conversations](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Conversation

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Conversations.Conversation.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

ConversationActionCallback

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.Conversation.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

LogItem

Namespace: NetAF (NetAF.html), Conversations (NetAF.Conversations.html)

([NetAF.Conversations.LogItem.html](#))

Assembly: NetAF.dll

[Paragraph](#)

Syntax ([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

+ [NetAF.Conversations](#).

[Constructors](#)

[Instructions](#)

([NetAF.Conversations.Instruct.html](#))

Response(string)

+ [NetAF.Extensions](#)

Initializes a new instance of the Response class.

([NetAF.Extensions.html](#))

Declaration

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

public Response(string line)

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Parameters

+ [NetAF.Persistence](#)

Type

([NetAF.Persistence.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

Response(string, IEndOfParagraphInstruction)

([NetAF.Rendering.html](#))

Provides a response to a conversation.

+ [NetAF.Rendering.Frame](#)

	Name	Description
	line	The line to trigger this response.

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
string (NetAF.Commands.html) (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Commands. - NetAF.Conversations.	line	The line to trigger this response.
IEndOfParagraphInstruction (NetAF.Commands.Persistence.html) (https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) - NetAF.Conversations.	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(NetAF.Conversations.html)

Conversation

Properties

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(NetAF.Conversations.Paragraph.html)

Participant

Declaration

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html) `public Response Instruction { get; }`

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Type Description

+ NetAF.Extensions.

IEndOfParagraphInstruction (<https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html>)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Line

(NetAF.Interpretation.html)

General Logic

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

public string Line { get; }

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Property Value

(NetAF.Persistence.Json.html)

Type

+ NetAF.Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame



[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

- **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Conversation

[\(NetAF.Conversations.Conversation.html\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Namespace NetAF.Conversations. Instructions

▼ Filter by title

Classes

+ NetAF.Assets.Locations

[ByCallback \(NetAF.Conversations.Instructions.ByCallback.html\)](#)

An end-of-paragraph instruction that shifts paragraphs based on a callback.

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

First ([NetAF.Conversations.Instructions.First.html](#))

+ NetAF.Commands.

An end-of-paragraph instruction that shifts paragraphs to the start.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

GoTo ([NetAF.Conversations.Instructions.GoTo.html](#))

An end-of-paragraph instruction that shifts paragraphs based on an absolute index.

- NetAF.Conversations.

Jump ([NetAF.Conversations.Instructions.Jump.html](#))

An end-of-paragraph instruction that shifts paragraphs based on a delta.

ByCallback

[\(NetAF.Conversations.Instructions.html\)](#)

Last ([NetAF.Conversations.Instructions.Last.html](#))

First

An end-of-paragraph instruction that shifts paragraphs to the end.

[\(NetAF.Conversations.Instructions.html\)](#)

GoTo

[\(NetAF.Conversations.Instructions.html\)](#)

Next ([NetAF.Conversations.Instructions.Next.html](#))

IEndOfParagraphInstruction

An end-of-paragraph instruction that shifts paragraphs to the next paragraph.

[\(NetAF.Conversations.Instructions.html\)](#)

Jump

[\(NetAF.Conversations.Instructions.html\)](#)

Previous ([NetAF.Conversations.Instructions.Previous.html](#))

Last

An end-of-paragraph instruction that shifts paragraphs to the previous paragraph.

[\(NetAF.Conversations.Instructions.html\)](#)

Next

[\(NetAF.Conversations.Instructions.html\)](#)

Repeat ([NetAF.Conversations.Instructions.Repeat.html](#))

Previous

An end-of-paragraph instruction that repeats.

[\(NetAF.Conversations.Instructions.html\)](#)

Repeat

[\(NetAF.Conversations.Instructions.html\)](#)

ToName ([NetAF.Conversations.Instructions.ToName.html](#))

ToName

An end-of-paragraph instruction that shifts paragraphs based on a name.

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Interfaces

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.html)

First

(NetAF.Conversations.Instructions.First.html)

GoTo

(NetAF.Conversations.Instructions.GoTo.html)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Jump

(NetAF.Conversations.Instructions.Jump.html)

Last

(NetAF.Conversations.Instructions.Last.html)

Next

(NetAF.Conversations.Instructions.Next.html)

Previous

(NetAF.Conversations.Instructions.Previous.html)

Repeat

(NetAF.Conversations.Instructions.Repeat.html)

ToName

(NetAF.Conversations.Instructions.ToName.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

([NetAF.Assets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

↳ ByCallback

([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Persistence

Inherited Members

([NetAF.Commands.Persistence.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#)) / [learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

- **NetAF Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Conversations.Instruction.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ByCallback

Name ([NetAF.Conversations.Instructions.html](#)) / [Instructions](#) ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

First

Assembly: NetAF.dll

([NetAF.Conversations.Instructions.html](#))

Syntax

GoTo

([NetAF.Conversations.Instructions.html](#))

public sealed class ByCallback : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.html](#))

Jump

([NetAF.Conversations.Instructions.html](#))

Last

([NetAF.Conversations.Instructions.html](#))

ByCallback(Func<IEndOfParagraphInstruction>)

([NetAF.Conversations.Instructions.html](#))

An end of paragraph instruction that shifts paragraphs based on a callback.

Previous

([NetAF.Conversations.Instructions.html](#))

Declaration

Repeat

([NetAF.Conversations.Instructions.html](#))

public ByCallback(Func<IEndOfParagraphInstruction> callback)

ToName

([NetAF.Conversations.Instructions.html](#))

Parameters

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

IEndOfParagraphInstruction

([NetAF.Interpretation.html](#))

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+>**NetAF.Logic**

([NetAF.Logic.html](#))

	Name	Description
+ NetAF.Extensions		

Properties

Callback

Get the callback that decides the instruction to use.

Declaration
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**
(NetAF.Commands.html)

Property Value
+ **NetAF.Commands**.

Type	Description
(NetAF.Commands.Persistence) Func<TEndOfParagraphInstruction> Callback { get; }	

+ **NetAF.Conversations**
(NetAF.Conversations.html)

- **NetAF.Conversations**.

Methods

+ **NetAF.Conversations.Instruct**

ByCallback
GetIndexOfNext(Paragraph, Paragraph[])
(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

First
(NetAF.Conversations.Instructions.

Declaration
GoTo

(NetAF.Conversations.Instructions.
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

Jump

Parameters
(NetAF.Conversations.Instructions.

Type	Name	Description
east (NetAF.Conversations.Instructions.		
Paragraph (NetAF.Conversations.Paragraph.html) Next	<i>current</i>	The current paragraph.

Paragraph (NetAF.Conversations.Paragraph.html)]

paragraphs

The collection of paragraphs.

Previous

Return
(NetAF.Conversations.Instructions.

Type	Description
Repeat (NetAF.Conversations.Instructions.	

int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.
--	----------------------------------

+ **NetAF.Extensions**

Implements
(NetAF.Extensions.html)

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ **NetAF.Interpretation**
(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

▼

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

- **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.html)

First

(NetAF.Conversations.Instructions.First.html)

GoTo

(NetAF.Conversations.Instructions.GoTo.html)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Jump

(NetAF.Conversations.Instructions.Jump.html)

Last

(NetAF.Conversations.Instructions.Last.html)

Next

(NetAF.Conversations.Instructions.Next.html)

Previous

(NetAF.Conversations.Instructions.Previous.html)

Repeat

(NetAF.Conversations.Instructions.Repeat.html)

ToName

(NetAF.Conversations.Instructions.ToName.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.html)

First

+ **NetAF.Commands.**

Implementation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAFCommands.Persistence)

Inherited Members

+ **NetAF.Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
(NetAF.Conversations.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **NetAF.Conversations.**

equals(system-object-system-object)

Instructions

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Conversations.Instructions)

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

GoTo

Syntax

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public sealed class First : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.)

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Methods

Next

(NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

ToName

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Parameters

+ **NetAF.Interpretation**

Type

(NetAF.Interpretation.html)

Paragraph (NetAF.Conversations.Paragraph.html)

Name

Description

+ **NetAF.Logic**

Paragraph (NetAF.Conversations.Paragraph.html)[]

paragraphs

The collection of paragraphs.

(NetAF.Logic.html)

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Commands.html)

+ **NetAF.Commands.**
 Persistence
 ([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**
 ([NetAF.Conversations.html](#))

- **NetAF.Conversations.**
 Instructions
 ([NetAF.Conversations.Instructions.html](#))

 ByCallback
 ([NetAF.Conversations.Instructions.ByCallback.html](#))
 First
 ([NetAF.Conversations.Instructions.First.html](#))
 GoTo
 ([NetAF.Conversations.Instructions.GoTo.html](#))
 IEndOfParagraphInstruction
 ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
 Jump
 ([NetAF.Conversations.Instructions.Jump.html](#))
 Last
 ([NetAF.Conversations.Instructions.Last.html](#))
 Next
 ([NetAF.Conversations.Instructions.Next.html](#))
 Previous
 ([NetAF.Conversations.Instructions.Previous.html](#))
 Repeat
 ([NetAF.Conversations.Instructions.Repeat.html](#))
 ToName
 ([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**
 ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**
 ([NetAF.Interpretation.html](#))

+ **NetAF.Logic**
 ([NetAF.Logic.html](#))

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

(NetAFCommands.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands.**

Implementation

IEndOfParagraphInstruction ([\(NetAFCommands.Persistence.html\)](#))

Inherited Members

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](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)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
First

Name ([\(NetAF.Conversations.Instructions.html\)](#)) ([Instructions \(NetAF.Conversations.html\).Instructions \(NetAF.Conversations.Instructions.html\)](#))

Assembly: NetAF.dll

Syntax ([\(NetAF.Conversations.Instructions.html\)](#))

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.
public sealed class GoTo : IEndOfParagraphInstruction
Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

GoTo(int)

(NetAF.Conversations.Instructions.

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Repeat

(NetAF.Conversations.Instructions.

Declaration

ToName

(NetAF.Conversations.Instructions.

public GoTo(int index)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Parameters

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	index	The index of the next paragraph.

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

Properties

Index

Get the index.



Declaration

```
(NetAF.Commands.html)
public int Index { get; }
```

+ NetAF.Commands.

Persistence

Property Value

(NetAF.Commands.Persistence)

Type

+ NetAF.Conversations

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

Methods

NetAF.Conversations.Instruct

ByCallback

GetIndexOfNext(Paragraph, Paragraph[])

First

Get the index of the next paragraph.

GoTo

Declaration

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

Parameters

Last

Type NetAF.Conversations.Instructions.

Name

Description

Next

current

The current paragraph.

Paragraph (NetAF.Conversations.Paragraph.html)

paragraphs

The collection of paragraphs.

(NetAF.Conversations.Instructions.

Returns

(NetAF.Conversations.Instructions.

ToName

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

+ NetAF.Extensions

(NetAF.Extensions.html)

Implements

+ NetAF.Interpretation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

▼

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

ByCallback

[\(NetAF.Conversations.Instructions.ByCallback.html\)](#)

First

[\(NetAF.Conversations.Instructions.First.html\)](#)

GoTo

[\(NetAF.Conversations.Instructions.GoTo.html\)](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

Jump

[\(NetAF.Conversations.Instructions.Jump.html\)](#)

Last

[\(NetAF.Conversations.Instructions.Last.html\)](#)

Next

[\(NetAF.Conversations.Instructions.Next.html\)](#)

Previous

[\(NetAF.Conversations.Instructions.Previous.html\)](#)

Repeat

[\(NetAF.Conversations.Instructions.Repeat.html\)](#)

ToName

[\(NetAF.Conversations.Instructions.ToName.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: NetAF (NetAF.html). Conversations (NetAF.Conversations.html). Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

+ **NetAF.Commands.**

Syntax

Persistence

(**NetAF.Commands.Persistence**)

public interface IEndOfParagraphInstruction

+ **NetAF.Conversations**

(**NetAF.Conversations.html**)

- **NetAF.Conversations.**

Methods

Instructions

(**NetAF.Conversations.Instruct**)

GetIndexOfNext(Paragraph, Paragraph[])

(**NetAF.Conversations.Instructions.**

Get the index of the next paragraph.

First

Declaration

GoTo

(**NetAF.Conversations.Instructions.**

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

IEndOfParagraphInstruction

(**NetAF.Conversations.Instructions.**

Parameters

Type	Name	Description
(NetAF.Conversations.Instructions.		
Last		
(NetAF.Conversations.Instructions.	current	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)		
(NetAF.Conversations.Instructions.	paragraphs	The collection of paragraphs.
Next		

Previous

Returns

(**NetAF.Conversations.Instructions.**

Type	Description
(NetAF.Conversations.Instructions.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

(**NetAF.Conversations.Instructions.**

+ **NetAF.Extensions**

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**

(**NetAF.Interpretation.html**)

+ **NetAF.Logic**

(**NetAF.Logic.html**)

+ **NetAF.Persistence**

(**NetAF.Persistence.html**)

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

+ NetAF.Commands.

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Persistence

↳ Jump

(NetAF.Commands.Persistence)

Implements

+ NetAF.Conversations.

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(NetAF.Conversations.html)

Inherited Members

- NetAF.Conversations.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

ByCallback

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

First

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

GoTo

Name [IEndOfParagraphInstruction](#) ([NetAF.Conversations.Instructions](#)) ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly [NetAF.dll](#)

Syntax [Jump](#)

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Constructors

Jump([int](#))

(NetAF.Conversations.Instructions.

An end of paragraph instruction that shifts paragraphs based on a delta.

ToName

(NetAF.Conversations.Instructions.

Declaration

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

Parameters

([NetAF.Interpretation.html](#))

Type

+ NetAF.Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Logic.html](#))

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	delta	The delta to shift paragraphs by.

+ NetAF.Persistence

([NetAF.Persistence.html](#))

Properties

Delta

Get the delta.



Declaration

+ NetAF.Commands.

```
public int Delta { get; }
```

(NetAF.Commands.Persistence.html)

Property Value

+ NetAF.Conversations

Type	Description
NetAF.Conversations.html	

- NetAF.Conversations.int32

Instructions

(NetAF.Conversations.Instruct.html)

ByCallback

(NetAF.Conversations.Instructions.html)

First

(NetAF.Conversations.Instructions.html)

GoTo

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

IEndOfParagraphInstruction

Declaration

(NetAF.Conversations.Instructions.html)

Jump

(NetAF.Conversations.Instructions.html)

Last

(NetAF.Conversations.Instructions.html)

Parameters

Next

Type	Name	Description
NetAF.Conversations.Instructions.html		

Name

Description

PreviousParagraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
--	---------	------------------------

current

Description

Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The collection of paragraphs.
--	------------	-------------------------------

paragraphs

Description

(NetAF.Conversations.Instructions.html)

Returning

ToName

Type		Description
------	--	-------------

Description

+ NetAF.Extensions

int (https://learn.microsoft.com/dotnet/api/system.int32)

The index of the next paragraph.

(NetAF.Extensions.html)

+ NetAF.Interpretation

Implements

NetAF.Interpretation.html

NetAF.Logic

Instruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

▼

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

ByCallback

([NetAF.Conversations.Instructions.ByCallback.html](#))

First

([NetAF.Conversations.Instructions.First.html](#))

GoTo

([NetAF.Conversations.Instructions.GoTo.html](#))

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Jump

([NetAF.Conversations.Instructions.Jump.html](#))

Last

([NetAF.Conversations.Instructions.Last.html](#))

Next

([NetAF.Conversations.Instructions.Next.html](#))

Previous

([NetAF.Conversations.Instructions.Previous.html](#))

Repeat

([NetAF.Conversations.Instructions.Repeat.html](#))

ToName

([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(**NetAF.Commands.Persistence**)

↳ Last

+ **NetAF Conversations**

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited from

NetAF Conversations.

Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(**NetAF.Conversations.Instruct**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

↳ ByCallback

([NetAF.Conversations.Instructions](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

First

([NetAF.Conversations.Instructions](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

GetObject

([NetAF.Conversations.Instructions](#))

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](#))

NameEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: NetAF

Jump

Syntax

([NetAF.Conversations.Instructions](#))

Last

public sealed class Last : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#))

Next

([NetAF.Conversations.Instructions](#))

Previous

([NetAF.Conversations.Instructions](#))

Methods

Repeat

([NetAF.Conversations.Instructions](#))

GetIndexOfNext(Paragraph, Paragraph[])

([NetAF.Conversations.Instructions](#))

Get the index of the next paragraph.

+ **NetAF.Extensions**

Declaration

([NetAF.Extensions.html](#))

+ **NetAF Interpretation**

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

([NetAF.Interpretation.html](#))

+ **NetAF Logic**

([NetAF.Logic.html](#))

Type

Name

Description

+ **NetAF Persistence**

Paragraph ([NetAF.Conversations.Paragraph.html](#))

([NetAF.Persistence.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

current

The current paragraph.

paragraphs

The collection of paragraphs.

+ **NetAF Persistence.Json**

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

([NetAF.Commands.Persistence](#))

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

- [NetAF.Conversations.](#)

[Instructions](#)

([NetAF.Conversations.Instruct](#)

ByCallback

([NetAF.Conversations.Instructions.](#)

First

([NetAF.Conversations.Instructions.](#)

GoTo

([NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

Jump

([NetAF.Conversations.Instructions.](#)

Last

([NetAF.Conversations.Instructions.](#)

Next

([NetAF.Conversations.Instructions.](#)

Previous

([NetAF.Conversations.Instructions.](#)

Repeat

([NetAF.Conversations.Instructions.](#)

ToName

([NetAF.Conversations.Instructions.](#)

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance - - -

(NetAF.Commands.Persistence)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF.Conversations

(NetAF.Conversations.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

- NetAF.Conversations.

Inherited Members

Instructions

(NetAF.Conversations.Instruction)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

ByCallback

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

This

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

GetType

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

IEndOfParagraphInstruction

Name ([NetAF.Conversations.Instructions](#)) ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Jump

Assembly NetAF.dll

Syntax [\(NetAF.Conversations.Instructions\)](#)

Last

[\(NetAF.Conversations.Instructions\)](#)

public sealed class Next : IEndOfParagraphInstruction

Next

[\(NetAF.Conversations.Instructions\)](#)

Previous

[\(NetAF.Conversations.Instructions\)](#)

Request

[\(NetAF.Conversations.Instructions\)](#)

ToName

GetIndexOfNext(Paragraph, Paragraph[])

+ NetAF.Extensions

Get the index of the next paragraph.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ NetAF.Logic

(NetAF.Logic.html)

Type	Name	Description
+ NetAF.Persistence		
(NetAF.Persistence.html)		

Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

The current paragraph.

+ NetAF.Persistence.Json

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

(NetAF.Persistence.Json.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.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance Commands.cshtml

+ **NetAF Conversations**
↳ Previous
([NetAF.Conversations.html](#))

Implements

- **NetAF Conversations**.
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

([NetAF.Conversations.Instruct](#)

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))
([NetAF.Conversations.Instructions](#)).
object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))
([NetAF.Conversations.Instructions](#)).
object GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))
object GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))
object ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))
object ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))
([NetAF.Conversations.Instructions](#))

NameSpace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))
([NetAF.Conversations.Instructions](#).

Assembly: NetAF

Last

Syntax
([NetAF.Conversations.Instructions](#).

Next

public sealed class Previous : IEndOfParagraphInstruction

Previous

([NetAF.Conversations.Instructions](#).

Repeat

([NetAF.Conversations.Instructions](#).

ToName

([NetAF.Conversations.Instructions](#).

Methods
GetIndexOfNext(Paragraph, Paragraph[])

([NetAF.Extensions.html](#))

Get the index of the next paragraph.

+ **NetAF Interpretation**

Declaration
([NetAF.Interpretation.html](#))

+ **NetAF Logic**
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

([NetAF.Logic.html](#))

Parameters

+ **NetAF Persistence**

Type
([NetAF.Persistence.html](#))

Paragraph ([NetAF Conversations.Paragraph.html](#))

+ **NetAF Persistence.Json**

Paragraph ([NetAF.Persistence.Json.html](#))

Paragraph[] ([NetAF Conversations.Paragraph.html](#))[]

Name	Description
current	The current paragraph.
paragraphs	The collection of paragraphs.

...

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.Conversations**

[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

ByCallback

[\(NetAF.Conversations.Instructions.](#)

First

[\(NetAF.Conversations.Instructions.](#)

GoTo

[\(NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

Last

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Repeat

[\(NetAF.Conversations.Instructions.](#)

ToName

[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

...

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

+ NetAF.Conversations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Repeat

- NetAF.Conversations.

Implements

Instructions

IEndOfParagraphInstruction (<NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html>)

(NetAF.Conversations.Instruct

Inherited Members

ByCallback

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

First

object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

GoTo

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Jump

Name <NetAF.Conversations.Instructions> (<NetAF.Conversations.html>).Instructions (<NetAF.Conversations.Instructions.html>)

Last

Assembly: NetAF.dll

Syntax

Next

(NetAF.Conversations.Instructions.

public sealed class Repeat : IEndOfParagraphInstruction
Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

GetIndexOfNext(Paragraph, Paragraph[])

(<NetAF.Extensions.html>)

Get the index of the next paragraph.

+ NetAF.Interpretation

(<NetAF.Interpretation.html>)

+ NetAF.Logic

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
(<NetAF.Logic.html>)

+ NetAF.Persistence

Parameters

(<NetAF.Persistence.html>)

Type

+ NetAF.Persistence.Json

Paragraph (<NetAF.Conversations.Paragraph.html>)

(<NetAF.Persistence.Json.html>)

Paragraph (<NetAF.Conversations.Paragraph.html>)[]

+ NetAF.Rendering

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

- + **NetAF.Conversations**
[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)
(NetAF.Conversations.html)
- **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- + **NetAF.Logic**
(NetAF.Logic.html)
- + **NetAF.Persistence**
(NetAF.Persistence.html)
- + **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)
- + **NetAF.Rendering**

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [\(NetAF.Conversations.html\)](#)

↳ ToName

- NetAF.Conversations.

Implements

Instructions

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(NetAF.Conversations.Instruct

Inherited Members

ByCallback

object [\(NetAF.Object.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

object [\(NetAF.ObjectObject.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object [\(NetAF.GetHashCode.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object [\(NetAF.GetType.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object [\(NetAF.ReferenceEquals.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object [\(NetAF.ToString.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

(NetAF.Conversations.Instructions

Namespace: [NetAF](#) ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Last

Assembly: [NetAF.dll](#)

(NetAF.Conversations.Instructions.

Syntax

Next

(NetAF.Conversations.Instructions.

public sealed class ToName : IEndOfParagraphInstruction

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

ToName(string)

+ NetAF.Extensions

(NetAF.Extensions.html)

An end of paragraph instruction that shifts paragraphs based on a name.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

public ToName(string name)

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Persistence

Type

(NetAF.Persistence.html)

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Name	Description
name	The name of the paragraph to jump to.

Properties

Name

Get the name of the paragraph to jump to.

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Property Value

Instructions

Type	Description
ByCallback string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Instructions.	

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

Jump

Get the index of the next paragraph.

Last

Declaration

(NetAF.Conversations.Instructions.

Next

param NetAF.ConversationsExtensionsParagraph current, Paragraph[] paragraphs)

Previous

(NetAF.Conversations.Instructions.

Parameters

Repeat

Type	Name	Description
NetAF.Conversations.Instructions.		
ToName Paragraph (NetAF.Conversations.Paragraph.html) (NetAF.Conversations.Instructions.	current	The current paragraph.

+ NetAF.Extensions

(NetAF.Extensions.html)

Returns

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The index of the next paragraph.

+ NetAF.Logic

(NetAF.Logic.html)

Implements

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

▼

- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
-- -- -- -- --

Namespace NetAF.Extensions

Classes

Filter by title

DirectionExtensions (NetAF.Extensions.DirectionExtensions.html)

+ NetAF.Commands

Provides extension versions for Directions.
(NetAF.Commands.html)

+ NetAF.Commands.

StringBuilderExtensions (NetAF.Extensions.StringBuilderExtensions.html)

Persistence

Provides extension methods for StringBuilder.
(NetAF.Commands.Persistence)

+ NetAF.Conversations

StringExtensions (NetAF.Extensions.StringExtensions.html)

(NetAF.Conversations.html)

Provides extension methods for strings.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

 DirectionExtensions

 (NetAF.Extensions.DirectionExtens

 StringBuilderExtensions

 (NetAF.Extensions.StringBuilderEx

 StringExtensions

 (NetAF.Extensions.StringExtension

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.html)
↳ DirectionExtensions

+ **NetAF.Commands.**

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Conversations.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Conversations.**

Inherited Members
Instructions
(NetAF.Conversations.Instructions.html)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **NetAF.Extensions**

Namespace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

(NetAF.Extensions.html)

Assembly: NetAF.dll

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

public static class DirectionExtensions
(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

+ **NetAF.Interpretation**

Methods

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Inverse(Direction)

(NetAF.Logic.html)

Get an inverse direction

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Declaration

+ **NetAF.Persistence.Json**

public static Direction Inverse(this Direction value)

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Parameters

(NetAF.Rendering.html)

Type

+ **NetAF.Rendering.Frame**

Direction (<https://learn.microsoft.com/dotnet/api/system.direction>)

Builders

(NetAF.Rendering.FrameBuilder.html)

Returns

+ **NetAF.Rendering.Frame**

Builders Color

Color

Color</b

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	The inverse direction.

▼

- + NetAF.Commands
[\(NetAF.Commands.html\)](#)
- + NetAF.Commands.
Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + NetAF.Conversations
[\(NetAF.Conversations.html\)](#)
- + NetAF.Conversations.
Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- NetAF.Extensions
[\(NetAF.Extensions.html\)](#)
 - DirectionExtensions
[\(NetAF.Extensions.DirectionExtensions.html\)](#)
 - StringBuilderExtensions
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)
 - StringExtensions
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + NetAF.Interpretation
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic
[\(NetAF.Logic.html\)](#)
- + NetAF.Persistence
[\(NetAF.Persistence.html\)](#)
- + NetAF.Persistence.Json
[\(NetAF.Persistence.Json.html\)](#)
- + NetAF.Rendering
[\(NetAF.Rendering.html\)](#)
- + NetAF.Rendering.Frame
Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + NetAF.Rendering.Frame
Builders Color
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

Class StringBuilderExtensions

Provides extension methods for `StringBuilder`.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ `object` (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.html)
↳ `StringBuilderExtensions`

+ **NetAF.Commands.**

Inherited Members

Persistence

`object.Equals(object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

`object.Equals(object, object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Conversations.html)

`object.GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Conversations.**

Instructions
(NetAF.Conversations.Instructions.html)

`object.ToString()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **NetAF.Extensions**

Namespace: `NetAF` (NetAF.html).`Extensions` (NetAF.Extensions.html)

(NetAF.Extensions.html)

Assembly: `NetAF.dll`

DirectionExtensions

`(NetAF.Extensions.DirectionExtens`

`StringBuilderExtensions`
public static class `StringBuilderExtensions`
(NetAF.Extensions.StringBuilderEx

`StringExtensions`

`(NetAF.Extensions.StringExtension`

+ **NetAF.Interpretation**

Methods

(NetAF.Interpretation.html)

+ **NetAF.Logic**

EnsureFinishedSentence(StringBuilder)
(NetAF.Logic.html)

Ensures this string is a finished sentence, ending in either ?, ! or .

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Declaration

+ **NetAF.Persistence.Json**

`public static void EnsureFinishedSentence(this StringBuilder value)`

(NetAF.Persistence.Json.html)

Type	Name	Description
<code>StringBuilder</code> (https://learn.microsoft.com/dotnet/api/system.text.stringbuilder) Builders	<code>value</code>	The string to finish.

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Builders Color

▼

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
 Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
 - DirectionExtensions
[\(NetAF.Extensions.DirectionExtensions.html\)](#)
 - StringBuilderExtensions
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)
 - StringExtensions
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders Color
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

+ NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.html)
↳ StringExtensions

+ NetAF.Commands.

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Conversations.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ NetAF.Conversations.

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
(NetAF.Conversations.Instruct.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.Extensions

Namespace: NetAF ([NetAF.html](#)).Extensions ([NetAF.Extensions.html](#))

(NetAF.Extensions.html)

Assembly: NetAF.dll

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

public static class StringExtensions
(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

+ NetAF.Interpretation

Methods

(NetAF.Interpretation.html)

+ NetAF.Logic

CaseInsensitiveContains(string, string)

(NetAF.Logic.html)

Returns a value indicating whether a specified substring occurs within this string. This is not case sensitive.

+ NetAF.Persistence

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

public static bool CaseInsensitiveContains(this string value, string subString)

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Builders

(NetAF.Rendering.FrameBuilder.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name	Description
value	The value.
subString	The string to seek.

+ NetAF.Rendering.Frame

Returns

Builders Color

Type	Description
bool (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.

▼

EnsureFinishedSentence(string)

[\(NetAF.Commands.html\)](#)

Ensures this string is a finished sentence, ending in either ?, ! or .

+ NetAF.Commands.

Declaration

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

public static string EnsureFinishedSentence(this string value)

+ NetAF.Conversations

Parameters

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Conversations.Instruct.html\)](#)

Returns

- NetAF.Extensions

Type [\(NetAF.Extensions.html\)](#)

Name

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

The finished string.

(NetAF.Extensions.DirectionExtensions)

StringBuilderExtensions

(NetAF.Extensions.StringBuilderExtensions)

StringExtensions

EqualsExaminable(string, IExaminable)

[\(NetAF.Extensions.StringExtension.html\)](#)

Determines if this string equals an IExaminable.

+ NetAF.Interpretation

Declaration

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Parameters

+ NetAF.Persistence

Type [\(NetAF.Persistence.html\)](#)

Name

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The value.

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

examinable

The examinable.

+ NetAF.Rendering

Returns

[\(NetAF.Rendering.html\)](#)

Type

+ NetAF.Rendering.Frame

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if this string equals the identifier, else false.

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

EqualsIdentifier(string, Identifier)

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

Parameters

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

+ **NetAF.Commands**

[Identifier \(NetAF.Assets.Identifier.html\)](#)

Persistence

identifier

The identifier.

Returns

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if this string equals the identifier, else false.

+ **NetAF.Conversations.**

Instructions

[GetObjectIdentifier\(string\)](#)

NetAF.Extensions

Get an objectifier to a word.

[\(NetAF.Extensions.html\)](#)

Declaration

DirectionExtensions

```
public static string GetObjectIdentifier(this string word)
```

StringBuilderExtensions

[\(NetAF.Extensions.StringBuilderEx\)](#)

Parameters

String Extensions

[\(NetAF.Extensions.StringExtension\)](#)

Type

Name

Description

+ **NetAF.Interpretation**

[string \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

[\(NetAF.Interpretation.html\)](#)

word

The word.

Returns

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Description

+ **NetAF.Persistence**

[string \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

The objectifier.

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

IsPlural(string)

[\(NetAF.Persistence.Json.html\)](#)

Get if a word is plural.

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

```
public static bool IsPlural(this string word)
```

Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

Parameters

+ **NetAF.Rendering.Frame**

[Builders Color](#)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word to check.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the word is plural.

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

tsNetAFCommands.

Persistence

Get if a character is a vowel.

[\(NetAF.Commands.Persistence.html\)](#)

Declaration

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

public static bool IsVowel(this string value)

+ NetAF.Conversations.

Instructions

Parameters

[\(NetAF.Conversations.Instruct.html\)](#)

Type

- NetAF.Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Extensions.html\)](#)

Returns

DirectionExtensions

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

Type

StringBuilderExtensions

[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

StringExtensions

[\(NetAF.Extensions.StringExtension.html\)](#)

tNetAFInterpretation

[\(NetAF.Interpretation.html\)](#)

Determine the number of lines in this string.

+ NetAF.Logic

Declaration

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

LineCount(this string value)

[\(NetAF.Persistence.html\)](#)

Parameters

NetAFPersistence.Json

Type

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Rendering.html\)](#)

Returns

+ NetAF.Rendering.Frame

Type

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The number of lines in the string.

+ NetAF.Rendering.Frame

Builders Color

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

Type

+ NetAF.Commands.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Persistence

(NetAF.Commands.Persistence)

Returns

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions)

- NetAF.Extensions

Returns this string as a Description.

(NetAF.Extensions.html)

Declaration

DirectionExtensions

(NetAF.Extensions.DirectionExtensions)

```
public static Description ToDescription(this string value)
```

StringBuilderExtensions

(NetAF.Extensions.StringBuilderExtensions)

StringExtensions

(NetAF.Extensions.StringExtension)

Type

+ NetAF.Interpretation

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Interpretation.html)

NetAF.Logic

(NetAF.Logic.html)

Type

+ NetAF.Persistence

Description (NetAF.Assets.Description.html)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

ToIdentifier(string)

(NetAF.Persistence.Json.html)

Return Value: An Identifier.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
public static Identifier ToIdentifier(this string value)
```

Builders

(NetAF.Rendering.FrameBuilder)

Parameters

+ NetAF.Rendering.Frame

Builders Color

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

Returns

Type	Description
Identifier (NetAF.Assets.Identifier.html)	This string as an identifier.

+ NetAF.Commands

([NetAF.Commands.html](#))

ToSentenceCase(string)

Persistence

Convert a string to sentence case.

([NetAF.Commands.Persistence.html](#))

Declaration

+ NetAF.Conversations

([NetAF.Conversations.html](#))

```
public static string ToSentenceCase(this string value)
```

+ NetAF.Conversations.

Instructions

Parameters

([NetAF.Conversations.Instruct.html](#))

Type

- NetAF.Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Extensions.html](#))

Returns

DirectionExtensions

([NetAF.Extensions.DirectionExtensions.html](#))

Type

StringBuilderExtensions

([NetAF.Extensions.StringBuilderExtensions.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

StringExtensions

([NetAF.Extensions.StringExtension.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Convert a string to speech.

+ NetAF.Logic

Declaration

([NetAF.Logic.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

Parameters

([NetAF.Persistence.Json.html](#))

Type

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Rendering.html](#))

Returns

+ NetAF.Rendering.Frame

Type

Builders

([NetAF.Rendering.FrameBuilder.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ NetAF.Rendering.Frame

Builders Color

The value in sentence case.

▼

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
 Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
 - DirectionExtensions
[\(NetAF.Extensions.DirectionExtensions.html\)](#)
 - StringBuilderExtensions
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)
 - StringExtensions
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders Color
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

Namespace NetAF.Interpretation

Classes

Filter by title

+ ~~NetAF.Commands~~

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#)) ([NetAF.Commands.html](#))

Provides help for a command.

+ **NetAF.Commands**.

Persistence

~~CustomCommandInterpreter~~

CustomCommandInterpreter ([NetAF.Interpretation.CustomCommandInterpreter.html](#)) ([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**.

Provides an object that can be used for interpreting custom commands.

([NetAF.Conversations.html](#))

+ ~~NetAF.Conversations~~

InterpretationResult ([NetAF.Interpretation.InterpretationResult.html](#))

Instructions

Represents the result of an interpretation.

([NetAF.Conversations.Instruct.html](#))

+ ~~NetAF.Extensions~~

Extensions ([NetAF.Extensions.html](#))

+ ~~NetAF.Interpretation~~

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#)) ([NetAF.Interpretation.html](#))

Represents any object that can act as an interpreter for input.

CommandHelp

([NetAF.Interpretation.CommandHelp.html](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.InterpretationResult.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ ~~NetAF.Rendering.Frame~~

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands](#).

Implements

IEnumerable<CommandHelp> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1<CommandHelp>>)

([NetAF.Interpretation.CommandHelp.html](#))

+ [NetAF.Conversations](#)

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Conversations](#).

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ [NetAF.Extensions](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Extensions.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

Namespace: NetAF.Interpretation

CustomCommandInterpreter

public sealed class CommandHelp : IEquatable<CommandHelp>

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.Interpretation.html](#))

Constructors

+ [NetAF.Logic](#)

CommandHelp(string, string)

+ [NetAF.Persistence](#)

CommandHelp(string, string)

([NetAF.Persistence.html](#))

Declaration

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

Parameters

([NetAF.Rendering.html](#))

Type

+ [NetAF.Rendering.Frame](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

command

The command.

([NetAF.Rendering.FrameBuilder.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

The help.

+ [NetAF.Renderina.Frame](#)

Properties

Command

Get the command.

Declaration

([NetAF.Commands.html](#))
public string Command { get; }

+ NetAF.Commands.

Persistence
Property Value

([NetAFCommands.Persistence.html](#))

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

Description
([NetAF.Conversations.Instruct.html](#))

Get the description of the command.

+ NetAF.Extensions

Declaration

([NetAF.Extensions.html](#))

- NetAF.Interpretation

public string Description { get; }

([NetAF.Interpretation.html](#))

CommandHelp

Property Value
([NetAF.Interpretation.CommandHelp.html](#))

Type

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.InterpretationResult.html](#))

Methods

+ NetAF.Logic

([NetAF.Logic.html](#))

Equals(CommandHelp)

+ NetAF.Persistence

Indicates whether the current object is equal to another object of the same type.

([NetAF.Persistence.html](#))

Declaration

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

public bool Equals(CommandHelp other)

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Parameters

+ NetAF.Rendering.Frame

Type

Builders

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

([NetAF.Rendering.FrameBuilder.html](#))

Type	Name	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	other	An object to compare with this object.

+ NetAF.Renderina.Frame

Returns

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.Commands.html)

+ NetAF.Commands. Persistence

[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

[Instructions](#)

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

CommandHelp

[\(NetAF.Interpretation.CommandHe](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomComr](#)

IInterpreter

[\(NetAF.Interpretation.IInterprete](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

[Builders](#)

[\(NetAF.Rendering.FrameBuild](#)

+ NetAF.Renderina.Frame

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

(NetAF.Commands.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF.Commands

Persistence

Implements

(NetAF.Commands.Persistence.html)

Inherited Members

+ NetAF.Conversations

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Instructions

(NetAF.Conversations.Instruct.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Extensions

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

(NetAF.Extensions.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NetAF.Interpretation

(NetAF.Interpretation.html)

Assembly: NetAF.dll

CommandHelp

Syntax

NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

public class CustomCommandInterpreter : IInterpreter

IInterpreter

(NetAF.Interpretation.IInterprete

InterpretationResult

(NetAF.Interpretation.Interpretation

Properties

+ NetAF.Logic

(NetAF.Logic.html)

SupportedCommands

+ NetAF.Persistence

(NetAF.Persistence.html)

GetSupportedCommands

SupportedCommands

GetSupportedCommands

SupportedCommands

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Type

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Renderina.Frame

Description

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

[\(NetAF.Commands.html\)](#)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

+ NetAF.Commands.

Persistence

Parameters

[\(NetAF.Commands.Persistence.html\)](#)

Type

+ NetAF.Conversations

Game ([NetAF.Logic.Game.html](#))

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Returns

Instructions

Type

[\(NetAF.Conversations.Instruct.html\)](#)

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Interpret(string, Game)

[\(NetAF.Interpretation.html\)](#)

Interpret a string.

CommandHelp

Declaration

[\(NetAF.Interpretation.CommandHe...](#)

CustomCommandInterpreter

```
public InterpretCustomCommandInterpreter Interpret(string input, Game game)
```

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

Parameters

InterpretationResult

Type

[NetAF.Interpretation.Interpretation](#)

Name

Description

Type	Name	Description
(NetAF.Logic.html) Game (NetAF.Logic.Game.html)	input	The string to interpret.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Game ([NetAF.Logic.Game.html](#))

Name

Description

input

The string to interpret.

game

The game.

+ NetAF.Persistence

Returns

[\(NetAF.Persistence.html\)](#)

Type

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Description

[\(NetAF.Persistence.Json.html\)](#)

The result of the interpretation.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Implements

+ NetAF.Rendering.Frame

Interpreter ([NetAF.Interpretation.IInterpreter.html](#))

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

▼

(NetAF.Commands.html)

- + **NetAF.Commands.**
 Persistence
 (**NetAF.Commands.Persistence.html**)
- + **NetAF.Conversations**
 (**NetAF.Conversations.html**)
- + **NetAF.Conversations.**
 Instructions
 (**NetAF.Conversations.Instructions.html**)
- + **NetAF.Extensions**
 (**NetAF.Extensions.html**)
- **NetAF.Interpretation**
 (**NetAF.Interpretation.html**)
 - CommandHelp
 (**NetAF.Interpretation.CommandHelp.html**)
 - CustomCommandInterpreter
 (**NetAF.Interpretation.CustomCommandInterpreter.html**)
 - IInterpreter
 (**NetAF.Interpretation.IInterpreter.html**)
 - InterpretationResult
 (**NetAF.Interpretation.InterpretationResult.html**)
- + **NetAF.Logic**
 (**NetAF.Logic.html**)
- + **NetAF.Persistence**
 (**NetAF.Persistence.html**)
- + **NetAF.Persistence.Json**
 (**NetAF.Persistence.Json.html**)
- + **NetAF.Rendering**
 (**NetAF.Rendering.html**)
- + **NetAF.Rendering.Frame**
 Builders
 (**NetAF.Rendering.FrameBuilders.html**)
- + **NetAF.Renderina.Frame**

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

(NetAF.Commands.html)

Syntax

+ **NetAF.Commands.**

Persistence

public interface IInterpreter

(NetAF.Commands.Persistence)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Properties

Instructions

(NetAF.Conversations.Instruct)

SupportedCommands

+ **NetAF.Extensions**

Get an array of all supported commands.

(NetAF.Extensions.html)

Declaration

- **NetAF.Interpretation**

(NetAF.Interpretation.html)

CommandHelp[] SupportedCommands { get; }

CommandHelp

(NetAF.Interpretation.CommandHe

Property Value

CustomCommandInterpreter

Type (NetAF.Interpretation.CustomComr

Description

IInterpreter

CommandHelp (NetAF.Interpretation.CommandHelp.html)

(NetAF.Interpretation.IInterpreter.h

InterpretationResult

(NetAF.Interpretation.Interpretation

Methods

(NetAF.Logic.html)

+ **NetAF.Persistence**

GetContextualCommandHelp(Game)

(NetAF.Persistence.html)

Get contextual command help for a game, based on its current state.

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

CommandHelp[] GetContextualCommandHelp(Game game)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilder)

Game (NetAF.Logic.Game.html)

+ **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilder)

Returns

Type	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	The contextual help.

▼ Interpret(string, Game)

(NetAF.Commands.html)
Interpret a string.

+ NetAF.Commands. Declaration Persistence

(NetAF.Commands.Persistence)
Interpret a string (string input, Game game)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions
String (<https://learn.microsoft.com/dotnet/api/system.string>)
(NetAF.Conversations.Instruction)
Game (NetAF.Logic.Game.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

- Type NetAF.Interpretation

(NetAF.Interpretation.html)
InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

CommandHelp
(NetAF.Interpretation.CommandHelp)
CustomCommandInterpreter
(NetAF.Interpretation.CustomCommandInterpreter)
IInterpreter
(NetAF.Interpretation.IInterpreter)
InterpretationResult
(NetAF.Interpretation.InterpretationResult)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Renderina.Frame

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

(NetAF.Commands.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

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.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

NetAF.Interpretation

Syntax

(NetAF.Interpretation.html)

```
CommandHelp  
public class InterpretationResult  
(NetAF.Interpretation.CommandHe  
CustomCommandInterpreter  
(NetAF.Interpretation.CustomCom  
Interpreter  
(NetAF.Interpretation.IInterprete  
InterpretationResult  
(NetAF.Interpretation.IInterpreta  
InterpretationResult(bool, ICommand)
```

+ **NetAF.Logic**

Represents the result of an interpretation.

(NetAF.Logic.html)

Declaration

+ **NetAF.Persistence**

(NetAF.Persistence.html)

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

+ **NetAF.Persistence.Json**

Part

(NetAF.Persistence.Json.html)

Type	Name	Description
+ NetAF.Rendering		
b (NetAF.Rendering.html)	wasInterpretedSuccessfully	If interpretation was successful.
+ NetAF.Rendering.Frame	command	The command.

+ **NetAF.Renderina.Frame**

▼

(NetAF.Commands.html)

- + **NetAF.Commands.**
 Persistence
 (**NetAF.Commands.Persistence.html**)
- + **NetAF.Conversations**
 (**NetAF.Conversations.html**)
- + **NetAF.Conversations.**
 Instructions
 (**NetAF.Conversations.Instructions.html**)
- + **NetAF.Extensions**
 (**NetAF.Extensions.html**)
- **NetAF.Interpretation**
 (**NetAF.Interpretation.html**)
 - CommandHelp
 (**NetAF.Interpretation.CommandHelp.html**)
 - CustomCommandInterpreter
 (**NetAF.Interpretation.CustomCommandInterpreter.html**)
 - IInterpreter
 (**NetAF.Interpretation.IInterpreter.html**)
 - InterpretationResult
 (**NetAF.Interpretation.InterpretationResult.html**)
- + **NetAF.Logic**
 (**NetAF.Logic.html**)
- + **NetAF.Persistence**
 (**NetAF.Persistence.html**)
- + **NetAF.Persistence.Json**
 (**NetAF.Persistence.Json.html**)
- + **NetAF.Rendering**
 (**NetAF.Rendering.html**)
- + **NetAF.Rendering.Frame**
 Builders
 (**NetAF.Rendering.FrameBuilders.html**)
- + **NetAF.Renderina.Frame**

Namespace NetAF.Logic

Classes

Filter by title

AssetCatalog (NetAF.Logic.AssetCatalog.html)

+ NetAF.Commands.

Persistence
Provides a catalog of all assets in a game.

(NetAF.Commands.Persistence)

AssetGenerator (NetAF.Logic.AssetGenerator.html)

+ NetAF.Commands.

(NetAF.Commands.AssetGenerator.html) assets.

+ NetAF.Conversations.

EndCheckResult (NetAF.Logic.EndCheckResult.html)

(NetAF.Conversations.Instruction)

+ NetAF.Extensions

Game (NetAF.Logic.Game.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

GameConfiguration (NetAF.Logic.GameConfiguration.html)

- NetAF.Logic

Represents a configuration for a game.

(NetAF.Logic.html)

AssetCatalog

GameEndConditions (NetAF.Logic.GameEndConditions.html)

AssetGenerator

Provides a container for game end conditions.

(NetAF.Logic.AssetGenerator.html)

EndCheck

GameInfo (NetAF.Logic.GameInfo.html)

EndCheckResult

Provides information about a game.

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)

Game (NetAF.Logic.Game.html)

Provides a record of the location of a playable character.

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

Enums

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

ExitMode (NetAF.Logic.ExitMode.html)

GameInfo

Enumeration of exit modes.

(NetAF.Logic.GameInfo.html)

GameSetupCallback

GameState (NetAF.Logic.GameState.html)

(NetAF.Logic.GameSetupCallback)

Enumeration of game states.

(NetAF.Logic.GameState.html)

Delegates

EndCheck (NetAF.Logic.EndCheck.html)

Represents the callback used for end checks.



GameCreationCallback (NetAF.Logic.GameCreationCallback.html)

+ NetAF.Commands

Represents the callback used for Game creation.

Persistence

(NetAF.Commands.Persistence.html)

GameSetupCallback (NetAF.Logic.GameSetupCallback.html)

+ NetAF.Conversations

Represents the callback used for Game setup.

(NetAF.Conversations.html)

+ NetAF.Conversations

OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)

Instructions

Represents a callback for Overworld creation.

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)

(NetAF.Extensions.html)

Represents a callback for Player creation.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

Class AssetCatalog

Provides a catalog of all assets in a game.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(NetAF.Commands.Persistence)

↳ AssetCatalog

+ **NetAF Conversations**

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Conversations.Instruct

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Namespace: NetAF (NetAF.html), Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax: **(NetAF.Logic.html)**

AssetCatalog
public class AssetCatalog
([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator
([NetAF.Logic.AssetGenerator.html](#))

EndCheck
([NetAF.Logic.EndCheck.html](#))

EndCheckResult
([NetAF.Logic.EndCheckResult.html](#))

Properties

ExitMode
([NetAF.Logic.ExitMode.html](#))

GetGame([NetAF.Logic.Game.html](#))

GameConfiguration
Declaration
([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback
public NonPlayableCharacter[] Characters { get; }
([NetAF.Logic.GameCreationCallback](#))

GameEndConditions
([NetAF.Logic.GameEndConditions.html](#))

PropertyValue

GameInfo

Type
([NetAF.Logic.GameInfo.html](#))

GameSetupCallback
NonPlayableCharacter ([NetAF.Assets.Characters.NonPlayableCharacter.html](#))[]
([NetAF.Logic.GameSetupCallback](#))

GameState

([NetAF.Logic.GameState.html](#))

Examinables

OnVehicleCreationCallback

Description

Type (NetAF.Logic.GameInfo.html)	Description
GameSetupCallback NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)[] (NetAF.Logic.GameSetupCallback)	
GameState (NetAF.Logic.GameState.html)	
OnVehicleCreationCallback	

Property Value

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	

Rooms

Persistence

Get the rooms.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) }

+ NetAF.Conversations.

Property Value

InSTRUCTIONS

(NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.Locations.Room.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

- NetAF.Logic

(NetAF.Logic.html)

FromGame(Game)

AssetCatalog

Create a new AssetCatalog from a game.

AssetGenerator

Declaration (NetAF.Logic.AssetGenerator.html)

EndCheck

public static AssetCatalog FromGame(Game game)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Parameters

ExitMode

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to create the catalog from.

GameConfiguration (NetAF.Logic.GameConfiguration.html)

Returns GameCreationCallback

Type NetAF.Logic.GameCreationCallba

GameEndConditions

AssetCatalog (NetAF.Logic.AssetCatalog.html)

(NetAF.Logic.GameEndConditions.

Description

The populate asset catalog.

GameInfo

(NetAF.Logic.GameInfo.html)

Registers(params IExaminable[])

(NetAF.Logic.GameSetupCallback.

Registers a collection of examinables.

GameState

(NetAF.Logic.GameState.html)

Declaration OverworldCreationCallback

```
public void Register(params IExaminable[] examinables)
```

Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html)[]	examinables	The examinables to register.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations.
Register(params IAssetTemplate<IExaminable>[])

Registers a conversation template.

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

Parameters
(NetAF.Extensions.html)

Type
+ NetAF.Interpretation

IAssetTemplate<NetAF.Utility.IAssetTemplate<IExaminable>[]>
IExaminable (NetAF.Assets.IExaminable.html)>[]

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

Type	Name	Description
IAssetTemplate<NetAF.Utility.IAssetTemplate<IExaminable>[]> IExaminable (NetAF.Assets.IExaminable.html)>[]	templates	The templates to register.

Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance.....

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Conversations](#)

Inheritance.....

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Namespace: NetAF ([NetAF.html](#)), [NetAF.Logic.html](#))

Assembly: NetAF.dll

- [NetAF.Logic](#)

Syntax

([NetAF.Logic.html](#))

AssetCatalog

public sealed class AssetGenerator

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Custom(OverworldCreationCallback, PlayerCreationCallback)

([NetAF.Logic.ExitMode.html](#))

CreateGameSetupCallback GameSetupCallback creates custom values. Callbacks determine the overworld and player that will be returned from GetOverworld and GetPlayer.

([NetAF.Logic.GameConfiguration.h](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallba](#))

public static AssetGenerator Custom(OverworldCreationCallback overworldCreationCallb

ack, PlayerCreationCallback playerCreationCallback)

([NetAF.Logic.GameEndConditions](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

Parameters

GameSetupCallback

Type

([NetAF.Logic.GameSetupCallback](#))

GameState

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

Type	Name	Description
OverworldCreationCallback	overworldCreationCallback	The overworld creation callback.

Type	Name	Description
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)	<i>playerCreationCallback</i>	The player creation callback.

Returns

Type	Description
AssetGeneration (NetAF.Commands.Persistence.html) + NetAF.Conversations	Asset generation that will always return an overworld and a player as defined by the callbacks.

(NetAF.Conversations.html)

GetOverworld

Instructions

Get the overworld.
(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

public Overworld GetOverworld()

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Returns

Type	Description
(NetAF.Logic.html) Overworld (NetAF.Assets.Locations.Overworld.html)	The overworld.

- NetAF.Logic

(NetAF.Logic.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

Get the player.

(NetAF.Logic.EndCheck.html)

Declaration

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

public PlayableCharacter GetPlayer()

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Returns

GameConfiguration

Type	Description
(NetAF.Logic.GameConfiguration.h) GameCreationCallback	

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

CreateGameStepGenerator that creates new values. Different instances of overworld and player will be returned on each call.
(NetAF.CreateGameStepGenerator.html)

GameState

Declaration

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

Parameters

Type	Name	Description
IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)< (NetAF.Commands.Persistence) Overworld (NetAF.Assets.Locations.Overworld.html)>	overworldTemplate	The overworld template.
+ NetAF.Conversations IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)< (NetAFConversations.html) PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) > NetAF.Conversations.	playerTemplate	The player template.

Instructions

Returns

(NetAF.Conversations.Instruct)

Type	Description
+ NetAF.Extensions AssetGenerator (NetAF.Extensions.html) (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return a new overworld and a new player.
+ NetAF.Interpretation (NetAF.Interpretation.html)	

New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

(NetAF.Logic.html)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to Overworld and GetPlayer.

Asset Catalog

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

```
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)
```

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Parameters

ExitMode

Type	Name	Description
(NetAF.Logic.ExitMode.html)		
Game (NetAF.Logic.Game.html)	overworldMaker	The overworld maker.

OverworldMaker (NetAF.Utilities.OverworldMaker.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

IAssetTemplate<NetAF.Utilities.IAssetTemplate-1.html><

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)>

NetAF.Logic.GameCreationCallback

GameEndConditions

Return (NetAF.Logic.GameEndConditions)

Type	Description
(NetAF.Logic.GameInfo.html)	

AssetCreationCallback

(NetAF.Logic.AssetCreationCallback)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback)

Retained(Overworld, PlayableCharacter)

Create an asset generator that uses retained value. The same instance of overworld and player will be returned on each call to GetOverworld and GetPlayer.

Declaration

```
public static AssetGenerator Retained(Overworld overworld, PlayableCharacter player)
```

Parameters

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Conversations

Overworld (NetAF.Assets.Locations.Overworld.html)

(NetAF.Conversations.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Conversations.

Instructions

Returns

(NetAF.Conversations.Instruct.html)

Type

+ NetAF.Extensions

AssetGenerator

(NetAF.Extensions.html)

(NetAF.Logic.AssetGenerator.html)

Description

Asset generation that will always return the same instance overworld and the same instance of the player.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback.html)

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: NetAF (NetAF.html) | Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax
[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).EndCheckResult EndCheck(Game game)

Instructions

[\(NetAF.Conversations.Instruct](#)

Parameters

+ NetAF.Extensions	Name	Description
(NetAF.Extensions.html) Game (NetAF.Logic.Game.html)	game	The game to check for end.

+ [NetAF.Interpretation](#)

Returns
[\(NetAF.Interpretation.html\)](#)

- Type NetAF.Logic	Description
(NetAF.Logic.html) .Logic.EndCheckResult.html	Returns a result from the check.

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

Properties

Description

Get a description of the end.



Declaration

+ NetAF.Conversations

public string Description { get; }

+ NetAF.Conversations.

Property Value

Instructions

Type	Description
NetAF.Conversations.Instruct	

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

HasEnded

(NetAF.Interpretation.html)

Get if the game has come to an end.

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

public bool HasEnded { get; }

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Property Value

EndCheck

Type	Description
(NetAF.Logic.EndCheck.html)	

EndCheckResult

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

NotEnded

Game (NetAF.Logic.Game.html)

GameConfiguration

Get a default result for not ended.

(NetAF.Logic.GameConfiguration.html)

Declaration

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

public static EndCheckResult NotEnded { get; }

(NetAF.Logic.GameEndConditions.html)

GameInfo

Property Value

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

EndCheckResult (NetAF.Logic.EndCheckResult.html)

Type	Description
GameSetupCallback	

(NetAF.Logic.GameSetupCallback.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

Get a list of playable character lo

(NetAF.Logic.PlayableCharacte

....

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
+ NetAF.Conversations (https://docs.microsoft.com/dotnet/api/system.string)	
(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)	
EndCheck	
(NetAF.Logic.EndCheck.html)	
EndCheckResult	
(NetAF.Logic.EndCheckResult.htm	
ExitMode	
(NetAF.Logic.ExitMode.html)	
Game	
(NetAF.Logic.Game.html)	
GameConfiguration	
(NetAF.Logic.GameConfiguration.h	
GameCreationCallback	
(NetAF.Logic.GameCreationCallba	
GameEndConditions	
(NetAF.Logic.GameEndConditions.	
GameInfo	
(NetAF.Logic.GameInfo.html)	
GameSetupCallback	
(NetAF.Logic.GameSetupCallback.	
GameState	
(NetAF.Logic.GameState.html)	
OverworldCreationCallback	
(NetAF.Logic.OverworldCreationCa	
PlayableCharacterLocation	
(NetAF.Logic.PlayableCharacterLo	
...	

Enum ExitMode

Enumeration of exit modes.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

(NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

Instructions
`public enum ExitMode
{
 (NetAF.Conversations.Instruct`

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Fields

Interpretation
(NetAF.Interpretation.html)

Name	Description
NetAF.Logic ExitApplication (NetAF.Logic.html)	Exit the application.
ReturnToTitleScreen AssetCatalog	Return to the title screen.

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game **(NetAF.Logic.Game.html)**

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

Class Game

Represents a game.

Filter by title

Inheritance

+ [NetAF.Conversations](#)([soft.com/dotnet/api/system.object](https://learn.microsoft.com/dotnet/api/system.object))

Instructions

Implementations

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Game

+ [NetAF.Extensions](#)

Serialization ([NetAF.Serialization.GameSerialization.html](#))>

([NetAF.Extensions.html](#))

Inherited Members

+ [NetAF.Interpretation](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.AssetGenerator.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

EndCheck

Assembly: NetAF.dll

([NetAF.Logic.EndCheck.html](#))

Syntax

[EndCheckResult](#)

([NetAF.Logic.EndCheckResult.html](#))

public sealed class Game : IRestoreFromObjectSerialization<GameSerialization>

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

Properties

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

ActiveConverser ([NetAF.Logic.ActiveConverser.html](#))

GameInfo

Get the active converser.

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

public IConverser ActiveConverser { get; }

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

Property Value ([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Type	Description
PlayableCharacterLocation	(NetAF.Logic.PlayableCharacterLocation.html)
IConverser (NetAF.Assets.Characters.IConverser.html)	(NetAF.Logic.PlayerCreationCallback.html)

Catalog

Get the catalog of assets for this game.

Declaration

```
public AssetCatalog Catalog { get; }
```

Property Value

+ **NetAF.Conversations.**

Type Instructions

([NetAF.Conversations.Instruct](#))

Description

[AssetCatalog \(NetAF.Logic.AssetCatalog.html\)](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Configuration

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Declaration

NetAF.Logic

([NetAF.Logic.html](#))

```
public GameConfiguration Configuration { get; }
```

AssetCatalog

([NetAF.Logic.AssetCatalog.html](#))

Property Value

Type

EndCheck

Description

[GameConfiguration \(NetAF.Logic.GameConfiguration.html\)](#)

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

EndConditions

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

Get the end conditions.

GameConfiguration

Declaration

[NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

Property Value

GameInfo

Type

([NetAF.Logic.GameInfo.html](#))

Description

GameSetupCallback

GameEndConditions ([NetAF.Logic.GameEndConditions.html](#))

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

Info

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

Get **PlayableCharacterLocation**

([NetAF.Logic.PlayableCharacterLocation.html](#))

Declaration

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

```
public GameInfo Info { get; }
```

Property Value

Type	Description
GameInfo (NetAF.Logic.GameInfo.html)	

+ NetAF.Conversations.

Instructions Introduction (NetAF.Conversations.Instruct

Get the introduction.

+ NetAF.Extensions

Declaration
(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public string Introduction { get; }
```

(NetAF.Interpretation.html)

NetAF.Logic

Property Value

Type	Description
AssetCatalog string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.AssetCatalog.html)	

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

Get iEndCheckResult.

(NetAF.Logic.EndCheckResult.html)

Declaration

ExitMode

(NetAF.Logic.ExitMode.html)

```
public bool IsExecuting { get; }
```

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

Property Value

GameCreationCallback

Type

(NetAF.Logic.GameCreationCallba

GameEndConditions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

Overworld

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

Get the overworld.

GameState

Declaration
(NetAF.Logic.GameState.html)

OverworldCreationCallback

```
public OverworldId Overworld { get; }
```

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

Property Value

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Type	Description
Overworld (NetAF.Assets.Locations.Overworld.html)	

Player

Get the player.

+ NetAF Conversations.

Declaration

Instructions

(NetAF Conversations.Instruction)

```
public PlayableCharacter Player { get; }
```

+ NetAF.Extensions

Properties (NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF Interpretation.html)

```
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)
```

- NetAF.Logic

(NetAF.Logic.html)

Methods

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ChangePlayer(PlayableCharacter, bool)

EndCheck

Character (NetAF.SpecifiedPlayer.html)

EndCheckResult

Declaration
(NetAF.Logic.EndCheckResult.html)

ExitMode

```
public void ChangePlayer(PlayableCharacter player, bool jumpToLastLocation = true)
```

Game (NetAF.Logic.Game.html)

Parameters

(NetAF.Logic.GameConfiguration.h

Type	Name	Description
GameCreationCallback	player	The player to change to.

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Assets.Characters.PlayableCharacter.html)

GamelInfo

bool (NetAF.Logic.GameInfo.html)

JumpToLastLocation

(https://learn.microsoft.com/microsoft/universal-windows-platform/api/windows/system/threading/GameSetupCallback)

m/dt/NetAF.Logic.GameSetupCallback.

an) GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

Create new callback for generating instances of a game.

(NetAF.Logic.PlayerCreationCallba

Create(GameInfo, string, AssetGenerator, GameEndConditions, GameConfiguration, GameSetupCallback)

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

Create new callback for generating instances of a game.

(NetAF.Logic.PlayerCreationCallba

Declaration

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetGenerator assetGenerator, GameEndConditions conditions, GameConfiguration configuration, GameSetupCallback setup = null)
```



Parameters

Type	Name	Description
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruction.html)	<i>info</i>	Information about the game.
+ NetAF.Extensions (NetAF.Extensions.html) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
+ NetAF.Interpretation (NetAF.Logic.AssetGenerator.html) (NetAF.Interpretation.html) AssetGenerator (NetAF.Logic.AssetGenerator.html)	<i>assetGenerator</i>	The generator to use to create game assets.
- NetAF.Logic (NetAF.Logic.html) GameEndConditions (NetAF.Logic.GameEndConditions.html)	<i>conditions</i>	The game conditions.
+ NetAF.Logic (NetAF.Logic.html) GameConfiguration (NetAF.Logic.GameConfiguration.html) (NetAF.Logic.AssetCatalog.html)	<i>configuration</i>	The configuration for the game.
+ NetAF.Logic (NetAF.Logic.AssetGenerator.html) AssetGenerator (NetAF.Logic.AssetGenerator.html)	<i>setup</i>	A setup function to run on the created game after it has been created.

EndCheck

Returns [\(NetAF.Logic.EndCheck.html\)](#)

Type	Description
EndCheckResult (NetAF.Logic.EndCheckResult.html)	

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

A new GameCreationHelper that will create a GameCreator with the parameters specified.

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

DisplayAbout()

Display the about frame.

GameEndConditions

Declaration ([NetAF.Logic.GameEndConditions.html](#))

GameInfo

[public GameInfo\(\)](#)

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

DisplayHelp()

GameState ([GameState.html](#))

OverworldCreationCallback

Display the help frame.

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

```
public void DisplayHelp()
```

DisplayMap()

Display the map frame.

Declaration

+ **NetAF.Conversations**.

Instructions

public void DisplayMap()

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

DisplayTransition(string, string)

+ **NetAF.Interpretation**

Display transition frame.

([NetAF.Interpretation.html](#))

Declaration

- **NetAF.Logic**

([NetAF.Logic.html](#))

```
public void DisplayTransition(string title, string message)
    AssetCatalog
```

([NetAF.Logic.AssetCatalog.html](#))

Parameters

AssetGenerator

Type	Name	Description
EndCheck		
string (https://learn.microsoft.com/dotnet/api/system.string)	title	The title.

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

message

The message.

([NetAF.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Execute(GameCreationCallback)

GameConfiguration

Execute a game.

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

public static void Execute(GameCreationCallback creator)

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

Type	Name	Description
GameSetupCallback		
(NetAF.Logic.GameSetupCallback.html)	creator	The creator to use to create the game.

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

FindInteractionTarget(string)

PlayerCreationCallback

Find an interaction target within the current scope for this Game.

([NetAF.Logic.PlayerCreationCallback.html](#))

Declaration

```
public IIInteractWithItem FindInteractionTarget(string name)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	name	The targets name.

+ NetAF.Conversations.

Instructions

Returns

Type	Description
(NetAF.Conversations.Instruct.html)	The first IIInteractWithItem object which has a name that matches the name parameter.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

GetAllPlayerVisibleExaminables()

(NetAF.Logic.html)

Get all examinables that are currently visible to the player.
AssetCatalog

Declaration

AssetGenerator

```
public IExamitable[] GetAllPlayerVisibleExaminables()
EndCheck
```

(NetAF.Logic.EndCheck.html)

Returns

EndCheckResult

Type	Description
ExitMode	An array of all examinables that are currently visible to the player.

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GetInactivePlayerLocations()

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

Declaration

GameInfo

(NetAF.Logic.GameInfo.html)

```
public PlayableCharacterLocation[] GetInactivePlayerLocations()
```

(NetAF.Logic.GameSetupCallback.html)

GameState

Returns

(NetAF.Logic.GameState.html)

Type	Description
OverworldCreationCallback	An array containing all locations of inactive platers.

(NetAF.Logic.OverworldCreationCallback.html)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLocation.html)

(NetAF.Logic.PlayableCharacterLocation.html)

(NetAF.Logic.PlayableCharacterLocation.html)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.html)

RestoreFrom(GameSerialization)

Restore this object from a serialization.

Declaration

```
public void RestoreFrom(GameSerialization serialization)
```

Parameters

+ [NetAF.Conversations](#).

Type	Instructions	Name	Description
	(NetAF.Conversations.Instruct GameSerialization (NetAF.Serialization.GameSerialization.html)	serialization	The serialization to restore from.

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Implements

+ [NetAF.Interpretation](#)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

[\(NetAF.Interpretation.html\)](#)

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

Properties

Adapter

Get the I/O adapter.



Declaration

+ NetAF.Conversations.

Instructions Adapter Adapter { get; }

(NetAF.Conversations.Instruct

Property value

+ NetAF.Extensions

Type (NetAF.Extensions.html)

Description

+ NetAF.Interpretation (NetAF.Conversations.IIOAdapter.html)

(NetAF.Interpretation.html)

- NetAF.Logic

Default (NetAF.Logic.html)

Get the default game configuration.

(NetAF.Logic.AssetCatalog.html)

Declaration

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

public static GameConfiguration Default { get; }

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Description

Type ExitMode

(NetAF.Logic.ExitMode.html)

GameConfiguration (NetAF.Logic.GameConfiguration.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

DisplayCommandListInSceneFrames

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

Get or set if the command list is displayed in scene frames.

GameEndConditions

Declaration (NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

public bool DisplayCommandListInSceneFrames { get; set; }

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

Property Value

GameState

Type (NetAF.Logic.GameState.html)

Description

OverworldCreationCallback

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Get the display size.

+ NetAF.Persistence

Declaration

```
public Size DisplaySize { get; }
```

Property Value

Type	Description
+ NetAF.Conversations Size (NetAF.Assets.Size.html)	

Instructions

[\(NetAF.Conversations.Instruct\)](#)

ErrorPrefix

NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Get or set the prefix to use when displaying errors.

+ NetAF.Interpretation

Declaration

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

Property Value

AssetCatalog

Type	Description
+ NetAF.Logic.AssetCatalog.html AssetGenerator string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.AssetGenerator.html)	

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Declaration

[Game \(NetAF.Logic.Game.html\)](#)

GameConfiguration

public [ExitMode](#) ExitMode { get; }

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

Property Value

GameEndConditions

Type	Description
+ NetAF.Logic.GameEndConditions.html GameInfo ExitMode (NetAF.Logic.ExitMode.html) (NetAF.Logic.GameInfo.html)	

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

FrameBuilders

[\(NetAF.Logic.GameState.html\)](#)

Get or set the collection of frame builders to use to render the game.

OverworldCreationCallback

Declaration

[OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLoc](#)

public [FrameBuilderCollection](#) FrameBuilders { get; set; }

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

Property Value

+ NetAF.Persistence

Type	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	

Interpreter

Get or set the interpreter used for interpreting input.

NetAF.Conversations.

Declaration

(NetAF.Conversations.Instruct

```
public IInterpreter Interpreter { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

Type (NetAF.Interpretation.html)

IInterpreter (NetAF.Interpretation.IInterpreter.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Get or Set the type of key to use on the scene map.

(NetAF.Logic.AssetGenerator.html)

Declaration

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

SceneMapKeyType { get; set; }

(NetAF.Logic.EndCheckResult.htm

ExitMode

Property Value

(NetAF.Logic.ExitMode.html)

TypeGame

(NetAF.Logic.Game.html)

Description

Type	Description
GameConfiguration	
KeyType (NetAF.Rendering.KeyType.html)	
(NetAF.Logic.GameConfiguration.h	
GameCreationCallback	
(NetAF.Logic.GameCreationCallba	
GameEndConditions	
(NetAF.Logic.GameEndConditions.	
GameInfo	
(NetAF.Logic.GameInfo.html)	
GameSetupCallback	
(NetAF.Logic.GameSetupCallback.	
GameState	
(NetAF.Logic.GameState.html)	
OverworldCreationCallback	
(NetAF.Logic.OverworldCreationCa	
PlayableCharacterLocation	
(NetAF.Logic.PlayableCharacterLo	
PlayerCreationCallback	
(NetAF.Logic.PlayerCreationCallba	

+ NetAF.Persistence

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ **NetAF.Extensions**

(NetAF.Extensions.html) GameCreationCallback()

+ **NetAF.Interpretation**

Returns **(NetAF.Interpretation.html)**

Type

- **NetAF.Logic**

Game (NetAF.Logic.Game.html)

(NetAF.Logic.html)

Description

A game created by the callback.

AssetCatalog
(NetAF.Logic.AssetCatalog.html)
AssetGenerator
(NetAF.Logic.AssetGenerator.html)
EndCheck
(NetAF.Logic.EndCheck.html)
EndCheckResult
(NetAF.Logic.EndCheckResult.html)
ExitMode
(NetAF.Logic.ExitMode.html)
Game (NetAF.Logic.Game.html)
GameConfiguration
(NetAF.Logic.GameConfiguration.h)
GameCreationCallback
(NetAF.Logic.GameCreationCallba
GameEndConditions
(NetAF.Logic.GameEndConditions.
GameInfo
(NetAF.Logic.GameInfo.html)
GameSetupCallback
(NetAF.Logic.GameSetupCallback.
GameState
(NetAF.Logic.GameState.html)
OverworldCreationCallback
(NetAF.Logic.OverworldCreationCa
PlayableCharacterLocation
(NetAF.Logic.PlayableCharacterLo
PlaverCreationCallback

Class GameEndConditions

Provides a container for game end conditions.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Inherited Members

↳ [NetAF.Interpretation](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Interpretation.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- [NetAF.Logic](#)

([NetAF.Logic.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

AssetGenerator

Name ([NetAF.Logic.AssetGenerator.html](#))

EndCheck

Assembly: NetAF.dll

([NetAF.Logic.EndCheck.html](#))

Syntax

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

public sealed class GameEndConditions

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

GameEndConditions(EndCheck, EndCheck)

GameEndConditions

Provides a container for game end conditions.

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Declaration ([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

public GameEndConditions(EndCheck completionCondition, EndCheck gameOverCondition)
([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

Parameters

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

Name

Description

EndCheck

([NetAF.Logic.EndCheck.html](#))

completionCondition

The condition that determines if the game was completed.

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

gameOverCondition

The condition that determines if the game has ended.

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Properties

CompletionCondition

Get the condition that determines if the game was completed.

Declaration

(NetAF.Conversations.Instruct

```
public EndCheck CompletionCondition { get; }
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

Type

(NetAF.Interpretation.html)

EndCheck (NetAF.Logic.EndCheck.html)

- **NetAF.Logic**

(NetAF.Logic.html)

GameOverCondition

(NetAF.Logic.AssetCatalog.html)

Get the condition that determines if the game has ended.

Declaration

EndCheck

(NetAF.Logic.EndCheck.html)

```
public EndCheck GameOverCondition { get; }
```

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Property Value

(NetAF.Logic.ExitMode.html)

Type

Game (NetAF.Logic.Game.html)

GameConfiguration

EndCheck (NetAF.Logic.EndCheck.html)

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

NoEnd

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

Get a value for no end.

GameInfo

Declaration

(NetAF.Logic.GameInfo.html)

GameSetupCallback

public static GameEndConditions NoEnd { get; }

GameState

(NetAF.Logic.GameState.html)

Property Value

OverworldCreationCallback

Type

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

GameEndConditions (NetAF.Logic.GameEndConditions.html)

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

NotEndedPersistence

(NetAF.Persistence.html)

Get an end check that returns EndCheckResult.NotEnded.

Description

Description

Declaration

```
public static EndCheck NotEnded { get; }
```

Property Value

Type	Description
E< EndCheck > (NetAF.Logic.EndCheck.html)	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Class GameInfo

Provides information about a game.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

↳ GameInfo

([NetAF.Extensions.html](#))

Inherited Members

+ [NetAF.Interpretation](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Interpretation.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Logic.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.AssetGenerator.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

EndCheck

Assembly: NetAF.dll

([NetAF.Logic.EndCheck.html](#))

Syntax

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

public sealed class GameInfo

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

Constructors

GameInfo(string, string, string)

GameEndConditions

Provides information about game end conditions.

GameInfo

Declaration

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

public GameInfo(string name, string description, string author)

GameState

([NetAF.Logic.GameState.html](#))

Parameters

OverworldCreationCallback

Type	Name	Description
------	------	-------------

PlayableCharacterLocation string (https://learn.microsoft.com/dotnet/api/system.string)	name	The name of the game.
---	------	-----------------------

PlayerCreationCallback string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description of the game.
--	-------------	----------------------------

PlayerCreationCallback string (https://learn.microsoft.com/dotnet/api/system.string)	author	A author of the game.
--	--------	-----------------------

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Properties

Author

Get the author.



Declaration

(NetAF.Conversations.Instruct

```
    public string Author { get; set; }
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

Type

(NetAF.Interpretation.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- **NetAF.Logic**

(NetAF.Logic.html)

AssetCatalog

Description

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

Get the description of the game.

[\(NetAF.Logic.AssetGenerator.html\)](#)

Declaration

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

```
public EndCheckResult Description { get; }
```

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

Property Value

[\(NetAF.Logic.ExitMode.html\)](#)

Type

[Game \(NetAF.Logic.Game.html\)](#)

Description

GameConfiguration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

Description

Name

EndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

Get the name of the game.

[GameInfo](#)

Declaration

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

```
public string Name { get; }
```

GameState

[\(NetAF.Logic.GameState.html\)](#)

Property Value

OverworldCreationCallback

Description

Type

[PlayableCharacterLocation](#)

String (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

▼

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

+ NetAF.Persistence

(NetAF.Persistence.html)

Delegate GameSetupCallback

Represents the callback used for Game setup.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

+ **NetAF.Extensions**

Assembly: NetAF.dll

([NetAF.Extensions.html](#))

Syntax

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

- **NetAF.Logic**

Parameters

([NetAF.Logic.html](#))

Type	Name	Description
AssetCatalog (NetAF.Logic.AssetCatalog.html) Game (NetAF.Logic.Game.html) AssetGenerator (NetAF.Logic.AssetGenerator.html) EndCheck (NetAF.Logic.EndCheck.html) EndCheckResult (NetAF.Logic.EndCheckResult.html) ExitMode (NetAF.Logic.ExitMode.html) Game (NetAF.Logic.Game.html) GameConfiguration (NetAF.Logic.GameConfiguration.h) GameCreationCallback (NetAF.Logic.GameCreationCallba GameEndConditions (NetAF.Logic.GameEndConditions. GameInfo (NetAF.Logic.GameInfo.html) GameSetupCallback (NetAF.Logic.GameSetupCallback. GameState (NetAF.Logic.GameState.html) OverworldCreationCallback (NetAF.Logic.OverworldCreationCa PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLo PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba	game	The game to setup.

+ **NetAF.Persistence**

Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.Instruct
Assembly: NetAF.dll

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Fields

AssetCatalog		Description
Name	(NetAF.Logic.AssetCatalog.html)	
AssetGenerator	(NetAF.Logic.AssetGenerator.html)	Active.
Active	(NetAF.Logic.AssetGenerator.html)	
EndCheck	(NetAF.Logic.EndCheck.html)	Finished.
NotStarted	(NetAF.Logic.EndCheck.html)	
EndCheckResult	(NetAF.Logic.EndCheckResult.html)	Not started.

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ NetAF.Interpretation

Syntax
[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

public delegate Overworld OverworldCreationCallback()
[\(NetAF.Logic.html\)](#)

Returns

AssetCatalog
[\(NetAF.Logic.AssetCatalog.html\)](#)

Type

AssetGenerator

Description

Overworld ([NetAF.Assets.Locations.Overworld.html](#))

A generated Overworld.

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.h](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.h](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#))

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Class PlayableCharacterLocation

Provides a record of the location of a playable character.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

↳ PlayableCharacterLocation

([NetAF.Extensions.html](#))

Implements

- [IRestoreFromObjectSerialization](#)

↳ [\(NetAF.Serialization.IRestoreFromObjectSerialization-1.html\) <PlayableCharacterLocation>](#)

CharacterLocationSerialization ([NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html](#))

Inherited Members

- [NetAF.Logic](#)

([\(NetAF.Logic.html\)](#))

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)))

AssetCatalog

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

AssetGenerator

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Logic.AssetGenerator.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

EndCheck

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

([NetAF.Logic.EndCheck.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

EndCheckResult

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.EndCheckResult.html](#))

Namespace: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

AssetCreationCallback ([NetAF.Logic.ExitMode.html](#))

Syntax

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

```
(NetAF.Logic.GameConfiguration.h
public class PlayableCharacterLocation : IRestoreFromObjectSerialization<PlayableCharacterLocation>
    GameCreationCallback
    (NetAF.Logic.GameCreationCallback)
    GameEndConditions
    (NetAF.Logic.GameEndConditions.
```

Constructors

Declared in

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

PlayableCharacterLocation(string, string, string)

([NetAF.Logic.GameSetupCallback](#))

GameState

Provides a record of the location of a playable character.

([NetAF.Logic.GameState.html](#))

Declared in

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback](#))

PlayableCharacterLocation

```
public PlayableCharacterLocation(string playerIdentifier, string regionIdentifier, s
    (NetAF.Logic.PlayableCharacterLocat
        PlayerCreationCallback
        (NetAF.Logic.PlayerCreationCallba
```

Parameters

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

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) NetAF.Conversations.Instruct	<i>regionIdentifier</i>	The identifier for the region that the player is in.
+ NetAF.Extensions (https://learn.microsoft.com/dotnet/api/system.string)	<i>roomIdentifier</i>	The identifier for the room that the player is in.

+ NetAF.Interpretation ([NetAF.Interpretation.html](#))

- NetAF.Logic Properties ([NetAF.Logic.html](#))

AssetCatalog

PlayerIdentifier ([AssetCatalog.html](#))

AssetGenerator

Get the player ([NetAF.Logic.AssetGenerator.html](#))

EndCheck

Declaration ([NetAF.Logic.EndCheck.html](#))

EndCheckResult

```
public string PlayerIdentifier { get; }
```

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Property ([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

Type GameConfiguration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

RegionIdentifier

Get the identifier for the region that the player is in.

([NetAF.Logic.GameInfo.html](#))

Declaration ([GameSetupCallback](#))

([NetAF.Logic.GameSetupCallback](#))

```
public GameState RegionIdentifier { get; }
```

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

Property Value ([NetAF.Logic.OverworldCreationCa](#)

Type PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#)

+ NetAF.Persistence RoomIdentifier ([NetAF.Persistence.html](#))

Get the identifier for room that the player is in.

Declaration

```
public string RoomIdentifier { get; }
```



Property Value

Type
[\(NetAF.Conversations.Instruct.html\)](#)

Description

+ [NetAF.Extensions](#)
String (<https://learn.microsoft.com/dotnet/api/system.string>)
[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Methods

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

FromSerialization(PlayableCharacterLocationSerialization)

AssetCatalog

Create a new instance of PlayableCharacterLocation from a serialization.

AssetGenerator

Declaration
[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

```
public static PlayableCharacterLocation FromSerialization(PlayableCharacterLocations serialization, EndCheckResult result)
```

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Type Game ([NetAF.Logic.Game.html](#))

Name

Description

GameConfiguration

PlayableCharacterLocationSerialization

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

Returns GameEndConditions

Type [NetAF.Logic.GameEndConditions](#).

Description

GameInfo

PlayableCharacterLocation ([NetAF.Logic.PlayableCharacterLocation.html](#))

[\(NetAF.Logic.GameInfo.html\)](#)

The location.

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

RestoreFrom(PlayableCharacterLocationSerialization)

[\(NetAF.Logic.GameState.html\)](#)

Restore this object from a serialization.

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

```
public void RestoreFrom(PlayableCharacterLocationSerialization serialization, PlayerCreationCallback result)
```

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Parameters

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

-- -- - - -

Type	Name	Description
PlayableCharacterLocationSerialization (NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.h ml)	serialization	The serialization to restore from.

▼

Implements

(NetAF.Conversations.Instruct

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

+ NetAF.Persistence

(NetAF.Persistence.html)

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ NetAF.Interpretation

Syntax
[\(NetAF.Interpretation.html\)](#)

- [NetAF.Logic](#)
public delegate PlayableCharacter PlayerCreationCallback()
[\(NetAF.Logic.html\)](#)

Returns

AssetCatalog
[\(NetAF.Logic.AssetCatalog.html\)](#)

Type

AssetGenerator
[\(NetAF.Logic.AssetGenerator.html\)](#)

Type	Description
AssetGenerator (NetAF.Logic.AssetGenerator.html)	A generated Player.

PlayableCharacter ([NetAF.Assets.Characters.PlayableCharacter.html](#))

EndCheck
[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult
[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode
[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration
[\(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback
[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions
[\(NetAF.Logic.GameEndConditions.](#)

GameInfo
[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback
[\(NetAF.Logic.GameSetupCallback.](#)

GameState
[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback
[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation
[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback
[\(NetAF.Logic.PlayerCreationCallba](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Namespace NetAF.Persistence

Classes

Filter by title

+ [NetAF.Commands](#)
[RestorePoint](#) ([NetAF.Persistence.RestorePoint.html](#))

+ [NetAF.Commands](#)
Creates a restore point for a Game.

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

[Instructions](#)

[\(NetAF.Conversations.Instruct.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

- [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

[RestorePoint](#)

[\(NetAF.Persistence.RestorePoint.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Class RestorePoint

Represents a restore point for a Game.

Filter by title

Inheritance  [System.Object](#)

(NetAF.Assets.Locations.html)

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

Inheritance  [System.Object](#)

(NetAF.Commands.html)

[object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Persistence

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object)))

(NetAF.Commands.Persistence.html)

[object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[object.MemberwiseClone\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ **NetAF.Conversations**

Inheritance  [System.Object](#)

(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.Instruct.html) ([NetAF.Persistence.html](#))

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax **(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

[public class RestorePoint](#)

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Properties

- [NetAF.Persistence](#)

(NetAF.Persistence.html)

CreationTime

[RestorePoint](#)

[\(NetAF.Persistence.RestorePoint.h\)](#)
Get or set the creation time of this save.

+ **NetAF.Persistence.Json**

Declaration

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

[CreationTime](#) CreationTime { get; set; }

(NetAF.Rendering.html)

Property Value

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

[DateTime](#) (<https://learn.microsoft.com/dotnet/api/system.datetime>)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

Type	Description
FrameBuilder	

Get or set the serialized game.

Declaration

```
public GameSerialization Game { get; set; }
```



Property Value

Type		Description
(NetAF.Assets.Locations.html)		

GameSerialization (NetAF.Serialization.GameSerialization.html)

+ NetAF.Commands

(NetAF.Commands.html)

Name

Persistence

Get or set the name of this persistence.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

```
public string Name { get; set; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

+ NetAF.Logic

(NetAF.Logic.html)

Create(string Game)

(NetAF.Persistence.html)

Create a new restore point.

RestorePoint

Declaration

(NetAF.Persistence.RestorePoint.h)

+ NetAF.Persistence.Json

public static RestorePoint Create(string name, Game game)

(NetAF.Persistence.Json.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

Name	Description
------	-------------

+ NetAF.Rendering.Frame

string (https://learn.microsoft.com/dotnet/api/system.string)

name	The name of the restore point.
------	--------------------------------

Builders

Game (NetAF.Logic.Game.html)

game	The game to create the restore point for.
------	---

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

Type	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	The restore point.

▼

- **NetAF.Assets**
Locations
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
 - RestorePoint
[\(NetAF.Persistence.RestorePoint.html\)](#)
 - + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
 - + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
 - + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
 - + **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

Namespace NetAF.Persistence.Json

Classes

Filter by title

JsonSave ([NetAF.Persistence.Json.JsonSave.html](#))

+ **NetAF.Commands**
or a save in the Json format.

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

- **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

JsonSave

([NetAF.Persistence.Json.JsonSave.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

+ **NetAF.Rendering.Frame**

Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

Class JsonSave

Provides persistence for a save in the Json format.

Filter by title

Inheritance (NetAF.Persistence)

+ **NetAF.Commands**

Inheritance (NetAF.Commands.html)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

Persistence

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object))

+ **NetAF.Conversations**

Inheritance (NetAF.Conversations.html)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

+ **NetAF.Conversations**

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Name (NetAF.Conversations.Instruct) (NetAF.Persistence.html).Json (NetAF.Persistence.Json.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax (NetAF.Extensions.html)

+ **NetAF.Interpretation**

public static class JsonSave

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Persistence**

(NetAF.Persistence.html)

FromFile(string, out RestorePoint, out string)

- **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Declaration

(NetAF.Persistence.Json.JsonSave

+ **NetAF.Rendering**

message)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilder)

Name

path

Description

The file path.

+ **NetAF.Rendering.Frame**

(https://learn.microsoft.com/dot

net/api/system.string)

(NetAF.Rendering.FrameBuilder)

Type	Name	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	<i>restorePoint</i>	The restore point.
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Locations.html)	<i>message</i>	A message detailing the result of the load, if the load was unsuccessful. If the load was successful this will be empty.

NetAF.Commands

Type	Description
+ NetAF.Commands (NetAF.Commands.html)	True if the load was successful else false.

Persistence

(NetAF.Commands.Persistence.html)

FromJson(string)

NetAF.Conversations

(NetAF.Conversations.html)

Create a restore point from Json.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

json

Description

The json.

+ NetAF.Logic

Returns

(NetAF.Logic.html)

Type

+ NetAF.Persistence

RestorePoint (NetAF.Persistence.RestorePoint.html)

(NetAF.Persistence.html)

Description

The restore point created from the Json.

- NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

ToFile(string, RestorePoint, out string)

JsonSave

Persists a restore point to a file. JsonSave

NetAF.Rendering

(NetAF.Rendering.html)

public static bool ToFile(string path, RestorePoint restorePoint, out string message)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Parameters

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>path</i>	The file path.
RestorePoint (NetAF.Persistence.RestorePoint.html) (NetAF.Assets.Locations.html)	<i>restorePoint</i>	The restore point to persist.
+ NetAF.Commands (NetAF.Commands.html)	<i>message</i>	A message detailing the result of the save, if the save was unsuccessful. If the save was successful this will be empty.

+ NetAF.Commands.

Returns:

Persistence

Type	Description
NetAF.Commands.Persistence	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations

ToJson(RestorePoint)

Instructions

([NetAF.Conversations.Instruction](#))

Delegates

([NetAF.Extensions.html](#))

public static string ToJson(RestorePoint restorePoint)

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Parameters

+ NetAF.Logic

Type

([NetAF.Logic.html](#))

RestorePoint ([NetAF.Persistence.RestorePoint.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

Returns:

- NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The Json reatore point.

JsonSave

([NetAF.Persistence.Json.JsonSave](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

Namespace NetAF.Rendering

Enums

Filter by title

KeyType (NetAF.Rendering.KeyType.html)

Persistence of key types.

(NetAF.Commands.Persistence.html)

RegionMapMode (NetAF.Rendering.RegionMapMode.html)

(NetAF.Commands.Persistence.html).

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

- NetAF.Rendering

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

Enum KeyType

Enumeration of key types.

 Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands.KeyType**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

Fields

(NetAF.Conversations.html)

+ **NetAF.Conversations**

Description

Instructions

Dynamic Dynamic key, only show relevant key items.

(NetAF.Conversations.Instruct

Full Full key.

+ **NetAF.Extensions**

None

No key.

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

- **NetAF.Rendering**

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder.Color.html)

Enum RegionMapMode

Enumeration of region map modes.

 Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands** RegionMapMode

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

Fields

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**.

Instructions

Detailed Shows rooms at a detailed level.

[\(NetAF.Conversations.Instruct.html\)](#)

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

+ **NetAF.Extensions**

Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

- **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Namespace NetAF.Rendering.FrameBuilders

▼ Filter by title

Classes

+ **NetAF.Conversations.**

FrameBuilderCollection

 ([NetAF.Conversations.html](#)) ([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

+ **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

FrameBuilderCollections

 ([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

 Provides a container from frame builder collections.

+ **NetAF.Logic**

 ([NetAF.Logic.html](#))

GridStringBuilder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

+ **NetAF.Persistence**

 Provides a class for building strings as part of a grid.

 ([NetAF.Persistence.html](#))

Interfaces

 ([NetAF.Persistence.Json.html](#))

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

 ([NetAF.Rendering.html](#))

 Represents any object that can build about frames.

- **NetAF.Rendering.Frame**

Builders

ICompletionFrameBuilder

 ([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

 FrameBuilderCollection

 Represents any object that can build completion frames.

 ([NetAF.Rendering.FrameBuilders.F](#))

 FrameBuilderCollections

IConversationFrameBuilder

 ([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

 FrameBuilderCollection

 Represents any object that can build conversation frames.

 IAboutFrameBuilder

 ([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

 ([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

 IConversationFrameBuilder

 Represents any object that can build game over frames.

 ([NetAF.Rendering.FrameBuilders.I](#))

 IGameOverFrameBuilder

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

 IHelpFrameBuilder

 Represents any object that can build help frames.

 ([NetAF.Rendering.FrameBuilders.I](#))

 IRegionMapBuilder

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Represents any object that can build region maps.

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Represents any object that can build region map frames.

+ NetAF.Conversations.

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

Instructions

Represents any object that can build room maps.

+ NetAF.Extensions

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Represents any object that can build scene frames.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

+ NetAF.Logic

Represents any object that can build title frames.

(NetAF.Logic.html)

+ NetAF.Persistence

ITransitionFrameBuilder

(NetAF.Persistence.html)

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

+ NetAF.Persistence.Json

Represents any object that can build transition frames.

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.Extensions.html\)](#) ↳ [\(NetAF.Interpretation.html\)](#) ↳ [\(NetAF.Logic.html\)](#) ↳ [\(NetAF.Persistence.html\)](#) ↳ [\(NetAF.Persistence.Json.html\)](#)

↳ [\(NetAF.Extensions.html\)](#) ↳ [\(NetAF.Interpretation.html\)](#) ↳ [\(NetAF.Logic.html\)](#) ↳ [\(NetAF.Persistence.html\)](#) ↳ [\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Extensions**

Inherited Members

[\(NetAF.Extensions.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

Namespace: NetAF ([\(NetAF.html\)](#)).Rendering ([\(NetAF.Rendering.html\)](#)).FrameBuilders ([\(NetAF.Rendering.FrameBuilders.html\)](#))

[\(NetAF.Persistence.Json.html\)](#)

Assembly: NetAF.dll

Syntax

[\(NetAF.Rendering.html\)](#)

public class FrameBuilderCollection

- **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Constructors

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,

IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,

IGameOverFrameBuilder, IAAboutFrameBuilder, ITransitionFrameBuilder,

IConversationFrameBuilder)

IAAboutFrameBuilder

Provides a collection of all of the frame builders required to run a game.

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

Declaration

[\(NetAF.Rendering.FrameBuilders.IFrameBuilderCollection.html\)](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneFrameBuild

(NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html) erSceneFrameBuilder, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuild

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html) erHelpFrameBuilder, ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html) ilder gameOverFrameBuilder, IAAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBu

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html) lder transitionFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

IRegionMapBuilder

Parameters

[\(NetAF.Rendering.FrameBuilders.IFrameBuilderCollection.html\)](#)

IRegionMapFrameBuilder

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.Extensions.Instructions IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html) (NetAF.Extensions.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ NetAF.Interpretation IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html) (NetAF.Interpretation.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ NetAF.Logic ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html) (NetAF.Logic.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ NetAF.Persistence (NetAF.Persistence.html) (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html) (NetAF.Persistence.Json.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
+ NetAF.Rendering IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html) (NetAF.Rendering.html)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
- NetAF.Rendering.FrameBuilders ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html) (NetAF.Rendering.FrameBuilders.html)	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

Properties

AboutFrameBuilder
Get the builder to use for about frames.
Declaration
 public *IAboutFrameBuilder* AboutFrameBuilder { get; }
Property Value
 IRegionMapFrameBuilder
(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

Get the builder to use for completion frames.

+ NetAF.Conversations.Instruction

Type

public TCompletionFrameBuilder CompletionFrameBuilder { get; }

+ NetAF.Interpretation

Property Value

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

ConversationFrameBuilder

+ NetAF.Persistence.Json

Get the builder to use for conversation frames.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

public IConversationFrameBuilder ConversationFrameBuilder { get; }

- NetAF.Rendering.Frame

Builders

Property Value

(NetAF.Rendering.FrameBuilders.html)

Type

FrameBuilderCollection

IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.F

GameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Get the builder to use for game over frames.

(NetAF.Rendering.FrameBuilders.I

Declaration

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

public IGameOverFrameBuilder GameOverFrameBuilder { get; }

(NetAF.Rendering.FrameBuilders.I

ICoverageFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

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HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Description

+ NetAF.Interpretation

(NetAF.Interpretation.html)

RegionMapFrameBuilder

+ NetAF.Logic

Get the builder to use for region map frames.

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Description

(NetAF.Rendering.html)

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

- NetAF.Rendering.Frame

Builders

SceneFrameBuilderFrameBuilder

FrameBuilderCollection

Get the builder to use for scene frames.

(NetAF.Rendering.FrameBuilders.F

Declaration

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

frameBuilder SceneFrameBuilder { get; }

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.I

Type CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

TitleFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

Get the builder to use for title frames.

(NetAF.Rendering.FrameBuilders.I

IRRegionMapBuilder

Declaration

(NetAF.Rendering.FrameBuilders.I

IRRegionMapFrameBuilder

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

Property Value

Type	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html) Instructions	

(NetAF.Conversations.Instruct)

TransitionFrameBuilder

(NetAF.Extensions.html)

Get the builder to use for transition frames.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic TransitionFrameBuilder TransitionFrameBuilder { get; }

(NetAF.Logic.html)

Property Value

+ NetAF.Persistence

T(NetAF.Persistence.html)

+ NetAF.Persistence Json (NetAF.Persistence.Json.html)

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)



Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

... .

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

([NetAF.Extensions.html](#))

Properties

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

DisplaySize

+ NetAF.Logic

Get the display size.

([NetAF.Logic.html](#))

Declaration

+ NetAF.Persistence

([NetAF.Persistence.html](#))

```
public Size DisplaySize { get; }
```

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

Property Value

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Size ([NetAF.Assets.Size.html](#))

- NetAF.Rendering.Frame

Builders

HorizontalDividerCharacter

FrameBuilderCollection

Get or set the character used for horizontal dividers.

([NetAF.Rendering.FrameBuilders.F](#))

Declaration

([NetAF.Rendering.FrameBuilders.F](#))

GridStringBuilder

```
public char HorizontalDividerCharacter { get; set; }
```

([NetAF.Rendering.FrameBuilders.C](#))

IAboutFrameBuilder

Property Value

([NetAF.Rendering.FrameBuilders.I](#))

Type

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

LeftBoundaryCharacter

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

Get or set the character for left boundary.

IRegionMapBuilder

Declaration

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapFrameBuilder

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

Instructions

(NetAF.Conversations.Instruct)

LineTerminator

(NetAF.Extensions.html)

Get or set the line terminator.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic LineTerminator { get; set; }

(NetAF.Logic.html)

Property Value

+ NetAF.Persistence

T(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

RightBoundaryCharacter

(NetAF.Rendering.html)

Get or set the character used for right boundary.

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

```
public char RightBoundaryCharacter { get; set; }
```

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

Property Value

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

Type

GridStringBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

DrawBoundary(AnsiColor)

(NetAF.Rendering.FrameBuilders.I

HelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Declaration

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...
..

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type	Name	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) Instructions	color	The color to draw the boundary.

(NetAF.Conversations.Instruct

DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int)

(NetAF.Extensions.html)

Draw a wrapped string.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)
(NetAF.Logic.html)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

Type	Name	Description
+ NetAF.Persistence.Json		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
+ NetAF.Rendering		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
- NetAF.Rendering.FrameBuilder		
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color to draw the text.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end y position.

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

DrawHorizontalDivider(int, AnsiColor)

GridStringBuilder

Draw a horizontal divider.

(NetAF.Rendering.FrameBuilders.C

IApplicationBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Parameters

(NetAF.Rendering.FrameBuilders.I

Type	Name	Description
IGameOverFrameBuilder		
(NetAF.Rendering.FrameBuilders.I		
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
AnsColor (NetAF.Rendering.FrameBuilders.Color.An	color	The color to draw the boundary.
IRegionMapBuilder		
(NetAF.Rendering.FrameBuilders.I		
IRegionMapFrameBuilder		

DrawUnderline(int, int, int, AnsiColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

Instructions

Parameters

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

(NetAF.Extensions.html)

x

The position of the underline, in x.

+ NetAF.Interpretation

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The position of the underline, in y.

(NetAF.Interpretation.html)

length

The length of the underline.

+ NetAF.Logic

NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

color

The color of the underline.

(NetAF.Logic.html)

+ NetAF.Persistence

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

(NetAF.Persistence.html)

Draw a wrapped string.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Declaration

Parameters

+ NetAF.Rendering

public void DrawWrapped(string value, int startX, int startY, int maxWidth, AnsiColo

(NetAF.Rendering.html)

 r color, out int endX, out int endY)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuild

Type

Name

Description

FrameBuilderCollection

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The string.

(NetAF.Rendering.FrameBuilders.F

rameBuilderCollections

startX

The start x position.

(NetAF.Rendering.FrameBuilders.F

rameBuilderCollections

startY

The start y position.

(NetAF.Rendering.FrameBuilders.C

hapterBuilder

maxWidth

The max width of the string.

(NetAF.Rendering.FrameBuilders.C

hapterBuilder

color

The color to draw the text.

(NetAF.Rendering.FrameBuilders.I

CompletionFrameBuilder

endX

The end x position.

(NetAF.Rendering.FrameBuilders.I

GameOverFrameBuilder

endY

The end y position.

(NetAF.Rendering.FrameBuilders.I

HelpFrameBuilder

Flush

Flush the buffer.

(NetAF.Rendering.FrameBuilders.I

RegionMapBuilder

Flush0

Flush the buffer.

Declaration

(NetAF.Rendering.FrameBuilders.I

RegionMapFrameBuilder

...
...

```
public void Flush()
```

GetCellColor(int, int)

Get a color for a cell.

Instructions

Declaration
[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

public ANSIColor GetCellColor(int x, int y)
[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Type
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

[\(NetAF.Logic.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Returns

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

The cell color.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

GetCharacter(int, int)

- NetAF.Rendering.Frame

Gets character from the buffer.

[\(NetAF.Rendering.FrameBuild](#)

Declaration

FrameBuilderCollection

public char GetCharacter(int x, int y)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.F](#)

Parameters

StringBuilder

Type
[\(NetAF.Rendering.FrameBuilders.C](#)

Name

Description

IAboutFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

x

The x position of the character.

ICompletionFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position of the character.

IConversationFrameBuilder

Returns

[\(NetAF.Rendering.FrameBuilders.I](#)

Type
[GameOverFrameBuilder](#)

Description

[\(NetAF.Rendering.FrameBuilders.I](#)

The character.

IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapBuilder

GetNumberOfLines(string, int)

[\(NetAF.Rendering.FrameBuild](#)

IRegionMapFrameBuilder

Get the number of lines a string will take up.

Declaration

```
public static int GetNumberOfLines(string value, int startY, int maxWidth)
```

Parameters

Instructions	Type	Name	Description
(NetAF.Conversations.Instruct	string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
+ NetAF.Extensions	int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
+ NetAF.Interpretation	int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.

[\(NetAF.Interpretation.html\)](#)

Returns

+ NetAF.Logic	Type	Description
(NetAF.Logic.html)		
int (https://learn.microsoft.com/dotnet/api/system.int32)		The number of lines the string will take up.

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Resize(Size)istence.Json

[\(NetAF.Persistence.Json.html\)](#)

Resize this builder.

+ NetAF.Rendering

Declaration

[\(NetAF.Rendering.html\)](#)

- NetAF.Rendering.Frame

Builders

Parameters

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Type	Name	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollections)	displaySize	The new size.

[\(NetAF.Rendering.FrameBuilders.FrameBuilder.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder

Set a [\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder

Declaration [\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

public void SetCell(int x, int y, char character, AnsiColor color)

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

Type	Name	Description
RegionMapBuilder (NetAF.Rendering.FrameBuilders.RegionMapBuilder)	x	The x position of the cell.
RegionMapBuilder (NetAF.Rendering.FrameBuilders.RegionMapBuilder)	y	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.Color.AnsiColor.html)		<i>color</i>	The color of the character.

▼

Instructions

([NetAF.Conversations.Instruct](#))

- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
- + **NetAF.Logic**
([NetAF.Logic.html](#))
- + **NetAF.Persistence**
([NetAF.Persistence.html](#))
- + **NetAF.Persistence.Json**
([NetAF.Persistence.Json.html](#))
- + **NetAF.Rendering**
([NetAF.Rendering.html](#))
- **NetAF.Rendering.Frame Builders**
([NetAF.Rendering.FrameBuilders](#))
 - FrameBuilderCollection
([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))
 - FrameBuilderCollections
([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))
 - GridStringBuilder
([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))
 - IAboutFrameBuilder
([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))
 - ICompletionFrameBuilder
([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))
 - IConversationFrameBuilder
([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))
 - IGameOverFrameBuilder
([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))
 - IHelpFrameBuilder
([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))
 - IRegionMapBuilder
([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))
 - IRegionMapFrameBuilder
([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))
 - ...

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface IAboutFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, Game, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, Game game, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.I

String (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title.

FrameBuilderCollection

Game (NetAF.Logic.Game.html)

game

The game.

FrameBuilderCollections

Int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

StringBuilder

Int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.I

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public Interface ICompletionFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string message, string reason, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.I

String (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollection

String (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollection

String (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollections

Int (https://learn.microsoft.com/dotnet/api/system.int32) FrameBuilders.F

Int (https://learn.microsoft.com/dotnet/api/system.int32) GridStringBuilder

Int (https://learn.microsoft.com/dotnet/api/system.int32) GridStringBuilder

IApplicationBuilder

Returns

(NetAF.Rendering.FrameBuilders.I

Type CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

 Public Interface IConversationFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, IConverser, CommandHelp[], int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

Type	Name	Description
FrameBuilderCollection string (NetAF.Rendering.FrameBuilders.F (https://learn.microsoft.com/dotnet/api/system.string FrameBuilderCollections) (NetAF.Rendering.FrameBuilders.F	<i>title</i>	The title to display to the user.
IConverser StringBuilder (NetAF.Rendering.FrameBuilders.C (NetAF.Rendering.FrameBuilders.C	<i>converser</i>	The converser.
IAboutFrameBuilder CommandHelp (NetAF.Rendering.FrameBuilders.I (NetAF.Interpretation.CommandHelp.html ICompletionFrameBuilder [] (NetAF.Rendering.FrameBuilders.I	<i>contextualCommands</i>	The contextual commands to display.
int IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder	<i>width</i>	The width of the frame.
int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I	<i>height</i>	The height of the frame.

Return RegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

Instructions

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- + NetAF.Persistence.Json
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FrameBuilderCollections
(NetAF.Rendering.FrameBuilders.F
GridStringBuilder
(NetAF.Rendering.FrameBuilders.C
IAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.I
ICompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder
...

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public Interface IGameOverFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string message, string reason, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders	Name	Description
Type (NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)	message	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
string (https://learn.microsoft.com/dotnet/api/system.string)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

IApplicationBuilder

Returns
(NetAF.Rendering.FrameBuilders.IApplicationBuilder)

Type: CompletionFrameBuilder

Type	Description
CompletionFrameBuilder	(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IFrameBuilder

IGameOverFrameBuilder

IFrameBuilder

IHelpFrameBuilder

IFrameBuilder

IRegionMapBuilder

IFrameBuilder

IRegionMapFrameBuilder

Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

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(NetAF.Extensions.html)

 Public Interface IHelpFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, CommandHelp[], int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

 IFrame Build(string title, string description, CommandHelp[] commandHelp, int width,
 (int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.I

Type

Type	Name	Description
FrameBuilderCollection string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.F	title	The title.
FrameBuilderCollection string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.F	description	The description.
CommandHelp (NetAF.Interpretation.CommandHelp.html)[] GhoStringBuilder	commandHelp	The command help.
int (https://learn.microsoft.com/dotnet/api/system.int32) IAboutFrameBuilder	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) IFrameBuilder	height	The height of the frame.

ICompletionFrameBuilder

Return (NetAF.Rendering.FrameBuilders.I

Type

Type	Description
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I	

IFrameBuilder ([NetAF.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/system.frames.iframe.html))

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder



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+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

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FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

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IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

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IConversationFrameBuilder

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IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

... .

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

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Public interface IRegionMapBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

(NetAF.Persistence.html)

Build a map of a region.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)

- NetAF.Rendering.Frame

Builders

Type	Name	Description
FrameBuilderCollection<GridStringBuilder> (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.GridStringBuilder.html)	gridStringBuilder	The string builder to use.
Region (NetAF.Assets.Locations.Region.html)	region	The region.
int IAaboutFrameBuilder (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.IaboutFrameBuilder.html)	x	The x position to start building at.
int ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.IcompletionFrameBuilder.html)	y	The y position to start building at.
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	maxWidth	The maximum horizontal space available in which to build the map.
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)		
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)		

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

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IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder
...

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public Interface IRegionMapFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(Region, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(Region region, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Type	Name	Description
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)	region	The region.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

GridStringBuilder

Returns

NetAF.Rendering.FrameBuilders.C

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)	

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.IFrame)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface IRoomMapBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Build a map for a room.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

Void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin

t, KeyType key, int startX, int startY, out int endX, out int endY)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilders.html)

Type	Name	Description
frameBuilderCollection	gridStringBuilder	The string builder to use.
(NetAF.Rendering.FrameBuilders.GridStringBuilder)	room	The room.
FrameBuilderCollections	viewPoint	The viewpoint from the room.
(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	key	The key type.
(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)	startX	The start position, x.
KeyType (NetAF.Rendering.KeyType.html)	startY	The start position, x.
(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)	endX	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)	IHelpFrameBuilder	
int (https://learn.microsoft.com/dotnet/api/system.int32)	IRegionMapBuilder	
(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)	IRegionMapFrameBuilder	
	...	



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+ NetAF.Persistence.Json

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+ NetAF.Rendering

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- NetAF.Rendering.Frame

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FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

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(NetAF.Rendering.FrameBuilders.C

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ICompletionFrameBuilder

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IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

... .

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

 Public Interface ISceneFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

(NetAF.Persistence.html)

Build a frame.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

 IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilder)

Type	Name	Description
frameBuilderCollection	room	Specify the Room.
(NetAF.Rendering.FrameBuilders.IRoom) (NetAF.Assets.Locations.Room.html)	viewPoint	Specify the viewpoint from the room.
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	player	Specify the player.
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	message	Any additional message.
string (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder) (https://learn.microsoft.com/dotnet/api/system.string)	contextualCommands	The contextual commands to display.
CommandHelp (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder) (NetAF.Interpretation.CommandHelp.html)	keyType	The type of key to use.
GameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)	width	The width of the frame.
HelpFrameBuilder (NetAF.Rendering.KeyType.html) (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)	height	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

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IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder
...

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

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Public interface ITitleFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, string description, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type
(NetAF.Rendering.FrameBuilders.I

string (https://learn.microsoft.com/dotnet/api/system.string)
FrameBuilderCollection

string (https://learn.microsoft.com/dotnet/api/system.string)
FrameBuilderCollections

int (https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Rendering.FrameBuilders.I

int (https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Rendering.FrameBuilders.I

IAboutFrameBuilder

Returns
(NetAF.Rendering.FrameBuilders.I

Type CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

Name

Description

title

The title.

description

The description.

width

The width of the frame.

height

The height of the frame.

Type

Description

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

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Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface ITransitionFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, string message, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders	Name	Description
Type (NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)	title	The title to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollection	message	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollections	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) IFrameBuilder	height	The height of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.IFrameBuilder)		

IAboutFrameBuilder

Returns
(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

Type: CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)	
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ICompletionFrameBuilder

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

Enum AnsiColor

Enumeration of ANSI colors.



Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

+ NetAF.Conversations.

Assembly: NetAF.dll

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+ NetAF.Interpretation

(NetAF.Interpretation.html)

Fields

+ NetAF.Logic

NetAF.Logic.html	Description
+ NetAF.Persistence	Black (30).
(NetAF.Persistence.html)	Blue (34).
+ NetAF.Persistence.Json	Bright black (90).
(NetAF.Persistence.Json.html)	Bright blue (94).
+ NetAF.Rendering	Bright cyan (96).
(NetAF.Rendering.html)	Bright green (92).
+ NetAF.Rendering.FrameBuilders	Bright magenta (95).
(NetAF.Rendering.FrameBuilders.html)	Bright red (91).
- NetAF.Rendering.FrameBuilders.Color	Bright white (97).
(NetAF.Rendering.FrameBuilders.Color.html)	Bright yellow (93).
Cyan	Cyan (36).
AnsiColor	
Green	Green (32).
(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)	
Magenta	Magenta (35).
(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)	
Red	Red (31).
(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)	
Reset	Reset (0).
(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)	
White	White (37).
(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)	
Yellow	Yellow (33).
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- + **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuilders)
- **NetAF.Rendering.Frame**
Builders.Color
(NetAF.Rendering.FrameBuilders.Color)
 - AnsiColor
(NetAF.Rendering.FrameBuilders.Color.AnsiColor)
 - ColorAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder)
 - ColorCompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder)
 - ColorConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder)
 - ColorGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder)
 - ColorHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder)
 - ColorRegionMapBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder)
 - ... -

Properties

BackgroundColor

Get or set the background color.



Declaration

+ NetAF.Conversations.

```
public AnsiColor BackgroundColor { get; set; }
```

Instructions

(NetAF.Conversations.Instruct Property Value

+ NetAF.Extensions		
Type	(NetAF.Extensions.html)	Description
AnsiColor	(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
+ NetAF.Interpretation		
(NetAF.Interpretation.html)		

Banda FCBolívar

(NetAF.Logic.html)

Get or set the border color.

+ NetAF.Persistence
Declaration

Declaration (NotAE)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json	<code>Border.BorderColor { get; set; }</code>	
(NetAF.Persistence.Json.html)		
Property Value		
+ NetAF.Rendering		
T(NetAF.Rendering.html)		Description
+ NetAF.Rendering.Frame		
(NetAF.Rendering.Frame.html)		

Description	Color
Red	Red

- **NetAP.Rendering.Frame**

Builders Color

(NetAE Rendering Frame)

(NETAP.Rendering.FrameBuilder) Declaration

Anscombe

Answer

```
public AnsiColor DescriptionColor { get; set; }  
ColorAboutFrameBuilder
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property	Type	Description
ColorCompletionFrameBuilder	(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)	
Type	ColorConversationFrameBuilder	
AnsiColor	(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
TitleColor	ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder) ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder) ColorRegionMapBuilder Get or set the title color.	

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations.	

Instructions

(NetAF.Conversations.Instruct)

Methods

(NetAF.Extensions.html)

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Persistence Build(string message, string reason, int width, int height)

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

Type (NetAF.Persistence.Json.html)

Name

Description

+ string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.html)	message	The message to display to the user.
+ string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
+ int (https://learn.microsoft.com/dotnet/api/system.int32) Builders	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders)	height	The height of the frame.

Return Value

Builders.Color

Type

Description

(NetAF.Rendering.FrameBuilders.Color.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Implements

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Properties

BackgroundColor

Get or set the background color.

Declaration

+ NetAF.Conversations.

```
public AnsiColor BackgroundColor { get; set; }
```

Instructions

(NetAF.Conversations.Instruct
Property Value

+ NetAF.Extensions

Type

(NetAF.Extensions.html)

Description

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

BorderColor

(NetAF.Logic.html)

Get or set the border color.

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Property Value

+ NetAF.Rendering

Type (NetAF.Rendering.html)

Description

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

InputColor

- NetAF.Rendering.Frame

Builders Color

Get or set the input color.

(NetAF.Rendering.FrameBuilders)

Declaration

AnsiColor

```
public AnsiColor InputBuilder { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

Property Value

ColorCompletionFrameBuilder

Type (NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

Description

ColorConversationFrameBuilder

AnsiColor (NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

NonPlayerMessageColor

(NetAF.Rendering.FrameBuilders.NonPlayerMessageColor)

Get or set the non player message color.

ColorRegionMapBuilder

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

+ NetAF.Conversations.

Build(string, IConverser, CommandHelp[], int, int)

(NetAF.Conversations.Instruct)

+ NetAF Extensions

Declaration ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation** (NetAF.Interpretation.html)

+ NetAF.Logic

Parameters (NetAEI)

(NetAF.Logic.html)

Name	Description
<i>title</i>	The title to display to the user.
<i>converser</i>	The converser.
<i>contextualCommands</i>	The contextual commands to display.
<i>width</i>	The width of the frame.
<i>height</i>	The height of the frame.

Return AnsiColor

Type	Description
(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)	
IFrame (NetAF.Rendering.FrameBuilders.Frame.html)	

Implementing Solar Conversations (NABER Rating)



- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct
 - + **NetAF.Extensions**
(NetAF.Extensions.html)
 - + **NetAF.Interpretation**
(NetAF.Interpretation.html)
 - + **NetAF.Logic**
(NetAFLogic.html)
 - + **NetAF.Persistence**
(NetAF.Persistence.html)
 - + **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)
 - + **NetAF.Rendering**
(NetAF.Rendering.html)
 - + **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuild
 - **NetAF.Rendering.Frame**
Builders.Color
(NetAF.Rendering.FrameBuild
 - AnsiColor
(NetAF.Rendering.FrameBuilders.C
 - ColorAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.C
 - ColorCompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.C
 - ColorConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.C
 - ColorGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.C
 - ColorHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.C
 - ColorRegionMapBuilder
(NetAF.Rendering.FrameBuilders.C

Properties

BackgroundColor

Get or set the background color.



Declaration

+ NetAF.Conversations.

```
public AnsiColor BackgroundColor { get; set; }
```

Instructions

(NetAF.Conversations.Instruct) Property Value

+ NetAF.Extensions Type (NetAF.Extensions.html)		Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)		
+ NetAF.Interpretation (NetAF.Interpretation.html)		

Banda FCBolívar

(NetAF.Logic.html)

Get or set the border color.

+ NetAF.Persistence Declaration

Declaration (NetAEI)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json	<code>public ConsoleColor BorderColor { get; set; }</code>
(NetAF.Persistence.Json.html)	
+ NetAF.Rendering	
Type (NetAF.Rendering.html)	Description
+ NetAF.Rendering.Frame	<code>public FrameBuilders.Color.AnsiColor Frame</code>
(NetAF.Rendering.Frame.html)	

DescriptionColor

- **NetAP.Rendering.Frame**

Builders Color

(NetAE Rendering Frame)

NETAP.Rendering.FrameBuilder Declaration

Anscombe

Answer

```
public AnsiColor DescriptionColor { get; set; }  
ColorAboutFrameBuilder
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property	Type	Description
ColorCompletionFrameBuilder	(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)	
ColorConversationFrameBuilder	(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)	
AnsiColor	(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
ColorGameOverFrameBuilder	(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)	
ColorHelpFrameBuilder	(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)	
TitleColor	ColorRegionMapBuilder	Get or set the title color.

Class ColorHelpFrameBuilder

Provides a builder of color help frames.

 Filter by title

Inheritance

+ NetAF Conversations

Instructions

(NetAE.Conversations.Instruct)

IHelpFrameBuilder<Net>

• [NetAEExtensions](#)

[object.Equals\(object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)-1) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)-1)

[NetAssemblyInterpretation.html](#)

[object.Equals\(object, object\) \(System.Object Interpretation\)](https://learn.microsoft.com/dotnet/api/system.object.equals%2Fsystem-object-interpretation)

† NetAETools (object system object)

```
        equals((System.Object)subject))
```

[object.GetType\(\)](https://learn.microsoft.com/dotnet/api/system.object.gettype) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[object.GetType\(\)](https://learn.microsoft.com/dotnet/api/system.object.gettype) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
+ [NetApp Persistence](#)

`object.ReferenceEquals(object, object)` (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color

(NetAF.Renderings.FrameBuilders.Color.html)

Assembly: NetAF.dll

SynAF.Rendering

(NetAF.Rendering.html)

+ NetAF.RC

Builders

(NetAF.Renderer) Constructors

- NetAE.Renderer

Builders.Color
ColorHelpFrameBuilder(GridStringBuilder)

[View All Listings](#) | [Find a Realtor](#)

Provides a border of color help frames.

(NetAF.Rendering.FrameDeclaration

ColorAboutFrameBuilder

```
(NetAF.Rendering.FrameBuilders.C  
public ColorHelpFrameBuilder(GridStringBu
```

Type	Name	Description
(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)		
(NetAF.Rendering.FrameBuilders.GridStringBuilder)	<i>gridStringBuilder</i>	A builder to use for the string layout.
(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)		
(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)		
(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)		

Properties

BackgroundColor

Get or set the background color.



Declaration

+ NetAF.Conversations.

```
public AnsiColor BackgroundColor { get; set; }
```

Instructions

(NetAF.Conversations.Instruct Property Value

+ NetAF.Extensions		
Type	(NetAF.Extensions.html)	Description
AnsiColor	(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
+ NetAF.Interpretation		
	(NetAF.Interpretation.html)	

Banda FCBolívar

(NetAF.Logic.html)

Get or set the border color.

+ NetAF.Persistence
Declaration

Declaration **(NetApp)**

(NetAF.Persistence.html)

+ NetAF.Persistence.Json	<code>public ConsoleColor BorderColor { get; set; }</code>	
(NetAF.Persistence.Json.html)		
Property Value		
+ NetAF.Rendering		
T(NetAF.Rendering.html)		Description
+ NetAF.Rendering.Frame	<code>public FrameBuilders.Color AnsiColor { get; }</code>	
(NetAF.Rendering.Frame.html)		

CommandColor

- NetAF.Rendering.Frame

Builders Color

(NetAE Rendering Framework)

Declaration

AnsiCd

-(NetAF Ref)

```
ColorAboutFrameBuilder
```

ColorAbout TableBuilder

(NetAF.Rendering.FrameBuilders.C
naryValue

Property Value Color Comp

(NetAF.Rendering.FrameBuilders.C

Type ColorConversationFrameBuilder

AnsiColor (NetAFRenders.FrameBuilders.Color.AnsiColor.html)

Command	Description	Color
ColorGameOverFrameBuilder	(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)	
ColorHelpFrameBuilder	(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)	
ColorRegionMapperBuilder	Get or set the description color.	

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations.	

Instructions

(NetAF.Conversations.Instruct DescriptionColor)

+ NetAF.Extensions

Get or set the description color.
(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public AnsiColor DescriptionColor { get; set; }
```

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

Type	Description
(NetAF.Persistence.html)	

(NetAF.Persistence.html)

Ahsicolor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

TitleColor

NetAF.Rendering

(NetAF.Rendering.html)

Get or set the title color.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Property Value

Builders.Color

(NetAF.Rendering.FrameBuilders.html)

Type

AnsiColor

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

Build(string, string, CommandHelp[], int, int)

Build a frame.

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Declaration

(NetAF.Rendering.FrameBuilders.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) + NetAF.Conversations. Instructions	<i>title</i>	The title.
string (https://learn.microsoft.com/dotnet/api/system.string) CommandHelp (https://learn.microsoft.com/dotnet/api/system.array) + NetAF.Extensions. Int32	<i>description</i>	The description.
CommandHelp (https://learn.microsoft.com/dotnet/api/system.array) + NetAF.Extensions. Int32	<i>commandHelp</i>	The command help.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Extensions. Int32	<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.

Return
([NetAF.Interpretation.html](#))

Type	Description
+ NetAF.Logic (NetAF.Logic.html)	

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))
Implements

+ **NetAF.Persistence.Json**

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))
([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

- **NetAF.Rendering.Frame**

Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html](#))

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int  
x, int y, int maxWidth, int maxHeight)
```



Parameters

Type	Name	Description
Instructions (NetAF.Conversations.Instruct.html) (NetAF.Rendering.FrameBuilders.GridStringBuilder)	<i>gridStringBuilder</i>	The string builder to use.
Region (NetAF.Extensions.html) Region (NetAF.Assets.Locations.Region.html)	<i>region</i>	The region.
int (NetAF.Interpretation.html) (https://learn.microsoft.com/dotnet/api/system.int32)	<i>x</i>	The x position to start building at.
int (NetAF.Logic.html) (https://learn.microsoft.com/dotnet/api/system.int32)	<i>y</i>	The y position to start building at.
maxWidth		The maximum horizontal space available in which to build the map.
maxHeight		The maximum vertical space available in which to build the map.

+ NetAF.Rendered

Builders

RegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Builders.Color

Color (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

+ **Object** (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ **Instructions** ↳ **ColorRegionMapFrameBuilder**

Implements

+ **IRegionMapFrameBuilder** ([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

Inherited from **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **Object** ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Interpretation.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](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\(system-object-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object)))

([NetAF.Logical.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **Object** (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Persistence.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name: **NetAF.Persistence.Json** ([NetAF.Persistence.Json.html](#)) Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color

([NetAF.Persistence.Json.html](#))

Assembly: NetAF.dll

↳ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

+ **NetAF.Rendering.Frame**

↳ **Builders**

([NetAF.Rendering.FrameBuilders.html](#))

Constructors

- **NetAF.Rendering.Frame**

↳ **Builders.Color**

ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

Provides a builder of color region map frames.

([NetAF.Rendering.FrameBuilders.Color.html](#))

Declaration

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

ColorCompetitorFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompetitorFrameBuilder.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

Parameters

ColorGameOverFrameBuilder

Type ([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ColorRegionMapBuilder

([NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html](#))

Type	Name	Description
(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

Type	Name	Description
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)	regionMapBuilder	A builder for region maps.

▼

Properties

+ NetAF.Conversations.

Instructions

BackgroundColor

(NetAF.Conversations.Instruct

Get or set the background color.

+ NetAF.Extensions

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

public AnsiColor BackgroundColor { get; set; }

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Persistence

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Persistence.html)

Declaration

Type	Description

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

BorderColor

+ NetAF.Rendering

Get or set the border color.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

public AnsiColor BorderColor { get; set; }

(NetAF.Rendering.FrameBuilders

Declaration

Type	Description

+ NetAF.Rendering.Frame

Builders

Color

Type

(NetAF.Rendering.FrameBuilders

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

TitleColor

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

public ANSI_COLOR TitleColor { get; set; }

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

... - - - . . - - - .. - - -

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Property Value

+ NetAF.Conversations.

Type

[Instruct](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ NetAF.Extensions

[html](#)

+ NetAF.Interpretation

[html](#)

Get or set the visited exit color.

+ NetAF.Logic

Declaration

[html](#)

```
public AnsiColor VisitedExitColor { get; set; }
```

+ NetAF.Persistence

[html](#)

Property Value

+ NetAF.Persistence.Json

Type

[Json.html](#)

Description

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ NetAF.Rendering

[html](#)

+ NetAF.Rendering.Frame

Methods

[FrameBuilder](#)

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

[GridStringBuilder.html](#)

Build a map for a room.

AnsiColor

Declaration

[FrameBuilders.GridStringBuilder.html](#)

ColorAboutFrameBuilder

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType keyType, int startX, int startY, out int endX, out int endY)
```

[ColorAboutFrameBuilder.html](#)

ColorConversationFrameBuilder

[FrameBuilders.ColorConversationFrameBuilder.html](#)

Parameters

[GridStringBuilder.html](#)

[Room.html](#)

[ViewPoint.html](#)

[KeyType.html](#)

[ColorAboutFrameBuilder.html](#)

[ColorConversationFrameBuilder.html](#)

Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

+ **Object** (<https://learn.microsoft.com/dotnet/api/system.object>)

InstructionsFrameBuilder

Implements

+ **ISceneFrameBuilder** ([NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

Implementation

+ **NetAFInterpretation** ([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\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAFLogic** (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAFPersistence**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name: **NetAF.Persistence.Json** ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color

([NetAF.Persistence.Json.html](#))

Assembly: NetAF.dll

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Constructors

- **NetAF.Rendering.Frame**

Builders.Color

ColorSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder)

Provides a builder for color scene frames.

([NetAF.Rendering.FrameBuilders.ColorSceneFrameBuilder.html](#))

Declaration

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

public ColorSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder)

([NetAF.Rendering.FrameBuilders.ColorSceneFrameBuilder.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

Parameters

ColorGameOverFrameBuilder

Type ([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

Type ([NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html](#))

GridStringBuilder

Type ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ColorRegionMapBuilder

Type ([NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html](#))

Type	Name	Description
(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.AboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.CompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.GameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.HelpFrameBuilder.html)

ColorRegionMapBuilder

ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.Color.RegionMapBuilder.html)

Properties

BackgroundColor

Get or set the background color.



Declaration

+ NetAE Conversations

```
public AnsiColor BackgroundColor { get; set; }
```

Instructions

(NetAF.Conversations.Instruct Property Value

+ NetAF.Extensions Type (NetAF.Extensions.html)	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
+ NetAF.Interpretation (NetAF.Interpretation.html)	

BundesFCoboc

(NetAF.Logic.html)

Get or set the border color.

+ NetAF.Persistence
Declaration

Declaration (Not AEI)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json	<code>Border.BorderColor { get; set; }</code>	
(NetAF.Persistence.Json.html)		
Property Value		
+ NetAF.Rendering		
T(NetAF.Rendering.html)		Description
+ NetAF.Rendering.Frame	<code>FrameBuilders.Color.AnsiColor.html</code>	

DescriptionColor

- **NetAP.Rendering.Frame**

Get the Color

(NetAE Rendering Frame)

Declaration

Anscombe

(NetAF.Re)

public AHSICOLOR DescriptionOf ColorAboutFrameBuilder

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C
t.Mah

Property Value Color Comp

(NetAE Rendering FrameBuilder)

Type `NETAI.Rendering.FrameBuilders.ColorConversionFrameBuilder`

ColorConversationFrameBuilder

ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
ColorRegionMapBuilder Get or set the title color.	
ColorRegionMapBuilder	

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations.	

Instructions

(NetAF.Conversations.Instruct)

Methods

(NetAF.Extensions.html)

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Persistence Build(string title, string message, int width, int height)

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

Type (NetAF.Persistence.Json.html)

Name

Description

+ string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.html)	title	The title to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
+ int (https://learn.microsoft.com/dotnet/api/system.int32) Builders	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.html)	height	The height of the frame.

Return Value

Type (NetAF.Rendering.FrameBuilders.Color.html)

Description

IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Implements

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

Namespace NetAF.Rendering.Frames

Classes

Filter by title ▾

[GridTextFrame \(NetAF.Rendering.Frames.GridTextFrame.html\)](#)

Persistence Persistence based frame for displaying a command based interface.

[\(NetAF.Commands.Persistence\)](#)

Interfaces

[NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

[IFrame \(NetAF.Rendering.Frames.IFrame.html\)](#)

Instructions Represents any object that is a frame that can display a command based interface.

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

+ NetAF.Rendering.Frame

Builders.Color

[\(NetAF.Rendering.FrameBuilder\)](#)

- NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

[GridTextFrame](#)

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**
object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GridTextFrame

([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**,

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

Persistence

Inherited Members

([NetAF.Commands.Persistence](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**.

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Instructions

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Conversations.Instruction](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Extensions**

As ([NetAF.Extensions.html](#))

Syntax

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public sealed class GridTextFrame : IFrame

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Constructors

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

([NetAF.Persistence.Json.html](#))

Provides a grid based frame for displaying a command based interface.

+ **NetAF.Rendering**

Declaration

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**
public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor
color, backgroundColor)

Builders

([NetAF.Rendering.FrameBuilder](#))

GridTextFrame(GridStringBuilder)

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

- **NetAF.Rendering.Frames**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Rendering.Frames.html](#))

Type	Name	Description
Builders.Color	builder	The builder that creates the frame.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>backgroundColor</i>	The background color.

▼

[\(NetAF.Assets.Locations.html\)](#)

Properties

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands. AcceptsInput

Persistence

Get or set if this Frame accepts input.
[\(NetAF.Commands.Persistence.html\)](#)

Declaration

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

```
public bool AcceptsInput { get; set; }
```

+ NetAF.Conversations.

Instructions

Property Value

[\(NetAF.Conversations.Instruct.html\)](#)

Type

+ NetAF.Extensions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Extensions.html\)](#)

Description

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Get the background color.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

```
public stringBackgroundColor { get; }
```

+ NetAF.Persistence.Json

Property Value

[\(NetAF.Persistence.Json.html\)](#)

Type

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

+ NetAF.Rendering.Frame

Builders

CursorLeft

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Get the cursor left position.

+ NetAF.Rendering.Frame

Builders.Color

Declaration

[\(NetAF.Rendering.FrameBuilders.html\)](#)

```
public int CursorLeft { get; }
```

- NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

GridTextFrame

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

CursorTop ([NetAF.Assets.Location.html](#))

Get the cursor top position.

+ NetAF.Commands

Declaration
([NetAF.Commands.html](#))

+ NetAF.Commands

```
public int CursorTop { get; }
```

Persistence

([NetAF.Commands.Persistence.html](#))

Property Value

+ NetAF.Conversations

Type
([NetAF.Conversations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct.html](#))
ShowCursor

+ NetAF.Extensions

Get or set if the cursor should be shown.
([NetAF.Extensions.html](#))

Declaration

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

```
public bool ShowCursor { get; set; }
```

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

NetAF.Rendering

Methods

Render(IFramePresenter)

Builders

Return type
([NetAF.Rendering.FrameBuilder.html](#))

Declarative

NetAF.Rendering.Frame

Builders.Color

```
public void Render(IFramePresenter presenter)
```

- NetAF.Rendering.Frames

Parameters

([NetAF.Rendering.Frames.html](#))

GridTextFrame

Type	Name	Description
IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)	presenter	The presenter.

ToString()

Returns a string that represents the current object.

+ NetAF.Commands

(NetAF.Commands.html)

```
public override string ToString()
```

+ NetAF.Commands.

Persistence

Returns

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

+ NetAF.Conversations.

Overrides

Instructions

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

- NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands.IFrame**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

Properties

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

AcceptsInput
Instructions

(NetAF.Conversations.Instruct

Get or set if this Frame accepts input.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Property Value

+ **NetAF.Logic**

Type

(NetAF.Logic.html)

Description

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

CURSORLeft

(NetAF.Persistence.Json.html)

Get the cursor left position.

+ **NetAF.Rendering**

Declaration

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

Property Value

+ **NetAF.Rendering.Frame**

Type

Builders.Color

Description

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilder.html)

- **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

CURSORTop

GridTextFrame

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```



Property Value

Type	Description
(NetAF.Commands.html) + NetAF.Commands int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Commands.html)	

+ NetAF.Commands.

[Persistence](#)

[ShowCursor](#)

(NetAF.Commands.Persistence.html)

Get or set if the cursor should be shown.

+ NetAF.Conversations

Declaration

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

[ShouldShowCursor](#)

Instructions

(NetAF.Conversations.Instruct.html)

Property Value

Type	Description
(NetAF.Extensions.html) + NetAF.Extensions bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[Methods](#)

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[Render\(IFramePresenter\)](#)

[\(NetAF.Persistence.html\)](#)

Render this frame on a presenter.

+ NetAF.Persistence.Json

[Declaration](#)

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[void Render\(IFramePresenter presenter\)](#)

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Parameters

[Builders](#)

Type

[\(NetAF.Rendering.FrameBuilder.html\)](#)

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

+ NetAF.Rendering.Frame

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

- NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

[GridTextFrame](#)

[TextFrame](#)

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands
(NetAF.Commands.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders)
- + NetAF.Rendering.Frame
Builders.Color
(NetAF.Rendering.FrameBuilders.Color)
- NetAF.Rendering.Frames
(NetAF.Rendering.Frames.html)

Namespace NetAF.Rendering.Presenters

Classes

Filter by title

[TextWriterPresenter \(NetAF.Rendering.Presenters.TextWriterPresenter.html\)](#)

[Persistence](#) presenter for `TextWriter`.

([NetAF.Commands.Persistence](#))

Interfaces

[NetAF.Conversations](#)

([NetAF.Conversations.html](#))

[IFramePresenter \(NetAF.Rendering.Presenters.IFramePresenter.html\)](#)

Represents an object that can render a frame.

[Instructions](#)

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

[Builders](#)

([NetAF.Rendering.FrameBuilder](#))

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

([NetAF.Rendering.FrameBuilder](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

Interface IFramePresenter

Represents an object that can render a frame.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).Presenters (NetAF.Rendering.Presenters.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands.IFramePresenter**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

Methods

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Write(char)

Instructions

(NetAF.Conversations.Instruct.html)

Write a character.

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Parameters

+ **NetAF.Logic**

Type (NetAF.Logic.html)

char (https://learn.microsoft.com/dotnet/api/system.char)

Name

Description

value

The character to write.

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Write(string) (NetAF.Persistence.Json.html)

Write a string.

+ **NetAF.Rendering**

Declaration

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Type void Write(string value)

Builders

(NetAF.Rendering.FrameBuilder.html)

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Rendering.FrameBuilder.html)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

...

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands
(NetAF.Commands.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders)
- + NetAF.Rendering.Frame
Builders.Color
(NetAF.Rendering.FrameBuilders.Color)
- + NetAF.Rendering.Frames
(NetAF.Rendering.Frames.html)

... -- . - .

Class TextWriterPresenter

Represents a presenter for TextWriter.

Filter by title

Inheritance

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ TextWriterPresenter
([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

Persistence

Inherited Members

([NetAF.Commands.Persistence](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Instructions

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Conversations.Instruct](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Extensions**
↳ Name ([NetAF.Extensions.html](#)).Rendering (NetAF.Rendering.html).Presenters ([NetAF.Rendering.Presenters.html](#))

As ([NetAF.Extensions.html](#))

Syntax

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public sealed class TextWriterPresenter : IFramePresenter

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Constructors

NetAF.Persistence

([NetAF.Persistence.html](#))

TextWriterPresenter(TextWriter)

([NetAF.Persistence.Json.html](#))

Represents a presenter for TextWriter.

+ **NetAF.Rendering**

Declaration

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

Part ([NetAF.Rendering.FrameBuilder](#))

+ **NetAF.Rendering.Frame**

Builders

TextWriter (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

([NetAF.Rendering.FrameBuilder](#))

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

... -- - . . .

Type	Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)	writer	The writer.

Methods

ToString()

Returns a string that represents the current object.

Declaration
[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands**
 string ToString()
 (NetAF.Commands.html)

Returns
+ **NetAF.Commands.**

Type	Description
(NetAF.Commands.Persistence) string (https://learn.microsoft.com/dotnet/api/system.string)	A string that represents the current object.

+ **NetAF.Conversations**

Overrides
[\(NetAF.Conversations.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations.**

Instructions

Write(char)
[\(NetAF.Conversations.Instruct](#)

Writes a character.

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Declaration

+ **NetAF.Interpretation**

public void Write(char value)
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

Parameters

[\(NetAF.Logic.html\)](#)

Type

+ **NetAF.Persistence**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Persistence.html\)](#)

Name

Description

value

The character to write.

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)
Write(string)

+ **NetAF.Rendering**

Write a string.

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

Builders

 public void Write(string value)

[\(NetAF.Rendering.FrameBuilder](#)

+ **NetAF.Rendering.Frame**

Builders.Color

Type

[\(NetAF.Rendering.FrameBuilder](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

... -- - . . - .

Implements

IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands
(NetAF.Commands.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions.html)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders.html)
- + NetAF.Rendering.Frame
Builders.Color
(NetAF.Rendering.FrameBuilders.Color.html)
- + NetAF.Rendering.Frames
(NetAF.Rendering.Frames.html)

... -- . - .

Namespace NetAF.Serialization

Classes

Filter by title

Persistence

GameSerialization (NetAF.Serialization.GameSerialization.html)

(NetAF.Commands.Persistence)

Represents a serialization of a Game.

+ NetAF.Conversations

(NetAF.Conversations.html)

Interfaces

+ NetAF.Conversations.

Instructions

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Conversations.Instruct)

Represents any object that is a serialization of another object.

+ NetAF.Extensions

(NetAF.Extensions.html)

IRestoreFromObjectSerialization<T>

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Interpretation.html)

Represents any object that can restore from an IObjectSerialization.

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Class GameSerialization

Represents a serialization of a Game.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.](#)

Implementation

([NetAF.Commands.Persistence.html](#))

Inherited Members

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object)))

+ [NetAF.Conversations.](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ [NetAF.Extensions](#)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

([NetAF.Extensions.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

+ [NetAF.Logic](#)

Syntax

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

public class GameSerialization : IObjectSerialization<Game>

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

GameSerialization(Game)

([NetAF.Rendering.Game.html](#))

Builders

Declaration

([NetAF.Rendering.FrameBuilder.html](#))

+ [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

Game (NetAF.Logic.Game.html)

+ [NetAF.Rendering.Presenters](#)

([NetAF.Rendering.Presenters.html](#))

Type		Name	Description
+ NetAF.Rendering.Frames		game	The game to serialize.

Properties

ActivePlayerIdentifier

Get or set the active player identifier.

Declaration

(NetAF.Commands.html)

```
public string ActivePlayerIdentifier { get; set; }
```

+ NetAF.Commands.

Persistence

Property Value

(NetAFCommands.Persistence.html)

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Conversations.html)

Description

+ NetAF.Conversations.

Instructions

InactivePlayerLocations

(NetAF.Conversations.Instruct.html)

Get or set the overworld serialization.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public PlayableCharacterLocationSerialization[] InactivePlayerLocations { get; set; }
```

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Persistence

(NetAF.Persistence.html)

PlayableCharacterLocationSerialization ([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Description

+ NetAF.Rendering

OverworldRendering.html

Get Overworld rendering.

Builders

Declaration

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

Property Value

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))

Description

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Players

Get or set the player serializations.

Declaration

```
public CharacterSerialization[] Players { get; set; }
```

[\(NetAF.Commands.html\)](#)
Property value

+ NetAF.Commands.	Description
Persistence CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)[] (NetAF.Commands.Persistence.html)	

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

Methods

+ [NetAF.Conversations.](#)

[Instructions](#)

[Restore\(Game\)](#)

[NetAF.Conversations.Instruct](#)

Restores instances from this serialization.

[\(NetAF.Extensions.html\)](#)

Declaration

+ [NetAF.Interpretation](#)

[public void Restore\(Game game\)](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

Parameters

[\(NetAF.Logic.html\)](#)

Type

+ [NetAF.Persistence](#)

Game (NetAF.Logic.Game.html)

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

[Implements](#)

+ [NetAF.Rendering](#)

[ObjectSerialization \(NetAF.Serialization.IObjectSerialization-1.html\)](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

+ [NetAF.Rendering.Presenters](#)

[\(NetAF.Rendering.Presenters.html\)](#)

Interface IObjectSerialization<T>

Represents any object that is a serialization of another object.

Filter by title

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

(NetAF.Commands.html)

Syntax

NetAF.Commands.

Persistence

public interface IObjectSerialization<in T>

(NetAF.Commands.Persistence)

+ **NetAF.Conversations**

Type Parameters

(NetAF.Conversations.html)

Name Description

+ **NetAF.Conversations.**

T Instructions The type of object that this serialization represents.

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Restore(I)

+ **NetAF.Logic**

Restore an instance from this serialization.

(NetAF.Logic.html)

Declaration

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Parameters

(NetAF.Persistence.Json.html)

Type	Name	Description
T	NetAF.Rendering	The obj to restore.

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

Interface IRestoreFromObject Serialization<T>

▼ Filter by title

Represents any object that can restore from an IObjectSerialization.

(NetAF.Commands.html)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

+ **NetAF.Commands.**

Assembly: NetAF.dll

Persistence

Syntax

(NetAF.Commands.Persistence)

+ **NetAF.Conversations.** RestoreFromObjectSerialization<in T>

(NetAF.Conversations.html)

Type Parameters

+ **NetAF.Conversations.**

Name **Description**

T **Instruct**

The type of serialization that this object restores from.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Methods **(NetAF.Interpretation.html)**

+ **NetAF.Logic**

RestoreFrom(T)
(NetAF.Logic.html)

Restore this object from a serialization.

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Void RestoreFrom(T serialization)
(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Parameters

(NetAF.Rendering.html)

Type **Name**

Description

+ **NetAF.Rendering.Frame**

Serialization

The serialization to restore from.

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

Namespace NetAF.Serialization.Assets

Classes

Filter by title

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)
+ NetAF.Extensions
 Represents a serialization of an AttributeManager.

+ NetAF.Interpretation

AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html)

Represents a serialization of an Attribute.

+ NetAF.Logic

(NetAF.Logic.html)

CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)

+ NetAF.Persistence

Represents a serialization of a Character.

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

ConversationSerialization

(NetAF.Persistence.Json.html)

(NetAF.Serialization.Assets.ConversationSerialization.html)

+ NetAF.Rendering

Represents a serialization of a Conversation.

(NetAF.Rendering.html)

CustomCommandSerialization

(NetAF.Serialization.Assets.CustomCommandSerialization.html)

(NetAF.Rendering.FrameBuild)

Represents a rendering frame build for a CustomCommand.

+ NetAF.Rendering.Frame

ExaminableSerialization

(NetAF.Serialization.Assets.ExaminableSerialization.html)

(NetAF.Rendering.FrameBuild)

Represents a serialization of an Examinable.

+ NetAF.Rendering.Frames

ExitSerialization

(NetAF.Serialization.Assets.ExitSerialization.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Represents a serialization of an Exit.

ItemSerialization

(NetAF.Serialization.Assets.ItemSerialization.html)

(NetAF.Serialization.html)

Represents a serialization of an Item.

- NetAF.Serialization.Assets

NonPlayableCharacterSerialization

(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

AttributeManagerSerialization

Represents a serialization of a NonPlayableCharacter.

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

OverworldSerialization

(NetAF.Serialization.Assets.OverworldSerialization.html)

CharacterSerialization

Represents a serialization of an Overworld.

PlayableCharacterLocationSerialization

(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html)

Represents a serialization of a PlayableCharacterLocation.

(NetAF.Conversations.Instruction.Serialization.html)

+ NetAF.Extensions
Represents a serialization of a Region.

(NetAF.Extensions.html)

RoomSerialization(NetAF.Serialization.Assets.RoomSerialization.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

CharacterSerialization

Class AttributeManagerSerialization

Represents a serialization of an AttributeManager.

Filter by title

Inheritance

(NetAF.Conversations.Instruct)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ AttributeManagerSerialization

(NetAF.Extensions.html)

Implements

+ **ObjectSerialization**

↳ IObjectSerialization ([ObjectSerialization.html](#))<AttributeManager

([NetAF.Serialization.html](#))>

Inherited Members

+ **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)))

+ **NetAF.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)))

(NetAF.Persistence.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Persistence.Json**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Persistence.Json.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Rendering.Frame**

Syntax

Builders

(NetAF.Rendering.FrameBuilder)

public sealed class AttributeManagerSerialization : IObjectSerialization<AttributeManager>

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

Constructors

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

AttributeManagerSerialization(AttributeManager)

+ **NetAF.Rendering.Presenters**

Represents a serialization of an AttributeManager.

+ **NetAF.Serialization**

(NetAF.Serialization.html)

public AttributeManagerSerialization(AttributeManager attributeManager)

- **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.html)

Parameters

AttributeManagerSerialization

Type: [NetAF.Serialization.Assets.AttributeManagerSerialization](#)

Name

Description

AttributeManager
([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

attributeManager

The attribute manager to serialize.

Properties

Values

Get or set the values.

Declaration

(NetAF.Conversations.Instruct

```
public Dictionary<AttributeSerialization, int> Values { get; set; }
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

Type
(NetAF.Interpretation.html)

Dictionary (<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>)<

+ **NetAF.Logic**

AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html),

(NetAF.Logic.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)>

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Methods

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Restore(AttributeManager)

(NetAF.Rendering.html)

Restore an instance from this serialization.

+ **NetAF.Rendering.Frame**

Declaration

Builders

(NetAF.Rendering.FrameBuilder)

```
public void Restore(AttributeManager attributeManager)
```

+ **NetAF.Rendering.Frame**

Builders.Color

Parameters

(NetAF.Rendering.FrameBuilder)

Type

+ **NetAF.Rendering.Frames**

AttributeManager

(NetAF.Rendering.Frames.html)

(NetAF.Assets.Attributes.AttributeManager.html)

Type	Name	Description
AttributeManager	attributeManager	The attribute manager to restore.

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

Implements

+ **NetAF.Serialization**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))

(NetAF.Serialization.html)

- **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

CharacterSerialization

Class AttributeSerialization

Represents a serialization of an Attribute.

Filter by title

Inheritance

(NetAF.Conversations.Instruct)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ AttributeSerialization

(NetAF.Extensions.html)

Implements

IObjectSerialization.Serialization.IObjectSerialization-1.html)<Attribute

(NetAF.Serialization.Attributes.Attribute.html)>

Inherited Members

+ **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)))

+ **NetAF.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)))

(NetAF.Persistence.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Persistence.Json**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Persistence.Json.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Rendering.Frame**

Syntax

Builders

(NetAF.Rendering.FrameBuilder)

public sealed class AttributeSerialization : IObjectSerialization<Attribute>

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

Represents a serialization of an Attribute.

(NetAF.Rendering.Presenters.html)

Declaration

+ **NetAF.Serialization**

(NetAF.Serialization.html)

- **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.html)

Type attributeManagerSerialization

(NetAF.Serialization.Assets.AttributeSerialization
Attribute (NetAF.Assets.Attributes.Attribute.html))

Name

Description

attribute

The asset to serialize.

(NetAF.Serialization.Assets.AttributeSerialization

CharacterSerialization

Properties

Description

Get or set the description.

Declaration

+ **(NetAF.Conversations.Instruct**

```
    public string Description { get; set; }
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

 Type
 (NetAF.Interpretation.html)

 string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Logic**

(NetAF.Logic.html)

NetAF.Persistence

Maximum

(NetAF.Persistence.html)

Get or set the maximum.

+ **NetAF.Persistence.Json**

Declaration

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Property Value

NetAF.Rendering.Frame

Type

(NetAF.Rendering.FrameBuilder

 int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **NetAF.Rendering.Frame**

 Builders.Color

NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frames**

 Get or set the minimum.

(NetAF.Rendering.Frames.html)

Declaration

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

+ **NetAF.Serialization**

Property Value

(NetAF.Serialization.html)

- Type

NetAF.Serialization.Assets

 int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

Name

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Get **CharacterSerialization**

Description

Declaration

```
public string Name { get; set; }
```

Property Value

Type	Description
(NetAF.Conversations.Instruction) string (https://www.netaf.com/doc/api/system.string)	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Methods

[\(NetAF.Interpretation.html\)](#)

Restore(Attribute)

[\(NetAF.Logic.html\)](#)

Restore an instance from this serialization.

+ NetAF.Persistence

Declaration

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Parameters

NetAF.Rendering

Type	Name	Description
(NetAF.Rendering.html)		

+ NetAF.Rendering.Examples

attribute

The attribute to restore.

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Implements

+ NetAF.Rendering.Frame

IOBJECTSERIALIZATION<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

Borders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

- NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

CharacterSerialization

Class CharacterSerialization

Represents a serialization of a Character.

Filter by title

Inheritance

(NetAF.Conversations.Instruct)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

(NetAF.Extensions.html)

↳ CharacterSerialization

↳ NonPlayableCharacterSerialization ([NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html](#))

+ **NetAF.Interpretation**

Implements

(NetAF.Interpretation.html)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

+ **NetAF.Logic**

↳ ExaminableAssetsExaminable ([NetAF.Serialization.IObjectSerialization-1.html](#))<Character

↳ IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Character

+ **NetAF.Persistence**

Inherited Members

(NetAF.Persistence.html)

ExaminableSerialization.Identifier

+ **NetAF.Persistence.Json**

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

(NetAF.Persistence.Json.html)

ExaminableSerialization.IsPlayerVisible

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

ExaminableSerialization.AttributeManager

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

(NetAF.Rendering.FrameBuilder)

ExaminableSerialization.Commands

+ **NetAF.Rendering.Frame**

([NetAF.Rendering.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

Builders.Color

ExaminableSerialization.Restore(IExaminable)

(NetAF.Rendering.FrameBuilder)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore(IExaminable))

+ **NetAF.Rendering.Frames**

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.Presenters**

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.Presenters.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Serialization.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.Serialization.Assets.html)

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

Assembly: NetAF.dll

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

Syntax

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

CharacterSerialization

Property Value

Type	Description
ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]	

▼

Methods

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Restore (Character.html)

Restores the character from this serialization.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

public void Restore(Character character)

(NetAF.Logic.html)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

Character (NetAF.Assets.Characters.Character.html)

character The character to restore.

+ NetAF.Rendering

(NetAF.Rendering.html)

Implements

+ NetAF.Rendering.Frame

ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)

IOBuilder<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

CharacterSerialization

Class ConversationSerialization

Represents a serialization of a Conversation.

Filter by title

Inheritance

(NetAF.Conversations.Instruct)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ConversationSerialization

(NetAF.Extensions.html)

Implements

+ **ObjectImplementation**

↳ IObjectImplementation<Conversation> (NetAF.ObjectImplementation.Conversation.html)

(NetAF.ObjectImplementation.html)

Inherited Members

+ **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)))

+ **NetAF.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)))

(NetAF.Persistence.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Persistence.Json**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Persistence.Json.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Namespace: NetAF (NetAF.html) Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

+ **NetAF.Rendering.Frame**

Syntax

Builders

(NetAF.Rendering.FrameBuilder)

public sealed class ConversationSerialization : IObjectSerialization<Conversation>

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

Represents a serialization of a Conversation.

(NetAF.Rendering.Presenters.html)

Declaration

+ **NetAF.Serialization**

(NetAF.Serialization.html)

ConversationSerialization(Conversation conversation)

- **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.html)

TypeAttributeManagerSerialization

Name

Description

(NetAF.Serialization.Assets.AttributeSerialization
Conversation (NetAF.Conversations.Conversation.html))

conversation

The conversation to serialize.

(NetAF.Serialization.Assets.AttributeSerialization

CharacterSerialization

Fields

NoCurrentParagraph

Get the value for no current paragraph.

Declaration

(NetAF.Conversations.Instruct)

```
public const int NoCurrentParagraph = -1
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Field Value

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Properties

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

C(NetAF.Paraparapart.Json.html)

+ NetAF.Rendering

Get the value of the current paragraph.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
public int CurrentParagraph { get; set; }
```

(NetAF.Rendering.FrameBuilder)

Property Value

+ NetAF.Rendering.Frame

Type

(NetAF.Rendering.FrameBuilder)

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

Restore(Conversation)

(NetAF.Serialization.html)

Restore an instance from this serialization.

- NetAF.Serialization.Assets

Declaration

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

```
public void Restore(Conversation conversation)
```

(NetAF.Serialization.Assets.AttributeBuilder)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeBuilder)

CharacterSerialization

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.Instruct

- + NetAF.Extensions
[\(NetAF.Extensions.html\)](#)
- + NetAF.Interpretation
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic
[\(NetAF.Logic.html\)](#)
- + NetAF.Persistence
[\(NetAF.Persistence.html\)](#)
- + NetAF.Persistence.Json
[\(NetAF.Persistence.Json.html\)](#)
- + NetAF.Rendering
[\(NetAF.Rendering.html\)](#)
- + NetAF.Rendering.Frame
 Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + NetAF.Rendering.Frame
 Builders.Color
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)
- + NetAF.Rendering.Frames
[\(NetAF.Rendering.Frames.html\)](#)
- + NetAF.Rendering.Presenters
[\(NetAF.Rendering.Presenters.html\)](#)
- + NetAF.Serialization
[\(NetAF.Serialization.html\)](#)
- NetAF.Serialization.Assets
[\(NetAF.Serialization.Assets.html\)](#)
 - AttributeManagerSerialization
[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)
 - AttributeSerialization
[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)
 - CharacterSerialization
[\(NetAF.Serialization.Assets.CharacterSerialization.html\)](#)

Class CustomCommandSerialization

Represents a serialization of a CustomCommand.

Filter by title

Inheritance

(NetAF.Conversations.Instruct)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ CustomCommandSerialization

(NetAF.Extensions.html)

Implements

+ **ObjectSerialization** [ObjectSerialization.Serialization.IObjectSerialization-1.html](#)<CustomCommand

(NetAF.Commands.CustomCommand.html)

Inherited Members

+ **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)))

+ **NetAF.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)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Persistence.Json**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Persistence.Json.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.Rendering**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

+ **NetAF.Rendering.Frame**

Assembly: NetAF.dll

Builders

Syntax

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

public class CustomCommandSerialization : IObjectSerialization<CustomCommand>

Builders.Color

(NetAF.Rendering.FrameBuilder)

Constructors

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

CustomCommandSerialization(CustomCommand)

(NetAF.Rendering.Presenters)

Represents a serialization of a CustomCommand.

+ **NetAF.Serialization**

Declaration

(NetAF.Serialization.html)

- public CustomCommandSerialization(CustomCommand command)

- **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.html)

Parameters

AttributeManagerSerialization

Type **NetAF.Serialization.Assets.AttributeManagerSerialization**

AttributeSerialization

CustomCommand (<NetAF.Commands.CustomCommand.html>)

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

Name

Description

command

The command.

CharacterSerialization

Properties

Command

Get or set the command.

Declaration

(NetAF.Conversations.Instruct)

```
public string Command { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

Type
(NetAF.Interpretation.html)

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Type
(NetAF.Persistence.html)

Get or set if it is player visible.

+ NetAF.Persistence.Json

Declaration

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

```
bool LayerVisible { get; set; }
```

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Type
Builders

(NetAF.Rendering.FrameBuilder)

```
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
```

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

Methods

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Restore(CustomCommand)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Delegates

(NetAF.Serialization.html)

```
public virtual void Restore(CustomCommand command)
```

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Parameters

AttributeManagerSerialization

Type
NetAF.Serialization.Assets.Attribute

AttributeSerialization

CustomCommand (NetAF.Commands.CustomCommand.html)

(NetAF.Serialization.Assets.Attribute)

CharacterSerialization

Type	Name	Description
AttributeManagerSerialization CustomCommand (NetAF.Commands.CustomCommand.html) (NetAF.Serialization.Assets.Attribute)	command	The command to restore.

Implements

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

▼

([NetAF.Conversations.Instruction](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilders.html](#))

+ [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

+ [NetAF.Rendering.Presenters](#)

([NetAF.Rendering.Presenters.html](#))

+ [NetAF.Serialization](#)

([NetAF.Serialization.html](#))

- [NetAF.Serialization.Assets](#)

([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

CharacterSerialization

Class ExaminableSerialization

Represents a serialization of an Examinable.

Filter by title

Inheritance

(NetAF.Conversations.Instruct)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ExaminableSerialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))

↳ ExitSerialization ([NetAF.Serialization.Assets.ExitSerialization.html](#))

+ **NetAF.Interpretation**

↳ ItemSerialization ([NetAF.Serialization.Assets.ItemSerialization.html](#))

↳ OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))

+ **NetAF.Logic**

↳ RoomSerialization ([NetAF.Serialization.Assets.RoomSerialization.html](#))

↳ ([NetAF.Logic.html](#))

Implements

+ **NetAF.Persistence**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IEstinable

([NetAF.Assets.IExaminable.html](#))>

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Rendering**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

+ **NetAF.Rendering.Frame**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Rendering.FrameBuilder**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Builders Color

NameSpace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF

Syntax

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

public class ExaminableSerialization : IObjectSerialization<IEstinable>

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

Constructors

Object Serialization

(NetAF.Serialization.html)

ExaminableSerialization(IExaminable)

(NetAF.Serialization.Assets.html)

Represents a serialization of an Examinable.

AttributeManagerSerialization

Declaration

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

CharacterSerialization

```
public ExaminableSerialization(IExaminable examinable)
```

Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html) (NetAF.Conversations.Instruct	<i>examinable</i>	The examinable.

+ NetAF.Extensions

(NetAF.Extensions.html)

Properties

+ NetAF.Interpretation

(NetAF.Interpretation.html)

AttributeManager

+ NetAF.Logic

Get or set the attribute manager serializations.

(NetAF.Logic.html)

Declaration:

+ NetAF.Persistence

(NetAF.Persistence.html)

```
public AttributeManagerSerialization AttributeManager { get; set; }
```

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Property Value

+ NetAF.Rendering

(NetAF.Rendering.html)

AttributeManagerSerialization (NetAF.Serialization.Assets.AttributeManagerSerialization.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

Commands

+ NetAF.Rendering.Frame

Get or set the command serializations.

Builders.Color

Declaration:

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frames

public CustomCommandSerialization[] Commands { get; set; }

(NetAF.Rendering.Frames.html)

Presenters

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

CustomCommandSerialization (NetAF.Serialization.Assets.CustomCommandSerialization.html)[]

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

Identifier.Serialization.Assets.htm

Get or set the identifier.

(NetAF.Serialization.Assets.Identifier

Declaration:

AttributeSerialization

(NetAF.Serialization.Assets.Attribute

CharacterSerialization

```
public string Identifier { get; set; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Instruct	

+ NetAF.Extensions

IsPlayerVisible
([NetAF.Extensions.html](#))

NetAF Interpretation

Declaration
(NetAF.Interpretation.html)

+ NetAF.Logic

public bool IsPlayerVisible { get; set; }

+ NetAF.Persistence

Property Value
(NetAF.Persistence.html)

Type	Description
NetAF.Persistence.Json bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Persistence.Json.html)	

+ NetAF.Rendering

(NetAF.Rendering.html)

Methods

NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Restore(IExaminable)

+ NetAF.Rendering.Frame

Restore an instance from this serialization.

Builders.Color

Declaration
(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frames

public virtual void Restore(IExaminable examinable)

(NetAF.Rendering.Frames.html)

Parties

NetAF.Rendering.Presenters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html) (NetAF.Serialization.html)	examinable	The examinable to restore.

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

CharacterSerialization

▼

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerializat

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerializat

CharacterSerialization

Class ExitSerialization

Represents a serialization of an Exit.

Filter by title

Inheritance

(NetAF.Conversations.Instruct)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

(NetAF.Extensions.html)

Implementation

(NetAF.Interpretation.html)

IOObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html)

+ **NetAF.Logic**

ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Exit (NetAF.Assets.Locations.Exit.html)

(NetAF.Logic.html)

Inherited Members

+ **NetAF.Persistence**

ExaminableSerialization.Identifier

(NetAF.Persistence.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ **NetAF.Persistence.Json**

ExaminableSerialization.IsPlayerVisible

(NetAF.Persistence.Json.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ **NetAF.Rendering**

ExaminableSerialization.AttributeManager

(NetAF.Rendering.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

NetAF.Rendering.Frame

ExaminableSerialization.Commands

(NetAF.Rendering.FrameBuilder.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

+ **NetAF.Rendering.Frame**

(IExaminable)

Builders

(NetAF.Rendering.FrameBuilder.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Builders)

+ **NetAF.Rendering.FrameBuilder**

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.Frames

(NetAF.Rendering.Frames.html)

object.Equals(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.Rendering.Presenters**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(NetAF.Rendering.Presenters.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.Serialization**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Serialization.html)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeSetSerialization.html)

AttributObjectSerialization : ExaminableSerialization, IObjectSerialization

AttributObjectSerialization<Exit>

(NetAF.Serialization.Assets.AttributeSetSerialization.html)

CharacterSerialization

Constructors

ExitSerialization(Exit)

Represents a serialization of an Exit.

Declaration

(NetAF.Conversations.Instruct

```
    public ExitSerialization(Exit exit)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type
(NetAF.Interpretation.html)

Exit (NetAF.Assets.Locations.Exit.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Properties
(NetAF.Persistence.html)

+ NetAF.Persistence.Json

IsLocked
(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Get or set if the frame is locked.
(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
    public bool IsLocked { get; set; }
```

(NetAF.Rendering.FrameBuilder

Property Value

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

Restore(Exit)

(NetAF.Serialization.html)

Restore an instance from this serialization.

- NetAF.Serialization.Assets

Declaration

(NetAF.Serialization.Assets.html)

```
    AttributeManagerSerialization
    public void Restore(Exit exit)
        (NetAF.Serialization.Assets.AttributeManager)
```

AttributeSerialization

Parameters

CharacterSerialization

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)	exit	The exit to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF Conversations Instruc

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilders

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

+ **NetAF.Serialization**

(NetAF.Serialization.html)

- **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribute

AttributeSerialization

(NetAF.Serialization.Assets.Attribute

CharacterSerialization

Class ItemSerialization

Represents a serialization of an Item.

Filter by title

Inheritance

(NetAF.Conversations.Instruct)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

(NetAF.Extensions.html)

Implements

(NetAF.Interpretation.html)

IOObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html)

ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Item (NetAF.Assets.Item.html)

(NetAF.Logic.html)

Inherited Members

+ **NetAF.Persistence**

ExaminableSerialization.Identifier

(NetAF.Persistence.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ **NetAF.Persistence.Json**

ExaminableSerialization.IsPlayerVisible

(NetAF.Persistence.Json.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ **NetAF.Rendering**

ExaminableSerialization.AttributeManager

(NetAF.Rendering.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

NetAF.Rendering.Frame

ExaminableSerialization.Commands

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

NetAF.Rendering.FrameBuilders

(NetAF.Rendering.FrameBuilder)

ExaminableSerialization.Frame(IExaminable)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Frame)

NetAF.Rendering.FrameBuilder

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.Frames

(NetAF.Rendering.Frame.html)

object.Equals(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.Rendering.Presenters**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(NetAF.Rendering.Presenters.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.Serialization**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Serialization.html)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeSet) AttributeManagerSerialization : ExaminableSerialization, IObjectSerialization

AttributeManagerSerialization : ObjectSerialization<Item>

(NetAF.Serialization.Assets.AttributeManagerSerialization)

CharacterSerialization

Constructors

ItemSerialization(Item)

Represents a serialization of an Item.

Declaration

(NetAF.Conversations.Instruct)

```
public ItemSerialization(Item item)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type (NetAF.Interpretation.html)

Item (NetAF.Assets.Item.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Methods (NetAF.Persistence.html)

+ NetAF.Persistence.Json

Restore (NetAF.Persistence.Json.html)

+ NetAF.Rendering

Recreates an item from this serialization.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
public void Restore(Item item)
```

(NetAF.Rendering.FrameBuilder)

Parameters

+ NetAF.Rendering.Frame

Type Builders.Color

(NetAF.Rendering.FrameBuilder)

Item (NetAF.Assets.Item.html)

Name

Description

item

The item to restore.

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Implements

+ NetAF.Rendering.Presenters

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Rendering.Presenters.I

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManager)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

CharacterSerialization

Class NonPlayableCharacterSerialization

Represents a serialization of a NonPlayableCharacter.

Filter by title

Inheritance

(NetAF.Conversations.Instruct)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

↳ CharacterSerialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))

↳ NonPlayableCharacterSerialization

+ **NetAF.Interpretation**

Implements

(NetAF.Interpretation.html)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

+ **NetAF.Logic**

(NetAF.Logic.html)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Character

([NetAF.Assets.Characters.Character.html](#))>

+ **NetAF.Persistence**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<NonPlayableCharacter

(NetAF.Persistence.html)

([NetAF.Assets.Characters.NonPlayableCharacter.html](#))>

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

CharacterSerialization.Items

([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF_Serialization_Assets_CharacterSerialization_Items)

+ **NetAF.Rendering**

s) **(NetAF.Rendering.html)**

CharacterSerialization.IsAlive

([NetAF.Rendering.Assets.CharacterSerialization.html](#)#NetAF_Serialization_Assets_CharacterSerialization_IsAlive)

+ **Builders**

CharacterSerialization.Restore(Character)

([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF_Serialization_Assets_CharacterSerialization_Restore)

+ **NetAF.Rendering.Frame**

CharacterSerialization.Character_()

ExaminableSerialization.Identifier

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ **NetAF.Rendering.FrameBuilder**

CharacterSerialization.Restore(Character)

([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF_Serialization_Assets_CharacterSerialization_Restore)

+ **NetAF.Rendering.Frames**

CharacterSerialization.PlayerVisible

([NetAF.Rendering.Frames.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_PlayerVisible)

+ **NetAF.Rendering.Presenters**

ExaminableSerialization.AttributeManager

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

+ **NetAF.Serialization**

ExaminableSerialization.Commands

(NetAF.Serialization.html)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

- **NetAF.Serialization.Assets**

ExaminableSerialization.Restore(IExaminable)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore)

+ **NetAF.Serialization.Assets.Examinable**

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#)#NetAF_Serialization_Assets_AttributeManagerSerialization)

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.AttributeManagerSerialization)

CharacterSerialization

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

public sealed class NonPlayableCharacterSerialization : CharacterSerialization, IObj

+ NetAF.Interpretation<Examinable>, IObjectSerialization<Character>, IObjectSerialization

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Constructors

+ NetAF.Persistence

(NetAF.Persistence.html)

NonPlayableCharacterSerialization(NonPlayableCharacter)

+ NetAF.Persistence.Json

Represents a serialization of a NonPlayableCharacter.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

public NonPlayableCharacterSerialization(NonPlayableCharacter character)

+ NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilder.html)

Type

+ NetAF.Rendering.Frame

NonPlayableCharacter

(NetAF.Renderings.CharacterBuilders.Color.html)

(NetAF.Rendering.FrameBuilder.html)

Type	Name	Description
NonPlayableCharacter	character	The character to serialize.

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Properties

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Conversation

+ NetAF.Serialization

Gets the conversation serialization.

(NetAF.Serialization.html)

Declaration

NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

public ConversationSerialization Conversation { get; set; }

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

PropertyAttributeSerialization

(NetAF.Serialization.Assets.PropertyAttributeSerialization.html)

CharacterSerialization

Type	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	

Methods

(NetAF.Conversations.Instruct

Restore(NonPlayableCharacter)

(NetAF.Extensions.html)

Restore an instance from this serialization.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic Restore(NonPlayableCharacter character)

(NetAF.Logic.html)

Parameters

+ NetAF.Persistence

T (NetAF.Persistence.html)

Name

Description

+ NetAF.Persistence.Json

(NetAF.Assets.Characters.NonPlayableCharacter.html)

character

The character to restore.

+ NetAF.Rendering

(NetAF.Rendering.html)

Implements

+ NetAF.Rendering.Frame

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)

Builders

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribute

AttributeSerialization

(NetAF.Serialization.Assets.Attribut

CharacterSerialization

Class OverworldSerialization

Represents a serialization of an Overworld.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

([NetAF.Extensions.html](#))

Implements

([NetAF.Interpretation.html](#))

IOObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

([NetAF.Assets.IExaminable.html](#))>

+ [NetAF.Logic](#)

ObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Overworld

([NetAF.Logic.html](#))

([Overworld.html](#))>

Inherited Members

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

ExaminableSerialization.Identifier

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

ExaminableSerialization.IsPlayerVisible

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

ExaminableSerialization.AttributeManager

([NetAF.Rendering.AssetExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

+ [NetAF.Rendering.FrameBuilders](#)

([NetAF.Rendering.FrameBuilders.html](#))

ExaminableSerialization.AssetExaminableSerialization

([NetAF.Rendering.FrameBuilders.html](#))

AttributeManager

ExaminableSerialization.Commands

([NetAF.Rendering.FrameBuilders.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

+ [NetAF.Rendering.Frame](#)

([NetAF.Rendering.Frame.html](#))

ExaminableSerialization.Restore(IExaminable)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.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.Rendering.Presenters](#)

([NetAF.Rendering.Presenters.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.Serialization.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Serialization.Assets](#)

([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

attributeSerialization : OverworldSerialization : ExaminableSerialization, IObjectSerialization<Overworld>

([NetAF.Serialization.Assets.IObjectSerialization.html](#))

CharacterSerialization

Constructors

OverworldSerialization(Overworld)

Represents a serialization of an Overworld.

Declaration

(NetAF.Conversations.Instruct

```
    public OverworldSerialization(Overworld overworld)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type
(NetAF.Interpretation.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Properties
(NetAF.Persistence.html)

+ NetAF.Persistence.Json

C
(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Get or set the current region.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
    public string CurrentRegion { get; set; }
```

(NetAF.Rendering.FrameBuilder

Property Value

+ NetAF.Rendering.Frame

Type
Builders.Color

Description

(NetAF.Rendering.FrameBuilder

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html

Regions

+ NetAF.Rendering.Presenters

Get or set the presenters.

Delegates

(NetAF.Serialization.html)

```
    public RegionSerialization[] Regions { get; set; }
```

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html

Property Value

AttributeManagerSerialization

Type
NetAF.Serialization.Assets.Attribute

Description

AttributeSerialization

RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)[]

(NetAF.Serialization.Assets.Attribute

CharacterSerialization

Methods

Restore(Overworld)

Restore an instance from this serialization.

Declaration

(NetAF.Conversations.Instruct

```
    public void Restore(Overworld overworld)
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Parameters

+ **NetAF.Interpretation**

Type
(NetAF.Interpretation.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Implements

NetAF.Persistence

(NetAF.Persistence.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

+ **NetAF.Serialization**

(NetAF.Serialization.html)

- **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribute

AttributeSerialization

(NetAF.Serialization.Assets.Attribut

CharacterSerialization

Class PlayableCharacterLocation Serialization

▼ Filter by title

Represents a serialization of a PlayableCharacterLocation.

(NetAF.Conversations.Instruct

Inheritance

+ NetAF.Extensions

(NetAF.Extensions.html)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ PlayableCharacterLocationSerialization

+ NetAF.Interpretation

Implements

(NetAF.Interpretation.html)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLocation.html)>

(NetAF.Logic.html)

Inherited Members

+ NetAF.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.Persistence.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Persistence.Json

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Rendering.Frame

NameSpace: NetAF.Rendering.Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

(NetAF.Rendering.FrameBuilder)

Syntax

+ NetAF.Rendering.Frame

public sealed class PlayableCharacterLocationSerialization : IObjectSerialization<PlayableCharacterLocation>

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

PlayableCharacterLocationSerialization(PlayableCharacterLocation)

+ NetAF.Serialization

Represents a serialization of a PlayableCharacterLocation.

(NetAF.Serialization.html)

Declaration

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

public PlayableCharacterLocationSerialization(PlayableCharacterLocation location)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

CharacterSerialization

Type	Name	Description
PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)	<i>location</i>	The location to serialize.

Properties

(NetAF.Conversations.Instruct

PlayerIdentifiers

(NetAF.Extensions.html)

Get or set the player identifier.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logging PlayerIdentifier { get; set; }

(NetAF.Logic.html)

Property Value

+ NetAF.Persistence

(NetAF.Persistence.html)

Description

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html) (com/dotnet/api/system.string)

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

RegionIdentifier

(NetAF.Rendering.html)

Get or set the region identifier.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

public string RegionIdentifier { get; set; }

+ NetAF.Rendering.Frame

Builders.Color

Property Value

(NetAF.Rendering.FrameBuilder

Description

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html) (com/dotnet/api/system.string)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

RoomIdentifier

+ NetAF.Serialization

Get or set the room identifier.

(NetAF.Serialization.html)

Declaration

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

public string RoomIdentifier { get; set; }

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribute

Property Value

AttributeSerialization

(NetAF.Serialization.Assets.Attribute

CharacterSerialization

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Methods

([NetAF.Conversations.Instruct](#))

[RestorePlayableCharacterLocation\(\)](#)

([NetAF.Extensions.html](#))

Restore an instance from this serialization.

+ [NetAF.Interpretation](#)

Declaration

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#) Restore(PlayableCharacterLocation location)

([NetAF.Logic.html](#))

Parameters

+ [NetAF.Persistence](#)

T([NetAF.Persistence.html](#))

Name

Description

+ [NetAF.Persistence.Json](#)

location

The attribute to restore.

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilder](#))

+ [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilder](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

+ [NetAF.Rendering.Presenters](#)

([NetAF.Rendering.Presenters.html](#))

+ [NetAF.Serialization](#)

([NetAF.Serialization.html](#))

- [NetAF.Serialization.Assets](#)

([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

CharacterSerialization

Class RegionSerialization

Represents a serialization of a Region.

Filter by title

Inheritance

(NetAF.Conversations.Instruct)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)
(NetAF.Extensions.html)

Implementation

(NetAF.Interpretation.html)

↳ IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html)

+ **NetAF.Logic**

↳ ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Region

(NetAF.Logic.html) Region.html >

Inherited Members

+ **NetAF.Persistence**

(NetAF.Persistence.html)

ExaminableSerialization.Identifier

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

+ **NetAF.Persistence.Json**

Identifier

(NetAF.Persistence.Json.html)

ExaminableSerialization.IsPlayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

+ **NetAF.Rendering**

sPlayerVisible)

(NetAF.Rendering.html)

ExaminableSerialization.AttributeManager

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

+ **NetAF.Rendering.Frame**

AttributeManager

ExaminableSerialization.Commands

(NetAF.Rendering.FrameBuilder.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

+ **NetAF.Rendering.Frame**

ExaminableSerialization.Restore(IExaminable)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Restore_NetAF_Assets_IExaminable_)

+ **NetAF.Rendering.Frames**

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.Frames.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.Rendering.Presenters**

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.Serialization.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.html)

Syntax

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManager)

attributeSerialization : ExaminableSerialization, IObjectSerialization

(NetAF.Serialization.Assets.AttributeManager)

CharacterSerialization

Constructors

RegionSerialization(Region)

Represents a serialization of a Region.

Declaration

(NetAF.Conversations.Instruct

```
public RegionSerialization(Region region)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type
(NetAF.Interpretation.html)

Region (NetAF.Assets.Locations.Region.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Properties
(NetAF.Persistence.html)

+ NetAF.Persistence.Json

C
(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Get or set the current room.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
public string CurrentRoom { get; set; }
```

(NetAF.Rendering.FrameBuilder

Property Value

Type
Builders.Color

Description

(NetAF.Rendering.FrameBuilder

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html

Rooms

+ NetAF.Rendering.Presenters

Get or set the presenters.

Delegates

(NetAF.Serialization.html)

```
public RoomSerialization[] Rooms { get; set; }
```

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html

Property Value

AttributeManagerSerialization

Type
NetAF.Serialization.Assets.Attribute

Description

AttributeSerialization

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)[]

(NetAF.Serialization.Assets.Attribute

CharacterSerialization

Methods

Restore(Region)

Restore an instance from this serialization.

Declaration

(NetAF.Conversations.Instruct

```
    public void Restore(Region region)
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Parameters

+ **NetAF.Interpretation**

Type
(NetAF.Interpretation.html)

Region (NetAF.Assets.Locations.Region.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Implements

NetAF.Persistence

(NetAF.Persistence.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

+ **NetAF.Serialization**

(NetAF.Serialization.html)

- **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribute

AttributeSerialization

(NetAF.Serialization.Assets.Attribut

CharacterSerialization

Class RoomSerialization

Represents a serialization of a Room.

Filter by title

Inheritance

(NetAF.Conversations.Instruct)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)
(NetAF.Extensions.html)

Inherited Members

+ **NetAF.Interpretation**

↳ IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html)

+ **NetAF.Logic**

↳ ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Room

(NetAF.Logic.html) Room.html)

Inherited Members

+ **NetAF.Persistence**

(NetAF.Persistence.html)

ExaminableSerialization.Identifier

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

+ **NetAF.Persistence.Json**

Identifier

(NetAF.Persistence.Json.html)

ExaminableSerialization.IsPlayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

+ **NetAF.Rendering**

sPlayerVisible)

(NetAF.Rendering.html)

ExaminableSerialization.AttributeManager

+ **NetAF.Rendering.Frame**

AttributeManager

ExaminableSerialization.Commands

(NetAF.Rendering.FrameBuilder.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

+ **NetAF.Rendering.Frame**

ExaminableSerialization.Restore(IExaminable)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Restore_NetAF_Assets_IExaminable_)

+ **NetAF.Rendering.Frames**

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.Frames.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.Rendering.Presenters**

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.Serialization.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.html)

Syntax

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManager)

attributeSerialization : RoomSerialization : ExaminableSerialization, IObjectSerialization

(NetAF.Serialization.Assets.AttributeManager)

CharacterSerialization

Constructors

RoomSerialization(Room)

Represents a serialization of a Room.

Declaration

(NetAF.Conversations.Instruct

```
    public RoomSerialization(Room room)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type
(NetAF.Interpretation.html)

Room.(NetAF.Assets.Locations.Room.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Properties
(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Character
(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Get or set the character serializations.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
    public NonPlayableCharacterSerialization[] Characters { get; set; }
```

(NetAF.Rendering.FrameBuilder

Property Value
+ NetAF.Rendering.Frame

Type
Builders.Color

(NetAF.Rendering.FrameBuilder

NonPlayableCharacterSerialization

+ NetAF.Rendering.Frames

□
(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.I

Exits

+ NetAF.Serialization

Get or set the exit serializations.

(NetAF.Serialization.html)

Declaration

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

```
    public ExitSerialization[] Exits { get; set; }
```

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribut

Property Value
AttributeSerialization

(NetAF.Serialization.Assets.Attribut

CharacterSerialization

Type	Description
ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)[]	

HasBeenVisited

Get or set if the room has been visited.

(NetAF.Conversations.Instruct)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public bool HasBeenVisited { get; set; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

(NetAF.Logic.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Persistence

(NetAF.Persistence.html)

Items

NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Get or set the item serializations.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Properties

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders Color

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Methods

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Restore(Room)

+ NetAF.Serialization

Restore an instance from this serialization.

(NetAF.Serialization.html)

Declaration

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

```
public void Restore(Room room)
```

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

Parameters

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

CharacterSerialization

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	<i>room</i>	The room to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Conversations.Instruction.html)

- + NetAF.Extensions
[\(NetAF.Extensions.html\)](#)
- + NetAF.Interpretation
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic
[\(NetAF.Logic.html\)](#)
- + NetAF.Persistence
[\(NetAF.Persistence.html\)](#)
- + NetAF.Persistence.Json
[\(NetAF.Persistence.Json.html\)](#)
- + NetAF.Rendering
[\(NetAF.Rendering.html\)](#)
- + NetAF.Rendering.Frame
 Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + NetAF.Rendering.Frame
 Builders.Color
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)
- + NetAF.Rendering.Frames
[\(NetAF.Rendering.Frames.html\)](#)
- + NetAF.Rendering.Presenters
[\(NetAF.Rendering.Presenters.html\)](#)
- + NetAF.Serialization
[\(NetAF.Serialization.html\)](#)
- NetAF.Serialization.Assets
[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization
[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization
[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

CharacterSerialization
[\(NetAF.Serialization.Assets.CharacterSerialization.html\)](#)

Namespace NetAF.Utilities

Classes

Filter by title ▾

+ [NetAF.Commands.](#)

OverworldMaker ([NetAF.Utilities.OverworldMaker.html](#))

Persistence

Provides a class for helping to make Regions.

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Conversations](#)

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

Region

Provides a class for helping to make Regions.

+ [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.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilderColor.html](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

+ [NetAF.Rendering.Presenters](#)

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

(NetAF.Commands.html)

Syntax

+ **NetAF.Commands.**

public interface IAssetTemplate<out T>

(NetAF.Commands.Persistence)

Type Parameters

+ **NetAF.Conversations**

Name	Description
NetAF.Conversations.html	

+ **T**NetAF.Conversations.

The type of asset being templated.

Instructions

(NetAF.Conversations.Instruct)

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Instantiate()

(NetAF.Interpretation.html)

Instantiate a new instance of the templated asset.

+ **NetAF.Logic**

Declaration

(NetAF.Logic.html)

+ **NetAF.Persistence**

Instantiate()

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Type	Description
------	-------------

+ **T**NetAF.Rendering.

The asset.

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Commands.html\)](#)
↳ OverworldMaker

+ NetAF.Commands.

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
[\(NetAF.Conversations.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ NetAF.Conversations.

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
[\(NetAF.Conversations.Instruct.html\)](#)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ NetAF.Extensions

Assembly: NetAF.dll

[\(NetAF.Extensions.html\)](#)

Syntax

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)OverworldMaker

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Constructors

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

OverworldMaker(Identifier, Description, params RegionMaker[])

+ NetAF.Persistence.Json

Provides a way to persist regions.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public OverworldMaker(Identifier identifier, Description description, params RegionM

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Parameters

+ NetAF.Rendering.Frame

Type

Builders.Color

Identifier ([NetAF.Assets.Identifier.html](#))

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Name

Description

identifier

An identifier for the region.

description

A description for the region.

+ NetAF.Rendering.Frames

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

[\(NetAF.Rendering.Frames.html\)](#)

regionMakers

The region makes to use to construct regions.

+ NetAF.Rendering.Presenters

OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Declaration

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)
```

+ NetAF.Commands

([NetAF.Commands.html](#))

Parameters

+ Type NetAF.Commands.

Persistence

String

([NetAF.Commands.Persistence.html](#))

+ Type NetAF.Conversations

String

([NetAF.Conversations.html](#))

+ RegionMaker[] NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

Make an overworld.

([NetAF.Logic.html](#))

Declaration

+ NetAF.Persistence

([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ Type NetAF.Rendering

([NetAF.Rendering.html](#))

Overworld (New) ([NetAF.Renderings.Overworld.html](#))

Description

The created overworld.

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

+ NetAF.Rendering.Presenters

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Commands.html\)](#)
↳ RegionMaker

+ NetAF.Commands.

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
[\(NetAF.Conversations.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ NetAF.Conversations.

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
[\(NetAF.Conversations.Instruct.html\)](#)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ NetAF.Extensions

Assembly: NetAF.dll

[\(NetAF.Extensions.html\)](#)

Syntax

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#) RegionMaker

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Constructors

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

RegionMaker(Identifier, Description)

+ NetAF.Persistence.Json

Provides a constructor for creating regions.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public RegionMaker(Identifier identifier, Description description)

+ NetAF.Rendering.Frame

Builders

Parameters

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Type

+ NetAF.Rendering.Frame

Identifier ([NetAF Assets.Identifier.html](#))

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

	Name	Description
	identifier	An identifier for the region.
	description	A description for the region.

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

RegionMaker(string, string)

+ NetAF.Rendering.Presenters

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

+ Type		Name	Description
+ NetAF.Commands			
(NetAF.Commands.html)	string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	An identifier for the region.

+ **NetAFCommands**
string (<https://learn.microsoft.com/dotnet/api/system.string>)

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**

Properties

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

this[*int*, *int*, *int*]

([NetAF.Conversations.Instruction.html](#))

Get or set the room at a location.

+ **NetAF.Extensions**

Declaration

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**
public Room this[*int* x, *int* y, *int* z] { get; set; }

([NetAF.Interpretation.html](#))

Parameters

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**
int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The x position.

+ **NetAF.Persistence**
int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position.

+ **NetAF.Persistence.Json**
int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The z position.

([NetAF.Persistence.Json.html](#))

Property Value

+ **NetAF.Rendering**

Type ([NetAF.Rendering.html](#))

Room ([NetAF.Assets.Locations.Room.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Methods

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

CanPlaceRoom(*int*, *int*, *int*)

+ **NetAF.Rendering.Frames**

Determine if a room can be placed at a location

([NetAF.Rendering.Frames.html](#))

Declaration

+ **NetAF.Rendering.Presenters**

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
+ NetAF.Commands (NetAF.Commands.html)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.
+ NetAF.Commands.		

Persistence

Returns

Type	Description
+ NetAF.Conversations (NetAF.Conversations.html)	True if the room can be placed, else false.

+ NetAF.Conversations.

GetRoomPositions()

(NetAF.Conversations.Instruct

Get all current room positions.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation[] GetRoomPositions()

[\(NetAF.Interpretation.html\)](#)

Returns

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence[] RoomPositions([NetAFAssets.Locations.RoomPosition.html](#))[]

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

Make()

[\(NetAF.Persistence.Json.html\)](#)

Makes a region

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

public Region Make()

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Returns

+ NetAF.Rendering.Frame

Type

Builders.Color

[\(NetAF.Rendering.FrameBuilderColor.html\)](#)

Description

The created region.

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

Make(RoomPosition)

+ NetAF.Rendering.Presenters

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

+ **NetAF.Commands**

([NetAF.Commands.html](#))

RoomPosition ([NetAF.Assets.Locations.RoomPosition.html](#))

Name

Description

startPosition

The start position.

+ **NetAF.Commands.**

Returns

Persistence

([NetAF.Commands.Persistence.html](#))

Description

+ **NetAF.Conversations**

Region ([NetAF.Assets.Locations.Region.html](#))

The created region.

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Make(int, int, int)

([NetAF.Conversations.Instruct.html](#))

Make a region.

+ **NetAF.Extensions**

Declaration

([NetAF.Extensions.html](#))

```
public Region Make(int x, int y, int z)
```

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Parameters

+ **NetAF.Logic**

Type ([NetAF.Logic.html](#))

Name

Description

x

The start x position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The start y position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The start z position.

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Returns

+ **NetAF.Rendering**

Type ([NetAF.Rendering.html](#))

Description

Region ([NetAF.Assets.Locations.Region.html](#))

The created region.

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

+ **NetAF.Rendering.Presenters**