

# Namespace BP.AdventureFramework. Assets

▼ Filter by title

## Classes

- **BP.AdventureFramework.**

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

ConditionalDescription  
Represents a conditional description of an object.

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

Description

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

ExaminableObject  
Represents a description of an object.  
([BP.AdventureFramework.Assets.E](#))

ExaminationCallback

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

ExaminationResult  
Represents an object that can be examined.  
([BP.AdventureFramework.Assets.E](#))

IExaminable

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

IPlayerVisible  
Represents the result of an examination.  
([BP.AdventureFramework.Assets.II](#))

Identifier

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

Item  
Provides a class that can be used as an identifier.  
([BP.AdventureFramework.Assets.It](#))

Size

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

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

Assets.Characters

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

- + **BP.AdventureFramework.**

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

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

- + **BP.AdventureFramework.**

Interfaces

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

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

Commands  
Represents any object that is examinable.  
([BP.AdventureFramework.Com](#))

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

Conversations

Represents any object that is visible to a player.

## Delegates

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

Represents the callback for examinations.

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

##### **Assets**

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

ConditionalDescription

(BP.AdventureFramework.Assets.ConditionalDescription)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

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

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

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

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

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

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

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

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

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

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

##### **Commands**

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

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

##### **Conversations**

# Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

## + BP.AdventureFramework.

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

### Assets

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

### (BP.AdventureFramework.Assets)

Inherited Members

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

Description.Empty

Description

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

↳ [\(BP.AdventureFramework.Assets.Description\)](#) ([object.Equals\(object\)](#) ([ExaminableObject](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-object)</a>))</p></div><div data-bbox=)

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

object.Equals(object, object) ([ExaminationCallback](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-object-object)</a>)</p></div><div data-bbox=)

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

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

ExaminationResult

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

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

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

IExaminable

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

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

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

PlayerVisible

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

Syntax

Identifier

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

Item

public sealed class ConditionalDescription : Description

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

Size

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

## Constructors

+ [BP.AdventureFramework.](#)

↳ [Assets.Characters](#)

**C(ConditionalDescription, string, string, Condition)**

+ [BP.AdventureFramework.](#)

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

↳ [Assets.Interaction](#)

Declaration

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

+ [BP.AdventureFramework.](#)

↳ [PlayConditionalDescription\(string trueDescription, string falseDescription, Condition condition\)](#)

↳ [Assets.Locations](#)

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

Parameters

+ [BP.AdventureFramework.](#)

Type

↳ [Commands](#)

↳ [\(BP.AdventureFramework.Com](#)

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

↳ [\(BP.AdventureFramework.Com](#)

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

↳ [Conversations](#)

↳ [\(BP.AdventureFramework.Com](#)

Conversation

↳ [\(BP.AdventureFramework.Com](#)

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

## Properties

### - BP.AdventureFramework.

#### Condition

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

ConditionalDescription

Declaration  
(BP.AdventureFramework.Assets.Condition)

Description

BP\_AdventureFramework\_Assets\_ICondition { get; set; }

ExaminableObject

Property Value  
(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationCallback

Type  
(BP.AdventureFramework.Assets.ExaminationCallback)

#### Description

ExaminationResult

Condition

(BP.AdventureFramework.Assets.ExaminationResult)

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

Represents a conditional description of an object.

## Methods

### + BP.AdventureFramework.

#### Assets.Characters

```
public override string GetDescription()
(BP.AdventureFramework.Assets.Characters)
```

### + BP.AdventureFramework.

#### Assets.Interaction

Type

(BP.AdventureFramework.Assets.Interaction)

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

#### Description

The description.

### + BP.AdventureFramework.

#### Assets.Locations

Overrides

(BP.AdventureFramework.Assets.Locations)

Description.GetDescription()

(BP.AdventureFramework.Assets.Description.html#BP\_AdventureFramework\_Assets\_Description\_GetDescriptio

### n) Commands

(BP.AdventureFramework.Commands)

### + BP.AdventureFramework.

#### Conversations



- **BP.AdventureFramework.**

### **Assets**

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

ConditionalDescription

(BP.AdventureFramework.Assets.ConditionalDescription)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

- + **BP.AdventureFramework.**

### **Assets.Characters**

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

- + **BP.AdventureFramework.**

### **Assets.Interaction**

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

- + **BP.AdventureFramework.**

### **Assets.Locations**

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

- + **BP.AdventureFramework.**

### **Commands**

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

- + **BP.AdventureFramework.**

### **Conversations**

# Class Description

Represents a description of an object.

Filter by title

Inheritance

**BP.AdventureFramework.**

**Assets**

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

**(BP.AdventureFramework.Assets)**

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

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

Description

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

ExaminableObject

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

ExaminationCallback

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

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

ExaminationResult

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

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

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

(BP.AdventureFramework.Assets.IF)

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

PlayerVisible

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

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

public class Description

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.SizeType)

## Constructors

+ **BP.AdventureFramework.**

**Assets.Characters**

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

+ **BP.AdventureFramework.**

Initializes a new instance of the Description class

**Assets.Interaction**

Declaration

**(BP.AdventureFramework.Assets)**

+ **BP.AdventureFramework.**

**Assets.Locations**

**(BP.AdventureFramework.Assets)**

+ **BP.AdventureFramework.**

**Commands**

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

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

Name	Description
description	The description

# Properties

## DefaultDescription

Get or set the description.

Declaration

- **BP.AdventureFramework.**

### Assets

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

Property Value

(BP.AdventureFramework.Assets.C

Type	Description	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	ExaminableObject	Represents a description of an object.

ConditionalDescription

(BP.AdventureFramework.Assets.C

Description

(BP.AdventureFramework.Assets.C

ExaminationCallback

Empty

(BP.AdventureFramework.Assets.E

ExaminationResult

Get an empty description.

(BP.AdventureFramework.Assets.E

ExaminableObject

(BP.AdventureFramework.Assets.II

IPlayerVisible

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

(BP.AdventureFramework.Assets.II

Identifier

Property Value

(BP.AdventureFramework.Assets.II

Type	Description	Description
Item	(BP.AdventureFramework.Assets.II	

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

(BP.AdventureFramework.Assets.S

## + BP.AdventureFramework.

Assets.Characters

## Methods

(BP.AdventureFramework.Assets.

## + BP.AdventureFramework.

GetDescription()

Assets.Interaction

(BP.AdventureFramework.Assets.

Get the description.

## + BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets.

Description()

## + BP.AdventureFramework.

Returns

Commands

(BP.AdventureFramework.Com

Type	Description
Command	The description.

(BP.AdventureFramework.Com

mands)

Conversations

(BP.AdventureFramework.Con



- **BP.AdventureFramework.**

**Assets**

**(BP.AdventureFramework.Assets)**

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

+ **BP.AdventureFramework.**

**Assets.Characters**

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

+ **BP.AdventureFramework.**

**Assets.Interaction**

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

# Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

## Assets

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

↳ ExaminableObject

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

Implements

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

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

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

↳ IExaminable

Inherited Members

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

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

Assembly: [BP.AdventureFramework.dll](#)

Syntax

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

+ [BP.AdventureFramework.ExaminableObject](#)

public class ExaminableObject : IExaminable, IPlayerVisible

**Assets.Interaction**

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

+ [BP.AdventureFramework.ExaminableObject](#)

**Properties**

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

+ [BP.AdventureFramework.ExaminableObject](#)

**Commands**

Get or set this objects commands.

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

Declaration

+ [BP.AdventureFramework.ExaminableObject](#)

**Conversations**

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

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

#### Property Value

Type	Description
CustomCommand <b>Assets</b> (BP.AdventureFramework.Commands.CustomCommand.html) [BP.AdventureFramework.Assets]	Represents an object that can be examined.

ConditionalDescription  
(BP.AdventureFramework.Assets.C)

Description  
(BP.AdventureFramework.Assets.D)

ExaminableObject  
Get or set a description of this object.  
(BP.AdventureFramework.Assets.E)

Declaration  
ExaminationCallback  
(BP.AdventureFramework.Assets.E)

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

ExaminationResult  
(BP.AdventureFramework.Assets.E)

IExaminable  
Property Value  
(BP.AdventureFramework.Assets.II)

Type	Description
PlayerVisible (BP.AdventureFramework.Assets.II)	Represents an object that can be examined.

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

Item  
(BP.AdventureFramework.Assets.Item)

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

Declaration  
+ BP.AdventureFramework.

**Assets.Characters**  
public ExaminationCallback Examination { get; set; }  
(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.  
Property Value  
**Assets.Interaction**

Type	Description
(BP.AdventureFramework.Assets.ExaminationCallback)	Represents an object that can be examined.

+ BP.AdventureFramework.  
Commands  
Get this objects identifier  
(BP.AdventureFramework.Commands)

Declaration  
+ BP.AdventureFramework.

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

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

## Property Value

Type	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html) <b>Assets</b>	Represents an object that can be examined.

(BP.AdventureFramework.Ass

**IsPlayerVisible** ConditionalDescription  
(BP\_AdventureFramework\_Assets\_C)

**Description** Get or Set if this is visible to the player.  
(BP\_AdventureFramework\_Assets)

(B) .AdventureFramework.Assets.E  
Declaration  
ExamifiableObject

```
public bool IsPlayerVisible {
```

(BP.AdventureFramework.Assets.E

## - ExaminationResult

**Type** `IExaminable`

(BPAdventureFramework.Assets.II  
boot (<https://learn.microsoft.com/dotnet>

## IPlayerVisible

## Identifier

# Methods

(BP.AdventureFramework.Assets.SizeType.Examples)

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

# **BP Adventure Framework.**

## **Assets, Characters**

# Declaration **(BP.AdventureFramework.Ass**

+ **BP:AdventureFramework**

## Assets.Interaction

## **(BR) AdventureFramework.Ass**

# + BP\_AdventureFramework.

## Assets Locations

(EBR Adventure Frameworks Assn)

+ BP.AdventureFramework.  
Commands

# Commands ToString() (BP.AdventureFramework.Com)

Returns a string that represents the current **AdventureFramework**.

# Conversations

## Declaration

Type	Description
+ <b>BPAdventureFramework.</b>	
<b>AssetsLocations</b> ( <b>BPAdventureFramework.AssetLocations</b> )	A ExaminationResult detailing the examination of this object. <a href="#">ExaminationResult.html</a>

+ BP.AdventureFramework.  
Commands

# Commands ToString() (BP.AdventureFramework.Com)

+ **BP.AdventureFramework**.

# Conversations

## Declaration /BP\_AdventureFramework\_Conv

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

Returns

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

## (BP.AdventureFramework.Assets)

Overrides

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

## Implements

IExaminableObject

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

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

ExaminationCallback

(BP.AdventureFramework.Assets.E)

ExaminationResult

(BP.AdventureFramework.Assets.E)

IExaminable

(BP.AdventureFramework.Assets.IE)

IPlayerVisible

(BP.AdventureFramework.Assets.IPV)

Identifier

(BP.AdventureFramework.Assets.ID)

Item

(BP.AdventureFramework.Assets.II)

Size

(BP.AdventureFramework.Assets.S)

## + BP.AdventureFramework.

### Assets.Characters

(BP.AdventureFramework.Assets.C)

## + BP.AdventureFramework.

### Assets.Interaction

(BP.AdventureFramework.Assets.I)

## + BP.AdventureFramework.

### Assets.Locations

(BP.AdventureFramework.Assets.L)

## + BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Conversations)

# Delegate ExaminationCallback

Represents the callback for examinations.

▼ Filter by title

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

(**BP.AdventureFramework.Assets**)

Assembly: BP.AdventureFramework.dll

ConditionalDescription

Syntax

(BP.AdventureFramework.Assets.C

Description

public delegate ExaminationResult ExaminationCallback(IExaminable obj)

ExaminableObject

(BP.AdventureFramework.Assets.E

Parameters

ExaminationCallback

Type

(BP.AdventureFramework.Assets.E

Name

Description

ExaminationResult

IExaminable

(BP.AdventureFramework.Assets.IExaminable.html)

obj

The object to examine.

Returns

IExaminable

(BP.AdventureFramework.Assets.II

Type

PlayerVisible

Description

ExaminationResult

Identifier

(BP.AdventureFramework.Assets.ExaminationResult.html)

(BP.AdventureFramework.Assets.I

A string representing the result of the

examination.

Item

(BP.AdventureFramework.Assets.It

Size

(BP.AdventureFramework.Assets.S

## + BP.AdventureFramework.

Assets.Characters

(**BP.AdventureFramework.Assets**)

## + BP.AdventureFramework.

Assets.Interaction

(**BP.AdventureFramework.Assets**)

## + BP.AdventureFramework.

Assets.Locations

(**BP.AdventureFramework.Assets**)

## + BP.AdventureFramework.

Commands

(**BP.AdventureFramework.Com**)

## + BP.AdventureFramework.

# Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Syntax

+ **BP.AdventureFramework.**

**Assets.Characters**

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

+ **BP.AdventureFramework.**

**Assets.Interaction**

**Constructors**

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

+ **BP.AdventureFramework.**

**ExaminationResult(string)**

Assets.Locations

Initializes a new instance of the ExaminationResult class.

+ **BP.AdventureFramework.**

**Commands**

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

+ **BP.AdventureFramework.**

Parameters

**Conversations**

Type	Name	Description
<a href="https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations">https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations</a>	<i>description</i>	A description of the result.

+ **BP.AdventureFramework.**

**Extensions**



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

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

# Interface IExaminable

Represents any object that is examinable.

Filter by title

Inherited Members

(BP.AdventureFramework.Assets.IPlayerVisible.html#BP\_AdventureFramework\_Assets\_IPlayerVisible\_IsPlayerVisible) Description  
(BP.AdventureFramework.Assets.IPlayerVisible.html#BP\_AdventureFramework\_Assets\_IPlayerVisible\_IsPlayerVisible) ExaminableObject

Name (BP.AdventureFramework.html#BP\_AdventureFramework\_Assets.html)

Assembly AdventureFramework.dll

Syntax (BP.AdventureFramework.Assets.ExaminationResult)

```
public interface IExaminable : IPlayerVisible
{
    ExaminationResult
}
```

## Properties

(BP.AdventureFramework.Assets.Identifier)

Item

Commands (BP.AdventureFramework.Assets.Commands)

Size

Get or set this objects commands.

Description BPAdventureFramework.

Assets.Characters

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

+ BP.AdventureFramework.

Property Value

Assets.Interaction

Type	Description
IExaminable	Represents any object that is examinable.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Get or set a description of this object.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversation)

```
Description Description { get; set; }
```

+ BP.AdventureFramework.

Extensions

Property Value

(BP\_AdventureFramework\_Extra)

Type	Description
Description (BP.AdventureFramework.Assets.Description.html)	Represents any object that is examinable.

## Identifier

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

## Description

```
    ExaminableObject  
    Identifier Identifier { get; }  
    (BP.AdventureFramework.Assets.E
```

ExaminationCallback  
Property Value  
BP\_AdventureFramework.Asets.E

## **- ExaminationResult**

Type	Description
ExaminationResult (BP.AdventureFramework.Assets.ExaminationResult)	Represents any object that is examinable.

## Methods

(BP.AdventureFramework.Assets.Item

**Examine()** ventureFramework.Assets.SizeType

**Examine this object.**  
`(BPAdventureFramework.Asets.S`

# Declaration + BP.AdventureFramework.

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

+ **BP.AdventureFramework.**

**Returns** Assets.Interaction  
**Type** AdventureFramework.Asset

+ BP.ExaminationResult  
+ BP.AdventureFramework.

## **Assets.Locations**

+ BP AdventureFramework

## • BI Adventure Framework Commands

BP.AdventureFramework.Com

+ BP.AdventureFramework.  
Conversations

## (BP.AdventureFramework.Core)

+ BP.AdventureFramework.  
Extensions

Assets.Interaction	
Type	Description
<code>(BP.AdventureFramework.Assets.ExaminationResult)</code>	A ExaminationResult detailing the examination of this object.
<code>+ BP.AdventureFramework. (BP.AdventureFramework.Assets.ExaminationResult.html)</code>	<code>Assets.Locations</code>

# Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

**Assembly:** BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.D

**Syntax**

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

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

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

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

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

```
Identifier
```

## Properties

### IsPlayerVisible

Identifier

Get (BP.AdventureFramework.Assets.II)

```
Item
```

Declaration  
(BP.AdventureFramework.Assets.II)

```
Size
```

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

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

## + BP.AdventureFramework.

### Assets.Characters

Type	Description
BP.AdventureFramework.Assets.II	Represents any object that is visible to a player.

### Assets.Interaction

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

## + BP.AdventureFramework.

### Assets.Locations

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

## + BP.AdventureFramework.

### Commands

### (BP.AdventureFramework.Commands.II)

## + BP.AdventureFramework.

### Conversations

### (BP.AdventureFramework.Conversations.II)

## + BP.AdventureFramework.

### Extensions

### (BP.AdventureFramework.Extensions.II)

# Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance:

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

Implementation:

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

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

Inherited Members:

IPlayerVisible

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

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

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

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

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

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

+ **BP.AdventureFramework.**

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

**Assets.Characters**

Assembly: BPAdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

**AssetsInteraction**

public class Identifier : IEquatable<string>, IEquatable<Identifier>

(BP.AdventureFramework.Assets.Identifier)

+ **BP.AdventureFramework.**

**Construction**

Constructors

(BP.AdventureFramework.Assets.Identifier)

Identifier(string) framework.

**Commands**

Creates a new instance of the Identifier class.

(BP.AdventureFramework.Com)

Declaration

+ **BP.AdventureFramework.**

**Conversations**

public Identifier(string name)

(BP.AdventureFramework.Con)

+ **BP.AdventureFramework.**

Parameters

**Extensions**

Type

(BP.AdventureFramework.Exte)

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

+ **BP.AdventureFramework.**

Extensions	Name	Description
Type	name	The name.

# Properties

## Empty

Get an empty identifier.

Declaration

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

Property Value

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

Type ExaminationResult

Description

(BP.AdventureFramework.Assets.E Identifier (BP.AdventureFramework.Assets.Identifier.html) IExaminable	Provides a class that can be used as an identifier.
---	---

(BP.AdventureFramework.Assets.II

IPlayerVisible

## IdentifiableName

(BP.AdventureFramework.Assets.II

Identifier

Get the name as a case insensitive identifier.

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

Item

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

Size

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

## + BP.AdventureFramework.

Property Value

### Assets.Characters

Type

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

Description

string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	Provides a class that can be used as an identifier.
--	---

## + BP.AdventureFramework.

### Assets.Interaction

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

### Name

## + BP.AdventureFramework.

Get the name.

### Assets.Locations

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

Declaration

## + BP.AdventureFramework.

```
public string Name { get; }
```

### Commands

```
(BP.AdventureFramework.Com
```

Property Value

## + BP.AdventureFramework.

Type

Conversations

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

Description

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

## + BP.AdventureFramework.

### Extensions

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

## Methods

## + BP.AdventureFramework.

## Equals(Identifier)

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

Declaration

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

Parameters

Type	Name	Description
ExaminableObject (BP.AdventureFramework.Assets.ExaminableObject)	other	An object to compare with this object.

Returns

ExaminationResult  
(BP.AdventureFramework.Assets.ExaminationResult)

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

Size  
(BP.AdventureFramework.Assets.SizeType)

Equals(string)

Framework.Assets.String

+ BPAdventureFramework

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

Assets.Characters

Declaration  
(BP.AdventureFramework.Assets.Characters)

+ BPAdventureFramework

bool Equals(Identifier other)

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Parameters

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

+ BPAdventureFramework

Commands

(BP.AdventureFramework.Commands)

bool Equals(Identifier other)

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).

Conversations

(BP.AdventureFramework.Conversations)

+ BPAdventureFramework

Extensions

(BP.AdventureFramework.Extensions)

ToIdentifiableString(string)

+ BPAdventureFramework

Convert a string to an identifiable string.

Declaration

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

Parameters

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

ExaminationCallback

Returns (BP.AdventureFramework.Assets.ExaminationResult)

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

(BP.AdventureFramework.Assets.IIdentifier)

IPlayerVisible

(BP.AdventureFramework.Assets.IIdentifier)

Identifier

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

Item

Declaration (BP.AdventureFramework.Assets.IItem)

Size

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

## + BP.AdventureFramework.

Returns Assets.Characters

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

## Assets.Interaction

Overrides

(BP.AdventureFramework.Assets.IInteraction)

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

## + BP.AdventureFramework.

### Assets.Locations

Implements (BP.AdventureFramework.Assets.ILocation)

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

+ BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Commands.ICommand)

## + BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Conversations.IConversation)

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Extensions.IExtension)

## + BP.AdventureFramework.

# Class Item

Represents an item that can be used within the game.

Filter by title

## Inheritance

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

## Implementation

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

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

## ExaminableObject.Examination

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

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

ExaminableObject.Identifier

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

## ExaminableObject.Identifier

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

## Assets.Characters

↳ (BP.AdventureFramework.Assets.Characters) ([BP\\_AdventureFramework\\_Assets\\_Characters.html](#))

ExaminableObject.Description

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

## Assets.Description

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

## Assets.Examine()

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

ExaminableObject.IsPlayerVisible

(BP.AdventureFramework.Assets.ExaminableObject.IsPlayerVisible) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_IsPlayerVisible.html](#))

## Assets.Examine()

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>)

## Assets.GetHashCode()

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

Name ([BP\\_AdventureFramework.ExternalName.html](#))

↳ (BP.AdventureFramework.ExternalName) ([BP\\_AdventureFramework.ExternalName.html](#))

Assembly: BP.AdventureFramework.dll

## BP.AdventureFramework.

Syntax

Interpretation

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

## Constructors

### Item(Identifier, Description, bool)

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

Declaration

ExaminableObject  
(BP.AdventureFramework.Assets.E

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

IPlayerVisible

Parameters  
(BP.AdventureFramework.Assets.II

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

### + BP.AdventureFramework.

#### Assets.Characters

### Item(string, string, bool)

Initializes a new instance of the Item class.

### + BP.AdventureFramework.

#### Assets.Interaction

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

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

### + BP.AdventureFramework.

#### Assets.Locations

Parameters  
(BP.AdventureFramework.Assets.II)

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

#### Conversations

### (BP.AdventureFramework.Conversation)

### + BP.AdventureFramework.

#### Properties

##### Extensions

### (BP.AdventureFramework.Extensions)

#### Interaction

### (BP.AdventureFramework.Interaction)

#### Interpretation

Get or set the interaction.

## Declaration

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

## Property Value

Type	Description
(BP_AdventureFramework.Assets.ExaminableObject)	Represents an item that can be used within the game.
(BP_AdventureFramework.Assets.ExaminationCallback)	
(BP_AdventureFramework.Assets.InteractionCallback)	
(BP_AdventureFramework.Assets.Interaction.InteractionCallback.html)	
(BP_AdventureFramework.Assets.ExaminationResult)	

(BP.Adver  
IExaminab

IPlayerVisible  
Get *true* if this is takeable.

Identifier  
Declaration

## Declaration (BP.AdventureFramework.Assets.lo

```
public bool IsTakeable { get; }
```

## Size

Property Value

+TBP Advent

Item	Description
<b>Assets.Characters</b> bool <b>(BP_AdventureFramework_Assets)</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	Represents an item that can be used within the game.

+ BP.AdventureFramework.

## Assets.Interaction

# (BP.AdventureFramework.Associations) Methods

## Methods

## + BP.AdventureFramework.

**Assets.Locations**  
**Interact(item) =**

## BPAdventureFramework.Ass

# + **BRAdventureFramework.**

## Commands

# Declaration **(BP.AdventureFramework.Com)**

+ BPAdventureFramework.

# DATAVENTURE FRAMEWORK

## Conversations

# Part 1: **(B) Adventure Framework** Components

# + Type **BP.AdventureFramework**.

## Extensions

**BPAdventureFramework.External**

+ BP.AdventureFramework.  
Interpretation

#### **Interstation**

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

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

## ▼ Morph(Item)

ExaminableObject  
Handle item morphing.  
(BP.AdventureFramework.Assets.ExaminableObject.html)

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

ExaminationResult  
public void Morph(Item item)  
(BP.AdventureFramework.Assets.ExaminationResult.html)

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

Type	Name	Description
IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)	item	The item to morph into.

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

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

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

# BPAdventureFramework  
Interaction  
(BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

+ BPAdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

+ BPAdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ BPAdventureFramework.

Commands

(BP.AdventureFramework.Commands.html)

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

+ BPAdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BPAdventureFramework.

Interpretation

# Struct Size

Represents a size.

Filter by title

Inherited Members .

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

## + BP.AdventureFramework.

### Constructors

Assets.Characters

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

## + BP.AdventureFramework.

### Assets Interaction

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

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

## + BP.AdventureFramework.

Assets.Locations.**Size**(**int** width, **int** height)

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

Parameters

## + BP.AdventureFramework.

### Commands

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

## + BP.AdventureFramework.

### Conversations

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

## + BP.AdventureFramework.

### Properties

Extensions

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

### Height

(BP.AdventureFramework.**Size**).Height

### Interpretation

Get the height.

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

## Declaration

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

### Property Value

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

### Width

Get the width.  
Declaration  
PlayerVisible

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

Item  
Property Value

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

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

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

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

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

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

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

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

# Namespace BP.AdventureFramework. Assets.Characters

▼ Filter by title

## Classes

+ BP.AdventureFramework.

  Assets

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

      (BP.AdventureFramework.Assets.Character)

      Represents a generic in game character.

- BP.AdventureFramework.

  Assets.Characters

    NonPlayableCharacter

      (BP.AdventureFramework.Assets.Character)

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

      Character

      Represents a non-playable character.

      (BP.AdventureFramework.Assets.Character)

      IConverser

      (BP.AdventureFramework.Assets.Character)

      NonPlayableCharacter

      (BP.AdventureFramework.Assets.Character)

      Represents a playable character.

      PlayableCharacter

      (BP.AdventureFramework.Assets.Character)

      (BP.AdventureFramework.Assets.Character)

## Interfaces

+ BP.AdventureFramework.

  Assets.Interaction

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

+ BP.AdventureFramework.

  Assets.Locations

    (BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

  Commands

    (BP.AdventureFramework.Command)

+ BP.AdventureFramework.

  Conversations

    (BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

  Extensions

    (BP.AdventureFramework.Extension)

+ BP.AdventureFramework.

  Interpretation

    (BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

  Logic



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

**Assembly:** BP.AdventureFramework.dll

## Syntax

```
public abstract class Character : ExaminableObject, IExaminable, IPlayerVisible, IInteractWithItem
```

(BP.AdventureFramework.Assets.Characters.Character)

### - BP.AdventureFramework.

#### Properties

(BP.AdventureFramework.Assets.Characters.Character)

##### Character

(BP.AdventureFramework.Assets.Characters.Character)

##### IConverser

Get or set the interaction.

(BP.AdventureFramework.Assets.Characters.Character)

##### Declaration

(BP.AdventureFramework.Assets.Characters.Character)

##### PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Character)

##### Playables

(BP.AdventureFramework.Assets.Characters.Character)

public InteractionCallback Interaction { get; set; }

(BP.AdventureFramework.Assets.Characters.Character)

### + BP.AdventureFramework.

#### Properties

Type

(BP.AdventureFramework.Assets.Characters.Character)

InteractionCallback

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

#### Assets.Locations

(BP.AdventureFramework.Assets.Characters.Character)

### + BP.AdventureFramework.

#### Commands

Get if this character is alive.

(BP.AdventureFramework.Commands.Character)

##### Declaration

### + BP.AdventureFramework.

#### Conversations

public bool IsAlive { get; protected set; }

(BP.AdventureFramework.Commands.Character)

### + BP.AdventureFramework.

#### Extensions

Type

(BP.AdventureFramework.Extensions.Character)

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

### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Interpretation.Character)

#### Items

### + BP.AdventureFramework.

Get the items this Character holds.

#### Logic

##### Declaration

(BP.AdventureFramework.Logic.Character)

### + BP.AdventureFramework.

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

## Property Value

Type	Description
Item (BP.AdventureFramework.Assets.Item.html)[] <b>(BP.AdventureFramework.Assets.Item.html)</b>	Represents a generic in game character.

## - BP.AdventureFramework.

### Assets.Characters

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

Character

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

IConverser

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

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

```
public virtual void AcquireItem(Item item)
```

(BP.AdventureFramework.Assets.Characters)

## + BP.AdventureFramework.

Parameters

### Assets.Interaction

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

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

#### + BP.AdventureFramework.

### Assets.Locations

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

#### DequireItem(Item)

## + BP.AdventureFramework.

De-acquires an item.

### Commands

#### (BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

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

### Conversations

#### (BP.AdventureFramework.Conversations)

Parameters

#### + BP.AdventureFramework.

### Extensions

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

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

#### item

The item to de-acquire.

## + BP.AdventureFramework.

### Interpretation

#### FindItem(string, out Item, bool)

#### (BP.AdventureFramework.Interpretation)

Find an item.

## + BP.AdventureFramework.

### Logic

#### Declaration (BP.AdventureFramework.Logic)

## + BP.AdventureFramework.

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

#### Parameters

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

Returns NonPlayableCharacter

Type	Description
NonPlayableCharacter	True if the item was found.

#### + BP.AdventureFramework.

##### Assets.Interaction

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

Give an item to another in game Character.

##### Assets.Locations

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

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

#### + BP.AdventureFramework.

##### Commands

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

Type	Name	Description
<a href="#">(BP.AdventureFramework.Commands)</a>	item	The item to give.
<a href="#">(BP.AdventureFramework.Commands)</a>	character	The Character to give the item to.

##### Extensions

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

Type	Description
<a href="#">(BP.AdventureFramework.Extensions)</a>	True if the transaction completed OK, else false.

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

#### + BP.AdventureFramework.

##### HasItem(Item, bool)

Determines if the PlayerCharacter has an item.

#### + BP.AdventureFramework.

## Declaration

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

### Parameters

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

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

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

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

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

Interact(Item)

+ BP.AdventureFramework.

Interact with an item.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.Interaction.html)

+ BP.AdventureFramework Interact(Item item)

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Parameters

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

Returns BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversation.html)

InteractionResult

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

Extensions

(BP.AdventureFramework.Extensions.html)

InteractWithItem(Item)

(BP.AdventureFramework.InteractWithItem.html)

Interpretation

Interact with a specified item.

(BP.AdventureFramework.Interpretation.html)

Declaration

+ BP.AdventureFramework.

Logic selected virtual InteractionResult InteractWithItem(Item item)

(BP.AdventureFramework.Logic.html)

Parameters

+ BP.AdventureFramework.

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

Returns

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

### - BP.AdventureFramework.

#### Assets.Characters

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

Character

Kill the character.

(BP.AdventureFramework.Assets.Characters.Kill)

Declaration

(BP.AdventureFramework.Assets.Characters.Kill)

NonPlayableCharacter

public virtual void Kill()

(BP.AdventureFramework.Assets.Characters.Kill)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Kill)

### Implements

#### + BP.AdventureFramework.

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

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

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

#### + BP.AdventureFramework.

#### Assets.Locations

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

#### + BP.AdventureFramework.

#### Commands

### (BP.AdventureFramework.Commands)

#### + BP.AdventureFramework.

#### Conversations

### (BP.AdventureFramework.Conversations)

#### + BP.AdventureFramework.

#### Extensions

### (BP.AdventureFramework.Extensions)

#### + BP.AdventureFramework.

#### Interpretation

### (BP.AdventureFramework.Interpretation)

#### + BP.AdventureFramework.

#### Logic

### (BP.AdventureFramework.Logic)

#### + BP.AdventureFramework.

# Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

## + BP.AdventureFramework.

IExaminable.Identifier

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

IExaminable.Description

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

IExaminable.Character

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

IExaminable.Commands

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

IExaminable.Examine

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

IPlayerVisible.IsPlayerVisible

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

IPlayableCharacter

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

IsPlayerVisible

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

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

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

Assets.Characters

(BP.AdventureFramework.html#BP\_AdventureFramework\_Assets\_Characters)

## + BP.AdventureFramework.

public interface IConverser : IExaminable, IPlayerVisible

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html#BP\_AdventureFramework\_Assets\_Locations)

## + BP.AdventureFramework.

Commands

(BP.AdventureFramework.Comments.html#BP\_AdventureFramework\_Commands)

## + BP.AdventureFramework.

Conversation

Conversations

Get or set the conversation.

(BP.AdventureFramework.Conversations.html#BP\_AdventureFramework\_Conversations)

Declaration

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

## + BP.AdventureFramework.

Extensions

Conversation Conversation { get; set; }

(BP.AdventureFramework.Extensions.html#BP\_AdventureFramework\_Extensions\_Conversation)

## + BP.AdventureFramework.

Property Value

Interpretation

Type (BP.AdventureFramework.Interpretations.html#BP\_AdventureFramework\_Interpretations)

Conversation

(BP.AdventureFramework.Conversations.Conversation.html#BP\_AdventureFramework\_Conversations\_Conversation)

Logic

(BP.AdventureFramework.Logic.html#BP\_AdventureFramework\_Logics)

## + BP.AdventureFramework.

Rendering

Description

Represents an object that can converse.

▼

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

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

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

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

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

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

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

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

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

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

# Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

- **BP\_AdventureFramework.**

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

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

↳ Character (BP\_AdventureFramework\_Assets\_Characters\_Character.html)  
Character  
↳ NonPlayableCharacter (BP\_AdventureFramework\_Assets\_C

Implements

IInteractWithItem (BP\_AdventureFramework\_Assets\_Interaction\_IInteractWithItem.html)

IConverser (BP\_AdventureFramework\_Assets\_Characters\_IConverser.html)

IExaminable (BP\_AdventureFramework\_Assets\_Examinable.html)

IPlayerVisible (BP\_AdventureFramework\_Assets\_IPlayerVisible.html)

(BP\_AdventureFramework\_Assets\_C

Inherited Members

+ **BP\_AdventureFramework.**

Character.ISALIVE

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

+ **BP\_AdventureFramework.**

Character.Interaction

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

+ **BP\_AdventureFramework.**

Character.Items

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

+ **BP\_AdventureFramework.**

Character.Kill()

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

(BP\_AdventureFramework\_Assets\_Characters\_Character.html#BP\_AdventureFramework\_Assets\_Characters\_Character\_Kill)

+ **BP\_AdventureFramework.**

Character.AcquireItem(Item)

+ **BP\_AdventureFramework.**

Character.Conversations

(BP\_AdventureFramework\_Assets\_Characters\_Character.html#BP\_AdventureFramework\_Assets\_Characters\_Character\_Conversations)

(**BP\_AdventureFramework\_Conversation**)

(BP\_AdventureFramework\_Assets\_Characters\_Character.html#BP\_AdventureFramework\_Assets\_Characters\_Character\_Conversation)

+ **BP\_AdventureFramework.**

Character.DeacquireItem(Item)

(BP\_AdventureFramework\_Assets\_Characters\_Character.html#BP\_AdventureFramework\_Assets\_Characters\_Character\_DeacquireItem)

(**BP\_AdventureFramework\_Extension**)

Character.HasItem(item, bool)

(BP\_AdventureFramework\_Assets\_Characters\_Character.html#BP\_AdventureFramework\_Assets\_Characters\_Character\_HasItem)

+ **BP\_AdventureFramework.**

Character.Interpretation

(BP\_AdventureFramework\_Assets\_Characters\_Character.html#BP\_AdventureFramework\_Assets\_Characters\_Character\_Interpretation)

+ **BP\_AdventureFramework.**

Character.Give(Item, Character)

(BP\_AdventureFramework\_Assets\_Characters\_Character.html#BP\_AdventureFramework\_Assets\_Characters\_Character\_Give)

(**BP\_AdventureFramework\_Logic**)

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

Character.GiveItem(Item)

+ **BP\_AdventureFramework.**

Character.Render

(BP\_AdventureFramework\_Assets\_Characters\_Character.html#BP\_AdventureFramework\_Assets\_Characters\_Character\_Render)

(**BP\_AdventureFramework\_Render**)

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

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

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

+ **BP.AdventureFramework**

**Assets.Characters**

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

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

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

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

  + **BP.AdventureFramework**

**Assets.Interaction**

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

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

**Assets.Locations**

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

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

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

**Commands**

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

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

+ **BP.AdventureFramework**

**Syntax**

**Conversations**

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

  + **BP.AdventureFramework**.

**Extensions**

      (**BP.AdventureFramework.Extensions**)

**Constructors**

      + **BP.AdventureFramework**.

**Interpretation**

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

        Initializes a new instance of the NonPlayableCharacter class.

      + **BP.AdventureFramework**.

**Logic**

        Declaration

        (**BP.AdventureFramework.Logic**)

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

      + **BP.AdventureFramework**.

**Rendering**

        (**BP.AdventureFramework.Rendering**)

## Parameters

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	This NonPlayableCharacter's identifier.
Description (BP.AdventureFramework.Assets.Description.html)	<i>description</i>	The description of this NonPlayableCharacter.
- <b>BP.AdventureFramework.</b>		
Conversation <b>Assets.Characters</b> (BP.AdventureFramework.Conversations.Conversation. (BP.AdventureFramework.Assets.Characters.html))	<i>conversation</i>	The conversation.
Character (BP.AdventureFramework.Assets.C IConverser NonPlayableCharacter (BP.AdventureFramework.Assets.C PlayableCharacter Initializes a new instance of the NonPlayableCharacter class. Declaration Declares the NonPlayableCharacter class.		

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

(BP.AdventureFramework.Assets.C  
Initializes a new instance of the NonPlayableCharacter class.  
PlayableCharacter

Declaration  
Declares the NonPlayableCharacter class.

### + BP.AdventureFramework.

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

### + BP.AdventureFramework.

#### Parameters

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

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

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

### + BP.AdventureFramework.

Declaration

#### Rendering

(BP.AdventureFramework.Render.html)

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

## Parameters

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

## + BP.AdventureFramework.

### Commands

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

Initializes a new instance of the NonPlayableCharacter class.

## + BP.AdventureFramework.

### Declarations

#### **Conversations**

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

## + BP.AdventureFramework.

### Extensions

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

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

**(BP.AdventureFramework.Renderin**

# Properties

## Conversation

Get or set the conversation.

Declaration

- **BP.AdventureFramework.**

### Assets.Characters

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

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

Character

Property Value  
  (BP.AdventureFramework.Assets.Characters.Character)

Type Converser

  (BP.AdventureFramework.Assets.Characters.Conversation)

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

  (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter)

  PlayableCharacter

  (BP.AdventureFramework.Assets.Characters.PlayableCharacter)

Implements

+ **BP.AdventureFramework.**

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

### Assets.Interaction

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

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

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

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

+ **BP.AdventureFramework.**

### Assets.Locations

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

+ **BP.AdventureFramework.**

### Commands

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

### Conversations

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

### Extensions

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

### Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

### Logic

(**BP.AdventureFramework.Logic**)

+ **BP.AdventureFramework.**

### Rendering

(**BP.AdventureFramework.Rendering**)

# Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

**Assets.Characters**

↳ [\(BP\\_AdventureFramework\\_Assets.Characters\)](#)

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

Implements

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

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

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

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

Inherited Members

+ **BP\_AdventureFramework.**

Character.ISALIVE

**Assets\_Interaction**

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

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

Character.Interaction

+ **BP\_AdventureFramework.**

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

**Assets\_Locations**

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

Character.Items

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

+ **BP\_AdventureFramework.**

Character.Kill()

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

**Commands**

**(BP\_AdventureFramework.Commands)**

Character.Kill()

+ **BP\_AdventureFramework.**

Character.AcquireItem(Item)

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

**(BP\_AdventureFramework.Commands)**

Character.RequireItem()

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

**(BP\_AdventureFramework.Extensions)**

Character.HasItem(item, bool)

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

**Interpretation**

Character.FindItem(string, out Item, bool)

**(BP\_AdventureFramework.Interpretation)**

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

+ **BP\_AdventureFramework.**

Character.Give(Item, Character)

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

**(BP\_AdventureFramework.Logic)**

Character.Interact(Item)

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

**(BP\_AdventureFramework.Rendering)**

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

**(BP\_AdventureFramework.Rendering)**

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

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

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

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

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

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

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

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

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

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

## Parameters

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

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

## + BP.AdventureFramework.

### Commands

## Methods

### (BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

### UseItem(IInteractWithItem, Item)

Conversations

### (BP.AdventureFramework.Commands)

Use an item.

## + BP.AdventureFramework.

Declaration

### Extensions

### (BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

Parameters

### Interpretation

Type	Name	Description
HBP.AdventureFramework.		
(BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)	<i>targetObject</i>	A target object to use the item on.
) (BP.AdventureFramework.Logi		
Item (BP.AdventureFramework.Assets.Item.html)	<i>item</i>	The item to use.

## Rendering

Returns

### (BP.AdventureFramework.Renderer)

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

## Implements

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

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

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

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

(BP.AdventureFramework.Assets.Characters)

IConverser

(BP.AdventureFramework.Assets.Characters)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

**Assets.Interaction**

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpretation)**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logic)**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rendering)**

# Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

## Classes

(BP.AdventureFramework.Assets.Interaction.Result)

+ BP.AdventureFramework.  
InteractionResult

Assets.Characters

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result of an interaction.

- BP.AdventureFramework.

Assets.Interaction

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

(BP.AdventureFramework.Assets.Interaction.Reaction)

Represents a reaction.

Condition

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

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result.

InteractionCallback

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

Interfaces

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.InteractionResult)

IInteractWithItem

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Reaction

(BP.AdventureFramework.Assets.Interaction.Reaction)

Represents any object that can interact with an item.

ReactionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Result

(BP.AdventureFramework.Assets.Interaction.Result)

Enums

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Delegates

Conversations

(BP.AdventureFramework.Conversations)

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

Extensions callback for conditions.

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

## **InteractionCallback**

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

Represents the callback for interacting with objects.

▼

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

+ **BP.AdventureFramework.**

**Assets.Characters**

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

- **BP.AdventureFramework.**

**Assets.Interaction**

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

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

Reaction

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

ReactionResult

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

Result

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

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

+ **BP.AdventureFramework.**

**Conversations**

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

+ **BP.AdventureFramework.**

**Extensions**

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

+ **BP.AdventureFramework.**

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

# Delegate Condition

Represents a callback for conditions.

Filter by title

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

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

Syntax

- **BP.AdventureFramework.**

**Assets.Interaction**

public delegate bool Condition()

(BP.AdventureFramework.Assets)

Condition

Returns (BP.AdventureFramework.Assets.Ir

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

(BP.AdventureFramework.Assets.Ir

InteractionEffect

(BP.AdventureFramework.Assets.Ir

InteractionResult

(BP.AdventureFramework.Assets.Ir

Reaction

(BP.AdventureFramework.Assets.Ir

ReactionResult

(BP.AdventureFramework.Assets.Ir

Result

(BP.AdventureFramework.Assets.Ir

+ **BP.AdventureFramework.**

**Assets.Locations**

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

**Commands**

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

**Conversations**

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

**Extensions**

(BP.AdventureFramework.Exte

# Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

**Assembly:** BP.AdventureFramework.dll

- **BP.AdventureFramework.**

Syntax

**Assets.Interaction**

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

**Interact(Item)**

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

InteractionResult

Interact with an item.

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

Declaration

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

**InteractionResult**

InteractionResult Interact(Item item)

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

Result

Parameters

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

Type	Name	Description
+ BP.AdventureFramework. Assets.Locations	item	The item to interact with.

Returns  
+ BP.AdventureFramework.

**Commands**

(BP.AdventureFramework.Commands)

InteractionResult

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

+ BP.AdventureFramework.

**Conversations**

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

**Extensions**

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

**Interpretation**

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

(BP.AdventureFramework.Items)

# Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

- **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

**Assets.Interaction**

Syntax

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

`public delegate InteractionResult InteractionCallback(Item item)`

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

`IInteractWithItem`

Parameters

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

**Type** `InteractionCallback`

**Name**

**Description**

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

`item`

The item to interact with.

Returns `InteractionResult`

**Type** `InteractionResult`

**Description**

`Reaction`

`InteractionResult`

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

The result of the interaction.

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

`Result`

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

**Interpretation**

# Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.InteractionEffect)

Condition

(BP.AdventureFramework.Assets.InteractionEffect)

IInteractWithItem

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionCallback

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionEffect

(BP.AdventureFramework.Assets.InteractionEffect)

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

# Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

## Assets.Interaction

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

Inherited Members

## InteractWithItem

Result (BP.AdventureFramework.Assets.Interaction)

InteractionCallback ([BP\\_AdventureFramework\\_Assets\\_Interaction\\_Result\\_Description.html](#))  
BP.AdventureFramework.Assets.Interaction

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

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

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

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

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

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

Result

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

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

## Assembly: BP.AdventureFramework.dll

### Assets.Locations

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

public sealed class InteractionResult : Result

#### + BP.AdventureFramework.

##### Commands

#### (BP.AdventureFramework.Commands)

##### Constructors

#### + BP.AdventureFramework.

##### Conversations

#### InteractionResult(InteractionEffect, Item)

(BP.AdventureFramework.Conversations)

Initializes a new instance of the InteractionResult class.

#### + BP.AdventureFramework.

##### Extensions

#### (BP.AdventureFramework.Extensions)

public InteractionResult(InteractionEffect effect, Item item)

#### + BP.AdventureFramework.

##### Interpretation

#### Parameters

#### (BP.AdventureFramework.Interpretation)

Type

#### + BP.AdventureFramework.

InteractionEffect

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

Name

Description

effect

The effect of this interaction.

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

## InteractionResult(InteractionEffect, Item, string)

### Assets.Interaction

Initializes a new instance of the InteractionResult class.

(BP.AdventureFramework.Assets.Interaction)

#### Declaration

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

#### InteractionCallback

(BP.AdventureFramework.Assets.Interaction)

#### Parameters

##### InteractionEffect

Type (BP.AdventureFramework.Assets.Interaction)

InteractionResult

InteractionEffect (BP.AdventureFramework.Assets.Interaction)

Reaction

html (BP.AdventureFramework.Assets.Interaction)

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

(BP.AdventureFramework.Assets.Item)

Result

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

### + BP.AdventureFramework.

#### Assets.Locations

(BP.AdventureFramework.Assets.Locations)

### + BP.AdventureFramework.

#### Commands

(BP.AdventureFramework.Commands)

Get the effect.

### + BP.AdventureFramework.

#### Declaration

#### Conversations

(BP.AdventureFramework.Conversations)

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

### + BP.AdventureFramework.

#### Extensions

Property Value

(BP.AdventureFramework.Extensions)

#### Type

#### Description

### + BP.AdventureFramework.

#### Interpretation

InteractionEffect (BP.AdventureFramework.Assets.Interaction)

(BP.AdventureFramework.Interpretation)

Represents a result of an interaction.

### + BP.AdventureFramework.

#### ItemLog

(BP.AdventureFramework.Logging)

Get the item used in the interaction.

## Declaration

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

### Property Value

Type	Description
<b>Assets.Interaction</b> <b>(BP.AdventureFramework.Assets.Interaction)</b> Item (BP.AdventureFramework.Assets.Item.html) Condition (BP.AdventureFramework.Assets.IInteraction) IInteractWithItem (BP.AdventureFramework.Assets.IInteractionCallback) InteractionCallback (BP.AdventureFramework.Assets.IInteractionEffect) InteractionEffect (BP.AdventureFramework.Assets.IInteractionResult) InteractionResult (BP.AdventureFramework.Assets.IReaction) Reaction (BP.AdventureFramework.Assets.IReactionResult) ReactionResult (BP.AdventureFramework.Assets.IResult) Result (BP.AdventureFramework.Assets.IResultType)	Represents a result of an interaction.

## + BP.AdventureFramework.

### Assets.Locations

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

## + BP.AdventureFramework.

### Commands

**(BP.AdventureFramework.Commands)**

## + BP.AdventureFramework.

### Conversations

**(BP.AdventureFramework.Conversations)**

## + BP.AdventureFramework.

### Extensions

**(BP.AdventureFramework.Extensions)**

## + BP.AdventureFramework.

### Interpretation

**(BP.AdventureFramework.Interpretation)**

## + BP.AdventureFramework.

### Logic

**(BP.AdventureFramework.Logic)**

# Class Reaction

Represents a reaction.

Filter by title

Inheritance

**(BP.AdventureFramework.Assets)**

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

(BP.AdventureFramework.Assets.Interaction.html)

Inherited Members

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.html)

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

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

**Assembly:** BP.AdventureFramework.dll

Result

Syntax

(BP.AdventureFramework.Assets.Interaction.html)

+ **BP.AdventureFramework.**

public sealed class Reaction

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

**Constructors**

Reaction(ReactionResult, string)

+ **BP.AdventureFramework.**

Initializes a new instance of the Reaction class.

Conversations

Delegation

(BP.AdventureFramework.Conversations.html)

+ **BP.AdventureFramework.**

public Reaction(ReactionResult result, string description)

Extensions

(BP.AdventureFramework.Extensions.html)

Parameters

+ **BP.AdventureFramework.**

Type

Interpretation

ReactionResult

(BP.AdventureFramework.Interaction.html)

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

+ **BP.AdventureFramework.**

Logic

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

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

+ **BP.AdventureFramework.**

# Properties

## Description

Get a description of the result.

Declaration

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

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

Condition

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Property Value

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Type InteractionCallback

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

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

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Reaction

Get the result.

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Declaration

ReactionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

```
public ReactionResult Result { get; }
```

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

## + BP.AdventureFramework.

Assets.Locations

Type

(BP.AdventureFramework.Assets.Locations)

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

Description

Represents a reaction.

## + BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

## + BP.AdventureFramework.

# Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

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

**Syntax**

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

## Fields

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

+ **BP.AdventureFramework.**

OK OK.

**Assets.Locations**

(BP.AdventureFramework.Assets.Locat

+ **BP.AdventureFramework.**

**Commands**

(BP.AdventureFramework.Comman

+ **BP.AdventureFramework.**

**Conversations**

(BP.AdventureFramework.Conver

+ **BP.AdventureFramework.**

**Extensions**

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

**Interpretation**

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

**Logic**

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

**Rendering**

# Class Result

Represents a result.

Filter by title

## Inheritance

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

## Inherited Members

### InteractionEffect

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

## Namespaces

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

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

## Assets.Locations

Assembly: BP.AdventureFramework.dll

## (BP.AdventureFramework.Assets.IResult)

Syntax

### + BP.AdventureFramework.

**Commands**  
protected abstract class Result  
(BP.AdventureFramework.Com

### + BP.AdventureFramework.

#### Constructors

Conversations  
(BP.AdventureFramework.Con

## Result (BP.AdventureFramework).

### Extensions

Initializes a new instance of the Result class.

(BP.AdventureFramework.Exte

Declaration

### + BP.AdventureFramework.

**Interpretation**  
protected Result()  
(BP.AdventureFramework.Inter

### + BP.AdventureFramework.

#### Logic

Properties  
(BP.AdventureFramework.Logi

### + BP.AdventureFramework.

#### Description

(BP.AdventureFramework.Descri

Get the description.

Declaration

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

Property Value

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (BP.AdventureFramework.Assets.Items.Result)	Represents a result.

InteractionCallback  
(BP.AdventureFramework.Assets.Items.InteractionResult)  
InteractionEffect  
(BP.AdventureFramework.Assets.Items.Result)  
InteractionResult  
(BP.AdventureFramework.Assets.Items.Result)  
Reaction  
(BP.AdventureFramework.Assets.Items.Result)  
ReactionResult  
(BP.AdventureFramework.Assets.Items.Result)  
Result  
(BP.AdventureFramework.Assets.Items.Result)

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

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

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

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

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

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

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

# Namespace BP.AdventureFramework. Assets.Locations

▼ Filter by title

## Classes

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

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

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

Represents an exit from a GameLocation.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

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

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

Assets.Locations

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

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

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

Represents an entire overworld.

Exit

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

Matrix

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

Represents a region.

Overworld

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

Region

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

Represents a room

Room

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

RoomPosition

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

Represents a room position.

ViewPoint

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

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

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

Commands

view point from a room.

(BP.AdventureFramework.Commands.ViewPoint.html)

## Enums

(BP.AdventureFramework.Enums.html)

Conversations

(BP.AdventureFramework.Conversations.html)

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

## + BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretations.html)

# Enum Direction

Enumeration of directions.

Filter by title

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

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

Assets Interaction

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

- **BP.AdventureFramework.**

public enum Direction

**Assets.Locations**

(BP.AdventureFramework.Assets.Locations.Direction)

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

## Fields

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

ViewPoint

(BP.AdventureFramework.Assets.Locations.Direction)

## Extension Methods

+ **BP.AdventureFramework.**

Commands

Extensions.Inverse(Direction)

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

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

# Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

## **Assets.Interaction**

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

### **(BP.AdventureFramework.Ass**

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

+ **Exit**

## **- BP.AdventureFramework.**

### **Assets.Locations**

#### **(BP.AdventureFramework.Ass**

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

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

Direction

Inherited from <BP.AdventureFramework.Assets.L>

Exit

ExaminableObject.Examination

(<BP.AdventureFramework.Assets.L>)

(<BP.AdventureFramework.Assets.ExaminableObject.html>#BP\_AdventureFramework\_Assets\_ExaminableObject\_

Matrix

Examination)

(<BP.AdventureFramework.Assets.L>)

ExaminableObject.ToString()

Overworld

(<BP.AdventureFramework.Assets.ExaminableObject.html>#BP\_AdventureFramework\_Assets\_ExaminableObject\_

(<BP.AdventureFramework.Assets.L>)

ToString)

Region

ExaminableObject.Identifier

(<BP.AdventureFramework.Assets.L>)

(<BP.AdventureFramework.Assets.ExaminableObject.html>#BP\_AdventureFramework\_Assets\_ExaminableObject\_I

Room

identifier)

(<BP.AdventureFramework.Assets.L>)

ExaminableObject.Description

RoomPosition

(<BP.AdventureFramework.Assets.ExaminableObject.html>#BP\_AdventureFramework\_Assets\_ExaminableObject\_

(<BP.AdventureFramework.Assets.L>)

Description)

ViewPoint

ExaminableObject.Commands

(<BP.AdventureFramework.Assets.L>)

(<BP.AdventureFramework.Assets.ExaminableObject.html>#BP\_AdventureFramework\_Assets\_ExaminableObject\_

Commands)

ExaminableObject.Examine()

(<BP.AdventureFramework.Assets.ExaminableObject.html>#BP\_AdventureFramework\_Assets\_ExaminableObject\_

Examine)

+ **BP.AdventureFramework**

ExaminableObject.Examine

(<BP.AdventureFramework.Assets.ExaminableObject.html>#BP\_AdventureFramework\_Assets\_ExaminableObject\_I

sP)

(<BP.AdventureFramework.Con>)

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

+ **BP.AdventureFramework**

Extensions

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

(<BP.AdventureFramework.Extensions>)

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

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

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

(<BP.AdventureFramework.Interop>)

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

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

+ **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

Logic

Syntax

(<BP.AdventureFramework.Logi>)

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

## Constructors



### Exit(Direction, bool, Description)

(BP.AdventureFramework.Assets.Locations.Exit)

Initializes a new instance of the Exit class.

+ BP.AdventureFramework.

Declaration

#### Assets.Locations

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

```
public Exit(Direction direction, bool isLocked = false, Description description = null)
```

11) Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

Parameters

(BP.AdventureFramework.Assets.Locations.Description)

Type

Matrix

(BP.AdventureFramework.Assets.Locations.Overworld)

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

Overworld

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

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

Region

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

(BP.AdventureFramework.Assets.Description)

Name

Description

direction

The direction of the exit.

isLocked

If this exit is locked.

description

A description of the exit.

## Properties

+ BP.AdventureFramework.

Get the direction of the exit.

#### Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

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

#### Conversations

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

Property Value

+ BP.AdventureFramework.

Type

Extensions

(BP.AdventureFramework.Ex)

Description

Represents an exit from a GameLocation.

+ BP.AdventureFramework.

#### Interpretation

IsLocked (BP.AdventureFramework.Interpretation)

Get if this Exit is locked.

#### Logic

Declaration

##### (BP.AdventureFramework.Logic)

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

## Property Value

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	Represents an exit from a GameLocation.

## Assets.Interaction

(BP.AdventureFramework.Assets)

## Methods

### Assets.Locations

(BP.AdventureFramework.Assets)

### Lock()

Direction

(BP.AdventureFramework.Assets.L

Lock this exit.

Exit

Declaration

(BP.AdventureFramework.Assets.L

Matrix

(BP.AdventureFramework.Assets.L

public void Lock()

Overworld

(BP.AdventureFramework.Assets.L

Region

(BP.AdventureFramework.Assets.L

Room

Unlock this exit.

(BP.AdventureFramework.Assets.L

RoomPosition

Declaration

(BP.AdventureFramework.Assets.L

ViewPoint

public void Unlock()

(BP.AdventureFramework.Assets.L

## + BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Com

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

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

### Conversations

(BP.AdventureFramework.Con

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Exte

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Inter

## + BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logi

# Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

- **BP.AdventureFramework.**

**Assets.Locations**

(**BP.AdventureFramework.Ass**

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

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

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

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

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

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

(**BP.AdventureFramework.Assets.I**

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

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

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

Room

Syntax

(BP.AdventureFramework.Assets.L

RoomPosition

public sealed class Matrix

(BP.AdventureFramework.Assets.L

ViewPoint

(BP.AdventureFramework.Assets.L

## Constructors

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Initializes a new instance of the Matrix class.

Conversations

Declaration

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Rooms (BP.html.Room[,])

Extensions

(**BP.AdventureFramework.Exte**

Parameters

+ **BP.AdventureFramework.**

Type

Name	Description
------	-------------

Interpretation

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

rooms

The rooms to be represented.

+ **BP.AdventureFramework.**

Logic

Properties

+ **BP.AdventureFramework.**

## Depth

Get the depth of the matrix.

Declaration

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

Property Value

Type	Description
(BP.AdventureFramework.Assets.Locations.Room)	Provides a 3D matrix of rooms.

Direction

Height  
Exit

Get the height of the matrix.

Matrix

Declaration  
(BP.AdventureFramework.Assets.Locations)

Overworld

(BP.AdventureFramework.Assets.Locations)

Region

Property Value  
(BP.AdventureFramework.Assets.Locations)

Room

Type	Description
(BP.AdventureFramework.Assets.Locations)	Provides a 3D matrix of rooms.

ViewPoint

(BP.AdventureFramework.Assets.Locations)

this[int, int, int]

+ BP.AdventureFramework.

Get Commands

Declaration  
(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Extensions

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

+ BP.AdventureFramework.

Logic

Type  
(BP.AdventureFramework.Logic)

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

+ BP.AdventureFramework.

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

## Width

Get the width of the matrix.

Declaration

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

### Property Value

Type	Description
<b>(BP.AdventureFramework.Assets.Locations)</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	Provides a 3D matrix of rooms.

## Methods

(BP.AdventureFramework.Assets.Locations)

Matrix

ToRooms()

Overworld

Returns this matrix as a one dimensional array of rooms.  
(BP.AdventureFramework.Assets.Locations)

Region

Declaration  
(BP.AdventureFramework.Assets.Locations)

Room

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

RoomPosition

Returns the rooms as a one dimensional array.

ViewPoint

Type  
(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

### Description

Provides a 3D matrix of rooms.

### Description

The rooms, as a one dimensional array.

# Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

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

↳ Overworld

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

Implements

Direction

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

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

Ext

Inherited Members

Matrix

ExaminableObject.Examination

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

Overworld

Examination

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

ExaminableObject.ToString()

Region

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

Room

ExaminableObject.Identifier

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

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

entifier

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

ExaminableObject.Description

ViewPoint

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

Description

**ExaminableObject**

Commands

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

Commands

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

ExaminableObject.IsPlayerVisible

+ **BP.AdventureFramework**

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

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

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

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

**Interpretation**

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

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

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework**.

Syntax

**Logic**

**(BP.AdventureFramework.Logic)**

public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible

+ **BP.AdventureFramework**.

# Constructors

## Overworld(Identifier, Description)

Initializes a new instance of the overworld class.

Declaration  

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

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

### Assets.Locations

(BPAdventureFramework.Assets.Locations)

Parameters

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

(BPAdventureFramework.Assets.Locations)

Overworld

(BPAdventureFramework.Assets.Locations)

Region

Initializes a new instance of the overworld class.

(BPAdventureFramework.Assets.Locations)

Room

(BPAdventureFramework.Assets.Locations)

RoomPosition

public Overworld(string identifier, string description)

(BPAdventureFramework.Assets.Locations)

ViewPoint

(BPAdventureFramework.Assets.Locations)

Parameters

(BPAdventureFramework.Assets.Locations)

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

### Commands

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

(BPAdventureFramework.Commands)

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

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

### Conversations

(BPAdventureFramework.Conversations)

## Properties

+ **BPAdventureFramework.CurrentRegion**

Extensions

(BPAdventureFramework.Extensions)

+ **BPAdventureFramework.CurrentRegion**

Get the current region.

Interpretation

Declaration  

```
+ public Region CurrentRegion { get; }
```

Logic

(BPAdventureFramework.Logic)

Property Value

+ **BPAdventureFramework.CurrentRegion**

- . . .

Type	Description
Region (BP.AdventureFramework.Assets.Locations.Region.html)	Represents an entire overworld.

## Regions

Get the regions in this overworld:

**BPAdventureFramework.**

Declaration

**Assets.Locations**

(BPAdventureFramework.Asset; }

Direction

Property Value

Exit

Type (BPAdventureFramework.Assets.L

Matrix

Region (BPAdventureFramework.Assets.Locations.Region.html)[]

Description

Represents an entire overworld.

Overworld

(BPAdventureFramework.Assets.L

Region

(BPAdventureFramework.Assets.L

Room

(BPAdventureFramework.Assets.L

**AddRegion(Region)**

RoomPosition

Add a region to this overworld.

ViewPoint

Declaration

(BPAdventureFramework.Assets.L

+ **BPAdventureFramework.**

public void AddRegion(Region region)

**Commands**

(BPAdventureFramework.Com

Parameters

+ **BPAdventureFramework.**

Type

**Conversations**

Region (BPAdventureFramework.Assets.Locations.Region.html)

Name

Description

region

The region to add.

+ **BPAdventureFramework.**

**Extensions**

**Examine()**

(BPAdventureFramework.Exte

Examine this object.

+ **BPAdventureFramework.**

Declaration

**Interpretation**

(BPAdventureFramework.Inter

public override ExaminationResult Examine()

+ **BPAdventureFramework.**

**Logic**

Returns

(BPAdventureFramework.Logi

+ **BPAdventureFramework.**

-

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

Overrides

ExaminableObject.Examine()

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

## - BP.AdventureFramework.

### Assets.Locations

#### + BP.AdventureFramework.Asset

Direction

Find a region.

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

Matrix

public bool FindRegion(string regionName, out Region region)

(BP.AdventureFramework.Assets.L

Overworld

Parameters

(BP.AdventureFramework.Assets.L

Type Region

(BP.AdventureFramework.Assets.L

string regionName

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

Name

Description

The regions name.

Type Region

(BP.AdventureFramework.Assets.L

region

The region.

RoomPosition

(BP.AdventureFramework.Assets.L

Returns ViewPoint

Type (BP.AdventureFramework.Assets.L

Description

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

True if the region was found.

### Commands

#### (BP.AdventureFramework.Com

#### + BP.AdventureFramework.

Conversations

Move to a region.

#### (BP.AdventureFramework.Com

Declaration

#### + BP.AdventureFramework.

Extensions Move(Region region)

#### (BP.AdventureFramework.Exte

Parameters

#### + BP.AdventureFramework.

Type Interpretation

(BP.AdventureFramework.Inter

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

Name

Description

The region to move to.

#### + BP.AdventureFramework.

Returns Logic

Type (BP.AdventureFramework.Logi

Description

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

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

## RemoveRegion(Region)

Remove a region from this overworld.

Declaration

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

Parameters

- **BP.AdventureFramework.**

Type **Assets.Locations**

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

Name

Description

*region*

The region to remove.

Direction

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

## Implements

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

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

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

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

Overworld

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

Region

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

Room

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

RoomPosition

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

ViewPoint

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

## + BP.AdventureFramework.

### Commands

(**BP.AdventureFramework.Commands**)

## + BP.AdventureFramework.

### Conversations

(**BP.AdventureFramework.Conversations**)

## + BP.AdventureFramework.

### Extensions

(**BP.AdventureFramework.Extensions**)

## + BP.AdventureFramework.

### Interpretation

(**BP.AdventureFramework.Interpretation**)

## + BP.AdventureFramework.

### Logic

(**BP.AdventureFramework.Logic**)

## + BP.AdventureFramework.

- . . .

# Class Region

Represents a region.

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

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

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

↳ Region

↳ Direction

Implements

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

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

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

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

Implements

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

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

↳ Overworld

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Overworld](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets_examinableobject.html#bp_adventureframework_assets_examinableobject_overworld))

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

Region

ExaminableObject.ToString()

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

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Room](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets_examinableobject.html#bp_adventureframework_assets_examinableobject_room))

Room

ToString()

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

ExaminableObject.Identifier

RoomPosition

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

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

Identifier

ViewPoint

ExaminableObject.Description

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

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

+ **BP.AdventureFramework.**

Commands

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

Commands

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

ExaminableObject

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

Conversations

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

sPlayerVisible

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

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

+ **BP.AdventureFramework.**

Extensions

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

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

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

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

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

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

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

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

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Logic

Syntax

↳ **(BP.AdventureFramework.Logic)**

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

Rendering

# Constructors

## Region(Identifier, Description)

Initializes a new instance of the Region class.

Declaration

### - BP.AdventureFramework.

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

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

Parameters

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

Overworld

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

## Region(string, string)

(BP.AdventureFramework.Assets.L

Initializes a new instance of the Region class.

Room

Declaration

RoomPosition

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

```
ViewPoint
```

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

Parameters

### + BP.AdventureFramework.

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

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

description

The description of this Region.

### Conversations

#### (BP.AdventureFramework.Con

## Properties

### Extensions

(BP.AdventureFramework.Exte

### CurrentRoom

#### (BP.AdventureFramework.

### Interpretation

Get the current room.

(BP.AdventureFramework.Inter

Declaration

### + BP.AdventureFramework.

Logic Room CurrentRoom { get; }

(BP.AdventureFramework.Logi

Property Value

### + BP.AdventureFramework.

### Rendering

Type	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	Represents a room.

## this[int, int, int]

Get a room at a specified location.

- **BP.AdventureFramework.**

### Assets.Locations

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

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

Direction

(BP.AdventureFramework.Assets.Locations)

Exit

Parameters

(BP.AdventureFramework.Assets.Locations)

Type Matrix

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The x position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	z	The z position.

Room

Property Value

(BP.AdventureFramework.Assets.Locations)

Type RoomPosition

Type	Description
Room ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The room.

(BP.AdventureFramework.Assets.Locations)

## + BP.AdventureFramework.

### Rooms

#### Commands

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

## - BP.AdventureFramework.

### Conversations

#### (BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

Property Value

### Extensions

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

Interpretation

(BP.AdventureFramework.Interpretations)

## VisibleWithoutDiscovery

### (BP.AdventureFramework.

Get if the current region is visible without discovery.

#### (BP.AdventureFramework.Logical)

Declaration

## + BP.AdventureFramework.

### Rendering



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

Overrides

ExaminableObject.Examine()

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

## + BP.AdventureFramework. Assets.Locations

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

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Get an adjoining room to the Region.CurrentRoom property.

Exit

Declaration

Matrix

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

Overworld

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Parameters

Region

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

Return

viewPoint

Type	Description
Room	The adjoining Room.

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

#### Conversations

Get an adjoining room to a room

#### (BP.AdventureFramework.Commands.GetAdjoiningRoom)

Declaration

#### + BP.AdventureFramework.

#### Extensions

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

(BP.AdventureFramework.Extensions.GetAdjoiningRoom)

#### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Interpretations.GetAdjoiningRoom)

Direction

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

#### Logic

Room

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

(BP.AdventureFramework.Logics.GetAdjoiningRoom)

#### + BP.AdventureFramework.

#### Rendering

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

## GetPositionOfRoom(Room)

Get the position of a room.

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

```
public RoomPosition GetPositionOfRoom(Room room)
```

Direction  
(BP.AdventureFramework.Assets.Locations)

Exit  
(BP.AdventureFramework.Assets.Locations)

Parameters

(BP.AdventureFramework.Assets.Locations)

Type  
Matrix

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

Overworld  
(BP.AdventureFramework.Assets.Locations)

Returns  
Region  
(BP.AdventureFramework.Assets.Locations)

Type  
Room  
(BP.AdventureFramework.Assets.Locations)

Type	Description
RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition.html)	The position of the room.

RoomPosition  
(BP.AdventureFramework.Assets.Locations)

(BP.AdventureFramework.Assets.Locations)

## JumpToRoom(int, int, int)

(BP.AdventureFramework.Assets.Locations)

Jump to a room.

+ **BP.AdventureFramework.**

Declaration

Commands

(BP.AdventureFramework.Commands)

```
public bool JumpToRoom(int x, int y, int z)
```

+ **BP.AdventureFramework.**

Conversations

Parameters

(BP.AdventureFramework.Conversations)

Type

+ **BP.AdventureFramework.**

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

Extensions

int (BP.AdventureFramework.Extensions)

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

+ **BP.AdventureFramework.**

Interpretation

Returns  
(BP.AdventureFramework.Interpretations)

Type  
(BP.AdventureFramework.Interpretations)

+ **BP.AdventureFramework.**

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

Name

Description

x The x location of the room.

y The y location of the room.

z The z location of the room.

Log  
(BP.AdventureFramework.Log)

+ **BP.AdventureFramework.**

Move(Direction)

Rendering

Description

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

Move in a direction.

Declaration

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

Parameters

Type	Name	Description
<b>BPAdventureFramework.</b> <b>Assets.Locations</b> Direction ( <a href="#">BPAdventureFramework.Assets.Locations.Direction.html</a> )	<i>direction</i>	The direction to move in.

Returns

(BPAdventureFramework.Assets.L

Type

Exit

Description

<b>BPAdventureFramework.</b> <b>Assets.Locations</b> bool ( <a href="#">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the move was successful, else false.
---	--

Matrix

(BPAdventureFramework.Assets.L

Overworld

**SetStartRoom(Room)**

(BPAdventureFramework.Assets.L

Region

Set the room to start in.

(BPAdventureFramework.Assets.L

Room

(BPAdventureFramework.Assets.L

RoomPosition

public void SetStartRoom(Room room)

(BPAdventureFramework.Assets.L

ViewPoint

Parameters

(BPAdventureFramework.Assets.L

Type

**BPAdventureFramework.**

Name

Description

Commands

Room

room

The Room to start in.

(BPAdventureFramework.Com

+ BPAdventureFramework.

**SetStartRoom(int, int, int)**

Conversations

(BPAdventureFramework.Con

Set the room to start in.

+ BPAdventureFramework.

Declaration

Extensions

(BPAdventureFramework.Exte

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

+ BPAdventureFramework.

Interpretation

(BPAdventureFramework.Inter

Name

Description

Type

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

x

The x position.

Logic

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

y

The y position.

(BPAdventureFramework.Logi

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

z

The z position.

+ BPAdventureFramework.

Rendering

## ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

### - BP.AdventureFramework.

Returns

#### Assets.Locations

Type

(BP.AdventureFramework.Assets.Locati

Matrix

(BP.AdventureFramework.Assets.Locati

Direction

Exit

(BP.AdventureFramework.Assets.Locati

Matrix

## UnlockDoorPair(Direction)

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

Overworld

Declaration

(BP.AdventureFramework.Assets.Locati

Region

(BP.AdventureFramework.Assets.Locati

Room

(BP.AdventureFramework.Assets.Locati

Parameters

RoomPosition

Type

(BP.AdventureFramework.Assets.Locati

Description

ViewPoint

Direction

(BP.AdventureFramework.Assets.Locati

This region, as a 3D matrix.

(BP.AdventureFramework.Assets.Locati

Name

Description

direction

The direction to unlock in.

## BP.AdventureFramework.

### Commands

Type

(BP.AdventureFramework.Com

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

Description

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

### + BP.AdventureFramework.

#### Conversations

## Implements

### IExaminable

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

(BP.AdventureFramework.Exte

### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Inter

### + BP.AdventureFramework.

#### Logic

(BP.AdventureFramework.Logi

### + BP.AdventureFramework.

#### Rendering

# Class Room

Represents a room

Filter by title

Inheritance

## **Assets.Locations**

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

### **(BP.AdventureFramework.Ass**

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

Direction

Room

(<BP.AdventureFramework.Assets.L>

Implements

Exit

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

(<BP.AdventureFramework.Assets.L>

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

Matrix

IInteractionWithItem (<BP.AdventureFramework.Assets.Interaction.IInteractionWithItem.html>)

(<BP.AdventureFramework.Assets.L>

InteractionWithItem

Over members

(<BP.AdventureFramework.Assets.L>

ExaminableObject.Examination

Region

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

(<BP.AdventureFramework.Assets.L>

Examination

Room

ExaminableObject.ToString()

(<BP.AdventureFramework.Assets.L>

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_RoomPosition](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_RoomPosition))

Tostring

(<BP.AdventureFramework.Assets.L>

ExaminableObject.Identifier

ViewPoint

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

(<BP.AdventureFramework.Assets.L>

Identifier

ExaminableObject.

BP.AdventureFramework.

Commands

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Command](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Command))

(<BP.AdventureFramework.Com>

ExaminableObject.Commands

BP.AdventureFramework.

Conversations

(<BP.AdventureFramework.Con>

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Conversation](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Conversation))

+ BP.AdventureFramework.

Extensions

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

(<BP.AdventureFramework.Exte>

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

+ BP.AdventureFramework.

Interpretation

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

(<BP.AdventureFramework.Interpretation>

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

+ BP.AdventureFramework.

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

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

(<BP.AdventureFramework.Logi>

Syntax

\$BP.AdventureFramework.

Rendering

(<BP.AdventureFramework.Ren>

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

## Constructors

### Assets.Locations

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

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.Locations.Room)

Declaration

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

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

(BP.AdventureFramework.Assets.Locations.Exit)

Overworld

Parameters

(BP.AdventureFramework.Assets.Locations.Identifier)

Type

Region

Name

Description

(BP.AdventureFramework.Assets.Locations.Identifier)

identifier

This rooms identifier.

Room

(BP.AdventureFramework.Assets.Locations.Description)

description

This rooms description.

Description

(BP.AdventureFramework.Assets.Locations.Exit)

exits

The exits from this room.

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

ViewPoint

(BP.AdventureFramework.Assets.Locations.ViewPoint)

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

+ BP.AdventureFramework.

Commands

Initializes a new instance of the Room class.

(BP.AdventureFramework.Commands.Room)

Declaration

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.Room)

+ BP.AdventureFramework.

Parameters

Extensions

Type

(BP.AdventureFramework.Extensions.Room)

Name

Description

Identifier

identifier

This rooms identifier.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.Room)

description

This rooms description.

Description

(BP.AdventureFramework.Items.Room)

exits

The exits from this room.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.Room)

items

The items in this room.

#### Room(string, string, params Exit[])

Rendering

Initializes a new instance of the Room class.

(BP.AdventureFramework.Rendering.Room)

## Declaration

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

## Parameters

Type		Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )		identifier	This rooms identifier.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )		description	This rooms description.
Direction Exit (BP.AdventureFramework.Assets.Locations.Exit.html)[] (BP.AdventureFramework.Assets.L	Exit	exits	The exits from this room.

Exit  
(BP.AdventureFramework.Assets.L

## Room(string, string, Exit[], params Item[])

(BP.AdventureFramework.Assets.L

Initializes a new instance of the Room class.

Declaration  
Region

(BP.AdventureFramework.Assets.L  
public Room(string identifier, string description, Exit[] exits = null, params Item  
Room  
[ ] items)  
(BP.AdventureFramework.Assets.L

RoomPosition

Parameters  
(BP.AdventureFramework.Assets.L

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

## + BP.AdventureFramework.Properties

### Extensions

(BP.AdventureFramework.Exte

## Characters

+ BP.AdventureFramework.

### Interpretation

Get the Characters in this Room.

(BP.AdventureFramework.Inter  
Declaration

### + BP.AdventureFramework.

Logic NonPlayableCharacter[] characters { get; }

(BP.AdventureFramework.Logi

## Property Value

+ BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Ren

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

▼

## EnteredFrom Assets.Locations

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

Get which direction this Room was entered from.

Direction  
Declaration  
(BP.AdventureFramework.Assets.Locations)

Exit

```
public Direction? EnteredFrom { get; }
```

Matrix

Property Value  
Overworld

Type  
(BP.AdventureFramework.Assets.Locations)

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

Room

(BP.AdventureFramework.Assets.Locations)

## Exits RoomPosition

(BP.AdventureFramework.Assets.Locations)

Get the exits

ViewPoint

Declaration  
(BP.AdventureFramework.Assets.Locations)

### + BP.AdventureFramework.

Commands  
(BP.AdventureFramework.Commands)

Property Value  
+ BP.AdventureFramework.

Conversations  
(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Extensions  
HasBeenVisited

(BP.AdventureFramework.Extensions)

Get if this location has been visited.

### + BP.AdventureFramework.

Interpretation  
Declaration  
(BP.AdventureFramework.Interpretations)

(BP.AdventureFramework.Interpretations)

+ BP.AdventureFramework.

Logic  
(BP.AdventureFramework.Logic)

Property Value  
+ BP.AdventureFramework.

Rendering  
bool (System.Linq.IEnumerable<System.Boolean>)

(BP.AdventureFramework.Renderings)

Type	Description
+ BP.AdventureFramework.	Represents a room

## Interaction

Get or set the interaction.

Declaration

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

### Assets Locations

Property Value

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

Exit

(BP.AdventureFramework.Assets.L

### this[Direction]

(BP.AdventureFramework.Assets.L

Get an Exit

(BP.AdventureFramework.Assets.L

Declaration

Region

(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

RoomPosition

Parameters (BP.AdventureFramework.Assets.L

Type

Name

Description

viewPoint (BP.AdventureFramework.Assets.L

direction

The direction of an exit.

## + BP.AdventureFramework.

### Commands

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

### Conversations

(BP.AdventureFramework.Con

### Items

(BP.AdventureFramework.

### Extensions

Get the items in this Room.

(BP.AdventureFramework.Exte

Declaration

## + BP.AdventureFramework.

Interpretation[] Items { get; }

(BP.AdventureFramework.Inter

### Properties

(BP.AdventureFramework.

Type

Description

LOGIC (BP.AdventureFramework.Logi

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

Represents a room

## + BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Ren

## UnlockedExits

Get all unlocked exits.

Declaration

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

## AssetsLocations

Property value

Type	Description
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)	Represents a room

Exit

(BP.AdventureFramework.Assets.L.

Matrix

(BP.AdventureFramework.Assets.L.

Overworld

(BP.AdventureFramework.Assets.L.

## Methods

### AddCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Assets.L.

Add **Character** to this room.

(BP.AdventureFramework.Assets.L.

Declaration

RoomPosition

(BP.AdventureFramework.Assets.L.

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

ViewPoint

(BP.AdventureFramework.Assets.L.

Parameters

### + BP.AdventureFramework.

#### Type Commands

#### (BP.AdventureFramework.Com-

NonPlayableCharacter

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

Name

Description

character

The character to add.

### Conversations

(BP.AdventureFramework.Con-

### AddExit(Exit)

### + BP.AdventureFramework.

Add an exit to this room.

### Extensions

(BP.AdventureFramework.Exte-

Declaration

### + BP.AdventureFramework.

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

#### Interpretation

#### (BP.AdventureFramework.Inter-

Parameters

### + BP.AdventureFramework.

#### Type Logic

#### (BP.AdventureFramework.Logi-

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

Name

Description

exit

The exit to add.

### + BP.AdventureFramework.

#### Rendering

### AddItem(Item)

(BP.AdventureFramework.Render-

Add an item to this room.

#### Declaration

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

#### Parameters

Type	Name	Description
(BP.AdventureFramework.Items.Item) (BP.AdventureFramework.Items.Item.html)	item	The item to add.

Direction

(BP.AdventureFramework.Items.Location)

Exit

#### CanMove(Direction)

(BP.AdventureFramework.Items.Location)

Matrix

Test if a move is possible.

(BP.AdventureFramework.Items.Location)

#### Declaration

(BP.AdventureFramework.Items.Location)

Region

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

(BP.AdventureFramework.Items.Location)

Room

#### Parameters

(BP.AdventureFramework.Items.Location)

Type

RoomPosition

(BP.AdventureFramework.Items.Location)

Direction

(BP.AdventureFramework.Items.Direction.html)

Name

Description

direction

The direction to test.

(BP.AdventureFramework.Items.Location)

Returns

#### + BP.AdventureFramework.

Type

Commands

b

(BP.AdventureFramework.Commands)

Description

If a move in the specified direction is possible.

#### + BP.AdventureFramework.

##### Conversations

#### ContainsCharacter(NonPlayableCharacter, bool)

(BP.AdventureFramework.Character)

See if this Room contains a character.

#### + BP.AdventureFramework.

Declaration

##### Extensions

(BP.AdventureFramework.Extensions)

#### + BP.AdventureFramework.

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

##### Interpretation

##### (BP.AdventureFramework.Interpretations)

Parameters

#### + BP.AdventureFramework.

Type

Logic

NPCharacter

(BP.AdventureFramework.Characters.NPCharacter)

Name

character

Description

The character.

#### + BP.AdventureFramework.

Logics

(BP.AdventureFramework.Characters.NPCharacter.html)

#### + BP.AdventureFramework.

##### Rendering

##### (BP.AdventureFramework.Renderings)

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

>Returns

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

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

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

Get if this Room contains a character.  
(BP.AdventureFramework.Assets.Locations.Get)

Declaration  
OverWorld

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

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

Parameters  
RoomPosition

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

+ BP.AdventureFramework.

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

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

+ BP.AdventureFramework.

**Conversations**

Type	Description
<b>(BP.AdventureFramework.Conversations)</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item is in this room, else false.

**Extensions**

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

ContainsExit(Direction, bool)

Interpretation

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

Declaration

+ BP.AdventureFramework.

**Logic**

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

+ BP.AdventureFramework.

**Parameters**

**Rendering**

(BP.AdventureFramework.Renderings)

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

## (BP.AdventureFramework.Assets.Locations)

Returns  
Direction

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

Matrix

(BP.AdventureFramework.Assets.Locations.Matrix)

## ContainsExit(bool)

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

Region  
Declaration  
Room

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

(BP.AdventureFramework.Assets.Locations.RoomPosition)

ParaviewPoint

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

## + BP.AdventureFramework.

Returns  
Conversations

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

## Extensions

(BP.AdventureFramework.Extensions)

## ContainsInteractionTarget(string)

+ BP.AdventureFramework.

Interpretation  
Gets if this location contains an interaction target.

(BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

Logic  
public bool ContainsInteractionTarget(string targetName)

(BP.AdventureFramework.Logic)

Parameters

+ BP.AdventureFramework.

## Rendering

(BP.AdventureFramework.Rendering)

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	targetName	The name of the target to check for.

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the target is in this room, else false.

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

Direction  
**ContainsItem(Item)**  
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.  
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Exit  
 Matrix  
 Declaration  
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Overworld  
 p(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Region  
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Parameters  
 Room  
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Type	Name	Description
RoomPosition Item ( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item.html">https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item.html</a> ) ( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item">https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item</a> )	item	The item to check for.

ViewPoint  
 Returns  
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Type	Description
+ <b>BP.AdventureFramework.</b> ContainsItem	True if the item is in this room, else false.

### (BP.AdventureFramework.Compartments)

+ **BP.AdventureFramework.**  
**ContainsItem(string, bool)**  
 Conversations

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.compartments.containsitem>)  
 Get if this Room contains an item.

+ **BP.AdventureFramework.**

Declaration  
 Extensions

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.extensions.containsitem>)

+ **BP.AdventureFramework.**

Parameters  
 Interpretation

Type	Name	Description
+ <b>BP.AdventureFramework.</b> Logic	itemName	The item name to check for.
+ <b>BP.AdventureFramework.</b> Rendering	includeInvisibleItems	Specify if invisible items should be included.

Returns

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

## ▼ Examine()

### Assets.Locations

Handle examination this Room.

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

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Matrix

Returns

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Description

(BP.AdventureFramework.Assets.Locations)

The result of this examination.

Region

(BP.AdventureFramework.Assets.Locations)

Overrides

Room

ExaminableObject.Examine()

(BP.AdventureFramework.Assets.Locations)

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

Examine()

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

## FindCharacter(string, out NonPlayableCharacter)

### + BP.AdventureFramework.

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

### Commands

Declaration

### (BP.AdventureFramework.Commands)

### + BP.AdventureFramework.

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

### Conversations

### (BP.AdventureFramework.Conversations)

Parameters

### + BP.AdventureFramework.

### Type Extensions

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

Name

Description

characterName

The character.

### (BP.AdventureFramework.Extensions)

NonPlayableCharacter

character

The character name.

### + BP.AdventureFramework.

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

### Interpretation

### (BP.AdventureFramework.Interpretation)

Returns

### + BP.AdventureFramework.

### Type Logic

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

Description

True if the character was found.

### (BP.AdventureFramework.Logic)

### + BP.AdventureFramework.

### Rendering

## FindCharacter(string, out NonPlayableCharacter, bool)

### (BP.AdventureFramework.Render)

Find a character.

Declaration

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



Parameters

### Assets.Locations

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

Returns  
RoomPosition

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

+ BP.AdventureFramework.

### Commands

#### FindExit(Direction, bool, out Exit)

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

Find an exit.

+ BP.AdventureFramework.

Declaration

### Conversations

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

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

+ BP.AdventureFramework.

### Extensions

Parameters

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

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the exit was found.

## ▼ FindInteractionTarget(string, out IInteractWithItem)

### Assets.Locations

Find an interaction target.

(BP.AdventureFramework.Assets.Locations)

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

### Matrix

Parameters

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Name

Description

String

(BP.AdventureFramework.Assets.Locations)

targetName

The targets name.

Region

(BP.AdventureFramework.Assets.Locations)

IInteractWithItem

(BP.AdventureFramework.Assets.Locations)

target

The target.

(BP.AdventureFramework.Assets.Locations)

RoomPosition

Return (BP.AdventureFramework.Assets.Locations)

Type

(BP.AdventureFramework.Assets.Locations)

Description

Bool

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

True if the target was found.

+ BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Commands)

**FindItem(string, out Item)**

+ BP.AdventureFramework.

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false

### Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

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

### Extensions

(BP.AdventureFramework.Extensions)

Parameters

+ BP.AdventureFramework.

Type

### Interpretation

(BP.AdventureFramework.Interpretation)

Name

Description

itemName

The items name. This is case insensitive

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

+ BP.AdventureFramework.

Item

(BP.AdventureFramework.Assets.Item.html)

item

The item

(BP.AdventureFramework.Logging)

Returns

+ BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Rendering)

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item was found

## FindItem(string, out Item, bool)

Find an item.

### Assets.Locations

Declaration:

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

Direction

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

Exit

(BP.AdventureFramework.Assets.L...

Parameters

Matrix

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

Returns

+ BP.AdventureFramework.

Type

### Commands

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

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item was found.

+ BP.AdventureFramework.

### Conversations

HasLockedExitInDirection(Direction, bool)

(BP.AdventureFramework.Con...

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

+ BP.AdventureFramework.

Declaration:

### Extensions

(BP.AdventureFramework.Exte...

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

+ BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Inter...

Parameters

Type	Name	Description
Logic ( <a href="https://learn.microsoft.com/dotnet/api/system.logic">https://learn.microsoft.com/dotnet/api/system.logic</a> ) Direction	direction	The direction to check.

+ BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Ren...

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

Returns

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

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

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

## HasUnlockedExitInDirection(Direction, bool)

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

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

(BP.AdventureFramework.Assets.Locations.GetUnlockedExitInDirection)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Locations.OverWorld)

Region bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

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

Parameters

RoomPosition

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

+ BP.AdventureFramework.

## Conversations

Returns

**(BP.AdventureFramework.Conversations)**

Type

+ BP.AdventureFramework.

bool

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

**(BP.AdventureFramework.Extensions)**

Type	Description
<b>Extensions</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	If there is a unlocked exit in the specified direction.

+ BP.AdventureFramework.

## Interaction

**(BP.AdventureFramework.Interaction)**

Interact with an item.

+ BP.AdventureFramework.

Declaration

**Logic**

**(BP.AdventureFramework.Logic)**

public InteractionResult Interact(Item item)

+ BP.AdventureFramework.

## Rendering

Parameters

**(BP.AdventureFramework.Rendering)**

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

Returns

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

Direction  
(BP.AdventureFramework.Assets.Location)

## Movedinto(Direction?)

Exit  
(BP.AdventureFramework.Assets.Location)

Handle movement into this GameLocation.  
Matrix  
Declaration  
(BP.AdventureFramework.Assets.Location)

Overworld  
p(BP.AdventureFramework.Asset? fromDirection)

Region  
(BP.AdventureFramework.Assets.Location)

Parameters  
Room

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

## + BP.AdventureFramework.

### Commands

## RemoveCharacter(NonPlayableCharacter)

### + BP.AdventureFramework.

Remove a character from the room.

### Conversations

Declaration  
(BP.AdventureFramework.Conversation)

### + BP.AdventureFramework.

Remove a character (NonPlayableCharacter character)

### Extensions

## (BP.AdventureFramework.Extensions)

### + BP.AdventureFramework.

Interpretation  
NonPlayableCharacter  
(BP.AdventureFramework.Interpreter)

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

Type	Name	Description
NonPlayableCharacter (BP.AdventureFramework.Interpreter)	character	The character to remove.

## + BP.AdventureFramework.

### Logic

## (BP.AdventureFramework.Logic)

### + BP.AdventureFramework.

Remove a text from the room.

### Rendering

Declaration  
(BP.AdventureFramework.Rendering)

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

#### Parameters

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

#### Assets.Locations

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

### RemoveInteractionTarget(IInteractWithItem)

(BP.AdventureFramework.Assets.Locations)

Remove an interaction target from the room.

Exit

Declaration  
Matrix

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

Overworld

(BP.AdventureFramework.Assets.Locations)

#### Parameters

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

(BP.AdventureFramework.Assets.Locations)

#### Returns

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

#### + BP.AdventureFramework.

### RemoveItem(Item)

#### (BP.AdventureFramework.Commands)

Remove an item from the room.

#### + BP.AdventureFramework.

Declaration

#### Extensions

#### (BP.AdventureFramework.Extensions)

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

#### + BP.AdventureFramework.

#### Interpretation

#### Parameters

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

#### (BP.AdventureFramework.Logics)

### SpecifyConditionalDescription(ConditionalDescription)

#### Rendering

Specify a conditional description of this room.

#### (BP.AdventureFramework.Renderings)

## Declaration

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

### Parameters

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

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

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

### + BP.AdventureFramework.

#### Commands

(BP.AdventureFramework.Commands)

### + BP.AdventureFramework.

#### Conversations

(BP.AdventureFramework.Conversations)

### + BP.AdventureFramework.

#### Extensions

(BP.AdventureFramework.Extensions)

### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Interpretation)

### + BP.AdventureFramework.

#### Logic

(BP.AdventureFramework.Logic)

### + BP.AdventureFramework.

#### Rendering

(BP.AdventureFramework.Rendering)

# Class RoomPosition

Represents a room position.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ Direction

↳ RoomPosition

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

Inherited Members

Exit

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

Matrix

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

System

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

Region

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

Room

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

Room

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

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

RoomPosition

Namespace: BP (<https://learn.microsoft.com/dotnet/html>).AdventureFramework (<https://learn.microsoft.com/dotnet/html>).Assets

(<https://learn.microsoft.com/dotnet/html>).AdventureFramework.Assets.Locations (<https://learn.microsoft.com/dotnet/html>).Locations.html)

View Point

Assembly: BP.AdventureFramework.dll

(<https://learn.microsoft.com/dotnet/html>).AdventureFramework.Assets.L

Syntax

+ **BP.AdventureFramework.**

**public class** RoomPosition

    (**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

**Constructors**

    Conversations

    (**BP.AdventureFramework.Con**

    RoomPosition(Room, int, int)

    Extensions

    Initializes a new instance of the RoomPosition class.

    (**BP.AdventureFramework.Exte**

    Declaration

+ **BP.AdventureFramework.**

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

    (**BP.AdventureFramework.Inter**

    Parameters

    (**BP.AdventureFramework.**

**Type**

        (**BP.AdventureFramework.Logi**

        Rbom (<https://learn.microsoft.com/dotnet/html>).AdventureFramework.Assets.Locations.Room.html)

**Name**

        room

        The room/

        + **BP.AdventureFramework.**

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

        x

        The x position of the room.

**Rendering**

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

        y

        The y position of the room.

+ **BP.AdventureFramework.**

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	z	The z position of the room.

## Properties

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

### Room

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

Get the room.  
Exit

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

Declaration

Matrix

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

Overworld

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

### Property Value

Type	Description
<a href="#">Room</a>	

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

Description

Represents a room position.

X

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

Get the X position of the room.

([BP.AdventureFramework.](#))

## Commands

Declaration

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

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

+ [BP.AdventureFramework.](#)

### Conversations

#### Property Value

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

### Type

+ [BP.AdventureFramework.](#)

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

Description

Represents a room position.

+ [BP.AdventureFramework.](#)

Y

### Interpretation

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

Get the Y position of the room.

+ [BP.AdventureFramework.](#)

Declaration

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

+ [BP.AdventureFramework.](#)

#### Property Value

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

+ [BP.AdventureFramework.](#)



▼

## (BP.AdventureFramework.Assets)

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

## + BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logic)

## + BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Rendering)

## + BP.AdventureFramework.

# Class ViewPoint

Represents a view point from a room.

 Filter by title

## Inheritance

↳ **Direction**  
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ (P>AdventureFramework.Assets.L  
↳ **ViewPoint**

Exit  
Inherited Members /BP AdventureFramework Assets |

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

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

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

object<System.Object>((https://learn.microsoft.com/dotnet/api/System.Object.GetObject(PBAttribute)@FrameWorkAssets@com/dotnet/api/system-object/gettype))

`object.ReferenceEquals(object1, object2)` (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

`object.ReferenceEquals(object1, object2) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)`

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

Assembly: AdventureFramework.dll

**(BPAdventureFramework\_Assets|**

## Syntax

+ BP.AdventureFramework.  
Commands  
(BPAdventureFramework.Commands)

• PBA and its Future Outlook

## + BP.AdventureFramework.

# Properties

Conversations  
(BPAAdventureFramework.Com)

+ BP.AdventureFramework.

# Any Extensions

**(BP\_AdventureFramework\_Ext)**  
Get if there is a view in any direction.

+ **BPAdventureFramework**.

## Declaration Interpretation

## Interpretation

*(Please see Part IV, page 1.)*

+ BP.Advent

## Property Value Logic

Type	Description
<code>BP.AdventureFramework.Logical</code>	Represents a view point from a room.

## Rendering

(BP.AdventureFramework.Ren

## AnyNetVisited

Get if there is a view in any direction.

#### Declaration

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

#### Property Value

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	Represents a view point from a room.

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

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

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

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

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

```
public bool AnyVisited { get; }
```

(BP.AdventureFramework.Assets.RoomPosition.html)

RoomPosition  
Property Value  
(BP.AdventureFramework.Assets.RoomPosition.html)

Type	Description
ViewPoint (BP.AdventureFramework.Assets.ViewPoint.html)	Represents a view point from a room.

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

### + BPAdventureFramework.

#### Commands

(BPAdventureFramework.Com  
this[Direction])

### + BPAdventureFramework.

Get the room that lies in a specified direction.

#### Conversations

Declaration  
(BPAdventureFramework.Con  
versation.html)

### + BPAdventureFramework.

public Room this[Direction direction] { get; }

#### Extensions

(BPAdventureFramework.Exte  
Parameters)

### + BPAdventureFramework.

Type  
Interpretation

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

(BPAdventureFramework.Inter  
pretation.html)

Name	Description
direction	The direction to check.

### + BPAdventureFramework.

Property Value  
Logic  
(BPAdventureFramework.Logi  
c.html)

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

### + BPAdventureFramework.

#### Rendering

(BPAdventureFramework.Ren  
dering.html)

### NoView

### + BPAdventureFramework.

Rendering Framework Builders

Get a view point representing no view.

Declaration

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

Property Value

Type	Description
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	Represents a view point from a room.

## Methods

### Create(Region)

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

Create a new ViewPoint.

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

Declaration

RoomPosition

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

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

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

Parameters

### BP.AdventureFramework.

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

### Conversations

(BP.AdventureFramework.Conversations)

Type	Description
(BP.AdventureFramework.Conversations)	The view point.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

RenderingBuilders

# Namespace BP.AdventureFramework.Commands

▼ Filter by title

## Classes

+ [BP.AdventureFramework.](#)

  Assets.Interaction

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

+ [BP.AdventureFramework.](#)

  Assets.Locations

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

- [BP.AdventureFramework.](#)

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

([BP.AdventureFramework.Com](#)

  CustomCommand

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

  CustomCommandCallback

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

+ [BP.AdventureFramework.](#)

  Conversations

([BP.AdventureFramework.Con](#)

+ [BP.AdventureFramework.](#)

  Extensions

([BP.AdventureFramework.Exte](#)

+ [BP.AdventureFramework.](#)

  Interpretation

([BP.AdventureFramework.Inter](#)

+ [BP.AdventureFramework.](#)

  Logic

([BP.AdventureFramework.Logi](#)

+ [BP.AdventureFramework.](#)

  Rendering

([BP.AdventureFramework.Render](#)

+ [BP.AdventureFramework.](#)

  Rendering.FrameBuilders

([BP.AdventureFramework.Render](#)

+ [BP.AdventureFramework.](#)

# Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

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

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

+ **BP.AdventureFramework.**

CustomCommand

**Assets.Locations**

Implements

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

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

+ **BP.AdventureFramework.**

Commands

Inherited Members

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

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

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

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

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

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

([ICommand](#))

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

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

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

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

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

+ **BP.AdventureFramework.**

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

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

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

Name: BP.AdventureFramework.Com (in assembly BP.AdventureFramework (BP.AdventureFramework.html).Commands

(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework.**

Assembly: BP\_AdventureFramework.dll

**Extensions**

Syntax

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

public class CustomCommand : ICommand, IPlayerVisible

+ **BP.AdventureFramework.**

Interpretation

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

Constructors

+ **BP.AdventureFramework.**

Logic

CustomCommand(CommandHelp help, bool, CustomCommandCallback)

+ **BP.AdventureFramework.**

CustomCommand class.

Rendering

Declaration

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

+ **BP.AdventureFramework.**

public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)

Rendering.FrameBuilders

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

Parameters

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

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

## - BP.AdventureFramework.

### Commands (BP.AdventureFramework.Com

CustomCommand

#### Arguments

BP.AdventureFramework.Comma

CustomCommandCallback

Get or set the arguments

(BP.AdventureFramework.Comma

#### Declaration

(BP.AdventureFramework.Comma

## + BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Con

Property Value

+ BP.AdventureFramework.	Description
Extensions string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )[] (BP.AdventureFramework.Exte	Provides a custom command.

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Inter

Get the help for this command.

## + BP.AdventureFramework.

Declaration

### Logic

(BP.AdventureFramework.Logi

public CommandHelp Help { get; }

## + BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Render

Type

+ BP.AdventureFramework.	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html) Rendering.FrameBuilders	Provides a custom command.

(BP.AdventureFramework.Render

## IsPlayerVisible

### Rendering.FrameBuilders

Get or set if this is visible to the player.

#### Color

## Declaration

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

### Property Value

Type	Description
<a href="#">IDP_AdventureFramework.Assist</a> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	Provides a custom command.

### + BP.AdventureFramework.

#### Assets.Locations

(BP.AdventureFramework.Assets)

### Methods

#### - BP.AdventureFramework.

#### Commands

(BP.AdventureFramework.Commands)

CustomCommand

Invoke the Command.

(BP.AdventureFramework.Commands)

Declaration

CustomCommandCallback

(BP.AdventureFramework.Commands)

CustomCommandReaction

Invoke(Game game)

(BP.AdventureFramework.Commands)

### + BP.AdventureFramework.

#### Conversations

(BP.AdventureFramework.Conversations)

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

### + BP.AdventureFramework.

#### Extensions

Returns

(BP.AdventureFramework.Extensions)

Type

Description

The reaction.

### + BP.AdventureFramework.

Interpretation

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

#### Interpretation

(BP.AdventureFramework.Interpretation)

### Implements

(BP.AdventureFramework.

#### Logic

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

IPlayerVisible (BP.AdventureFramework.Logic.IPlayerVisible.html)

### + BP.AdventureFramework.

#### Rendering

(BP.AdventureFramework.Rendering)

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

#### Color

# Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Asses

- **BP.AdventureFramework.**

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

**Commands**

(BP.AdventureFramework.Com

Parameters

Type	Name	Description
CustomCommand	game	The game to invoke the command on.
CustomCommandCallback Game (BP.AdventureFramework.Logic.Game.html) (BP.AdventureFramework.Comma	arguments	The arguments to invoke the command with.

+ **BP.AdventureFramework.**

**Conversations**

Returns

(BP.AdventureFramework.Con

Type	Description
Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)	The reaction to the command.

**Extensions**

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

**Interpretation**

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

**Logic**

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

**Rendering**

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

(BP.AdventureFramework.Rende



# Namespace BP.AdventureFramework.Conversations

▼ Filter by title

## Classes

+ BP.AdventureFramework.

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

Represents a conversation.

+ BP.AdventureFramework.

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

Provides a container for log items.

- BP.AdventureFramework.

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

Represents a paragraph in a Conversation.

Conversation

(BP.AdventureFramework.Conversation)

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

(BP.AdventureFramework.Response)

Provides a response to a conversation.

LogItem

(BP.AdventureFramework.Conversation)

Paragraph

(BP.AdventureFramework.Conversation)

Participant

(BP.AdventureFramework.Conversation)

Enumeration of participants in a conversation.

Response

(BP.AdventureFramework.Conversation)

## Delegates

BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

**ConversationActionCallback** (BP.AdventureFramework.Conversations.ConversationActionCallback.html)

+ BP.AdventureFramework.

Provides a callback that can be used in conversations invoking actions.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

RenderingFrameBuilders

# Class Conversation

Represents a conversation.

Filter by title

Inheritance

↳ [ASSETS LOCATIONS](#)

↳ **(BP.AdventureFramework.Ass**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Conversation

+ **BP.AdventureFramework.**

Commands

object ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ConversationOnActionCallback

NameSpace ([BP.AdventureFramework.Conversations](#))

LogItem

Assembly ([BP.AdventureFramework.Convers](#)

Syntax

(BP.AdventureFramework.Convers

Participant

public sealed class Conversation

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Constructors

+ **BP.AdventureFramework.**

Extensions

C<sub>onversation</sub>([params Paragraph\[\]](#))

+ **BP.AdventureFramework.**

Conversation class.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Paragraph([params Paragraph\[\]](#) paragraphs)

Logic

(BP.AdventureFramework.Logi

Parameters

+ **BP.AdventureFramework.**

Rendering

Paragraph ([BP.AdventureFramework.Conversations.Paragraph.html](#))

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Properties

(BP.AdventureFramework.Render

Table



Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```



Parameters

ASSETS.LOCATIONS		Name	Description
Type	(BP.AdventureFramework.Assets.Location)		
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.	

Commands

Returns

(BP.AdventureFramework.Command)

Type

- BP.AdventureFramework.

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

Conversations

(BP.AdventureFramework.Conversation)

Conversation

Respond(Response, Game)

(BP.AdventureFramework.Conversation)

ConversationActionCallback

Respond to the conversation.

(BP.AdventureFramework.Conversation)

Declaration

(BP.AdventureFramework.Conversation)

Paragraph

```
public Reaction Respond(Response response, Game game)
```

(BP.AdventureFramework.Conversation)

Participant

Parameters

(BP.AdventureFramework.Conversation)

Type

Response

(BP.AdventureFramework.Conversation)

Response (BP.AdventureFramework.Conversations.Response.html)

+ BP.AdventureFramework.

Game (BP.AdventureFramework.Logic.Game.html)

Extensions

(BP.AdventureFramework.Extension)

Returns

+ BP.AdventureFramework.

Type

Interpretation

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

(BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

# Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations (BP.AdventureFramework.Conversations.html)

Assembly: BP.AdventureFramework.dll

Syntax

**(BP.AdventureFramework.Com**

    public delegate void ConversationActionCallback(Game game)

- **BP.AdventureFramework.**

**Conversations**

Parameters

**(BP.AdventureFramework.Con**

Type		Name	Description
Conversation	(BP.AdventureFramework.Conversation.html)	game	The game to invoke the callback on.

ConversationActionCallback  
(BP.AdventureFramework.Conversation.html)  
LogItem  
(BP.AdventureFramework.Conversation.html)  
Paragraph  
(BP.AdventureFramework.Conversation.html)  
Participant  
(BP.AdventureFramework.Conversation.html)  
Response  
(BP.AdventureFramework.Conversation.html)

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

**RenderingFrameBuilders**

# Class LogItem

Provides a container for log items.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

**Commands**

↳ LogItem

**(BP.AdventureFramework.Com**

Inherited Members

- **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

**Conversations**

**(BP.AdventureFramework.Con**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

**Conversation**

**(BP.AdventureFramework.Convers**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

**object.GetType()** (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

**(BP.AdventureFramework.Convers**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**LogItem** (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**NameSpace** (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations>)

**(BP.AdventureFramework.Conversations.html)**

**Paragraph**

**(BP.AdventureFramework.Convers**

Syntax

**(BP.AdventureFramework.Convers**

**Response**

public sealed class LogItem

**(BP.AdventureFramework.Convers**

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

**LogItem(Participant, String)**

**Interpretation**

Initializes a new instance of the LogItem class.

**(BP.AdventureFramework.Inter**

Declaration

+ **BP.AdventureFramework.**

**Logic**

public LogItem(Participant participant, string line)

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

Parameters

**Rendering**

**(BP.AdventureFramework.Rende**

Participant (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.participant.html>)

+ **BP.AdventureFramework.**

**RenderingFrameBuilders**

**(BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

Type	Name	Description
Participant ( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.participant.html">https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.participant.html</a> )	participant	The participant.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	line	The line.

# Properties

## Line

Get the line.



Declaration

### + BP.AdventureFramework.

```
    public string Line { get; }
```

#### Commands

##### (BP.AdventureFramework.Com

Property Value

### - BP.AdventureFramework.

Type

#### Conversations

##### (BP.AdventureFramework.Con

```
string (BP.AdventureFramework.Conversation.html) : System.String
```

#### Description

Provides a container for log items.

Conversation

```
(BP.AdventureFramework.Convers
```

```
ConversationActionCallback
```

```
(BP.AdventureFramework.Convers
```

## Participant

```
(BP.AdventureFramework.Convers
```

Get the participant.

```
(BP.AdventureFramework.Convers
```

Declaration

```
Paragraph
```

```
(BP.AdventureFramework.Convers
```

```
    public Participant Participant { get; }
```

```
(BP.AdventureFramework.Convers
```

Response

```
(BP.AdventureFramework.Convers
```

Type

### + BP.AdventureFramework.

```
Participant (BP.AdventureFramework.Conversations.Participant.html)
```

#### Extensions

##### (BP.AdventureFramework.Exte

### + BP.AdventureFramework.

#### Interpretation

##### (BP.AdventureFramework.Inter

### + BP.AdventureFramework.

#### Logic

##### (BP.AdventureFramework.Logi

### + BP.AdventureFramework.

#### Rendering

##### (BP.AdventureFramework.Rende

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

##### (BP.AdventureFramework.Rende

### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

#### Description

Provides a container for log items.

# Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

## Commands

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(BP.AdventureFramework.Com**, Paragraph)

## + BP.AdventureFramework.

### Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
**(BP.AdventureFramework.Con**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
**(BP.AdventureFramework.Convers**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

### Paragraph

(BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations

(BP.AdventureFramework.Convers

Assembly: BP.AdventureFramework.dll

Syntax: BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers  
public sealed class Paragraph

## + BP.AdventureFramework.

### Extensions

## CONSTRUCTORS

### + BP.AdventureFramework.

#### Paragraph(string)

##### (BP.AdventureFramework.Inte

Initializes a new instance of the Paragraph class.

### + BP.AdventureFramework.

Declaration

#### Logic

(BP.AdventureFramework.Logi  
public Paragraph(string line)

### + BP.AdventureFramework.

#### Rendering

Parameters

(BP.AdventureFramework.Ren

Type

### + BP.AdventureFramework.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

#### Rendering.FrameBuilders

(BP.AdventureFramework.Ren

## + BP.AdventureFramework.Paragraph(string, ConversationActionCallback, int)

### Rendering.FrameBuilders.

Initializes a new instance of the Paragraph class.

#### Color

## Declaration

```
public Paragraph(string line, ConversationActionCallback action, int delta = 1)
```

## Parameters

Type	Name	Description
string <b>Commands</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(BP.AdventureFramework.Com</b> ning)	line	Specify the line.
- <b>BP.AdventureFramework.</b> ConversationActionCallback <b>Conversations</b> ( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.conversationactioncallback">https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.conversationactioncallback</a> ) <b>(BP.AdventureFramework.Con</b> versationActionCallback)	action	Specify any action to be carried out with this line.
int Conversation <b>Conversations</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) ConversationActionCallback <b>(BP.AdventureFramework.Convers</b> LogItem <b>(BP.AdventureFramework.Convers</b> Paragraph) <b>(BP.AdventureFramework.Convers</b> Participant) Declaration <b>(BP.AdventureFramework.Conver</b> Response <b>(BP.AdventureFramework.Conver</b> public Paragraph(string line, int delta = 1)	delta	Specify the delta. This can be applied to a conversation to direct the conversation after this paragraph.

## Paragraph(string, int)

(BP.AdventureFramework.Conversations.ConversationActionCallback)  
Initializes a new instance of the Paragraph class.

Declaration

```
public Paragraph(string line, int delta = 1)
```

## + BP.AdventureFramework.

### Extensions

#### Parameters

Type	Name	Description
string <b>Interpretation</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(BP.AdventureFramework.Inter</b> piation)	line	Specify the line.
- <b>BP.AdventureFramework.</b> Logic ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>(BP.AdventureFramework.Logi</b> c)	delta	Specify the delta. This can be applied to a conversation to direct the conversation after this paragraph.

## + BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Rendering)

## + BP.AdventureFramework.

### Rendering.FrameBuilders

Action  
(BP.AdventureFramework.Render

Get or set any action to carry out on this line.

## + BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

### Color

```
public ConversationActionCallback Action { get; set; }
```

#### Property Value

Type	Description
ConversationActionCallback ( <a href="#">BP.AdventureFramework.Conversations.ConversationActionCallback.html</a> )	Represents a paragraph in a Conversation.

### (**BP.AdventureFramework.Com**

#### CanRespond Conversations

Get if response is possible.

### (**BP.AdventureFramework.Com**

Declaration

```
(BP.AdventureFramework.Convers  
pType bool CanResponse { get; }  
(BP.AdventureFramework.Convers
```

LogItem

Property Value

### (**BP.AdventureFramework.Convers**

Type	Description
Paragraph ( <a href="#">BP.AdventureFramework.Convers</a> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	Represents a paragraph in a Conversation.

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

### **Delta**

#### + **BP.AdventureFramework.**

Get the delta. This can be applied to a conversation to direct the conversation after this paragraph.

#### Extensions

Declaration

### (**BP.AdventureFramework.Exte**

#### + **BP.AdventureFramework.**

```
public int Delta { get; }
```

#### Interpretation

### (**BP.AdventureFramework.Inter**

Property Value

#### + **BP.AdventureFramework.**

Type

#### Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

### (**BP.AdventureFramework.Logi**

#### + **BP.AdventureFramework.**

#### Rendering

#### Line

### (**BP.AdventureFramework.Render**

Get or set the line.

#### + **BP.AdventureFramework.**

Declaration

### **Rendering.FrameBuilders**

#### (**BP.AdventureFramework.Render**

```
public string Line { get; set; }
```

#### + **BP.AdventureFramework.**

#### Rendering.FrameBuilders

Property Value

#### Color

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	Represents a paragraph in a Conversation.

## Responses

Get or set the responses; applicable to the last line.

### Commands

Declaration  
**(BP.AdventureFramework.Com**

- **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Con**

Property Value

Type	Description
Conversation <b>(BP.AdventureFramework.Convers</b>	
ResponseActionCallback <b>(BP.AdventureFramework.Convers</b>	Represents a paragraph in a Conversation.

LogItem

(BP.AdventureFramework.Convers  
 Paragraph  
 (BP.AdventureFramework.Convers  
 Participant  
 (BP.AdventureFramework.Convers  
 Response  
 (BP.AdventureFramework.Convers

- + **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Exte**

- + **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Inter**

- + **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

- + **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rende**

- + **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rende**

- + **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

# Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: BP.(BP.html).AdventureFramework.(BP.AdventureFramework.html).Conversations  
(BP.AdventureFramework.Conversations.html)

**(BP.AdventureFramework.Com**  
Assembly: BP.AdventureFramework.dll

Syntax

**Conversations**

**(BP.AdventureFramework.Com**

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

## Fields

LogItem

Name	Description
Paragraph	
Other	Other participant.
Participant	
Player	The player. (BP.AdventureFramework.Convers
Response	
	(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rend**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rend**

+ **BP.AdventureFramework.**



Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	delta	Specify the delta. This can be applied to a conversation to direct the conversation after this paragraph.

▼

[\(BP.AdventureFramework.Conversation\)](#)

## Properties

- [BP.AdventureFramework.Conversation](#)

### Conversations

[\(BP.AdventureFramework.Conversation\)](#)

Conversation

Get the delta. This can be applied to a conversation to direct the conversation after this paragraph.  
([BP.AdventureFramework.Conversation](#))

Declaration

[ConversationActionCallback](#)

([BP.AdventureFramework.Conversation](#))

LogItem

[public int Delta { get; }](#)

([BP.AdventureFramework.Conversation](#))

Paragraph

Property Value

([BP.AdventureFramework.Conversation](#))

Type

[Participant](#)

([BP.AdventureFramework.Conversation](#))

Response

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

Provides a response to a conversation.

([BP.AdventureFramework.Conversation](#))

+ [BP.AdventureFramework.](#)

[LineExtensions](#)

[\(BP.AdventureFramework.Extensions\)](#)

Get the line.

[\(BP.AdventureFramework.Extensions\)](#)

Declaration

### Interpretation

[\(BP.AdventureFramework.Interpretation\)](#)

+ [BP.AdventureFramework.](#)

[PropertyValue](#)

[Logic](#)

[Type](#)

[\(BP.AdventureFramework.Logic\)](#)

Description

+ [\(BP.AdventureFramework.Logic\)](#)

Provides a response to a conversation.

[\(BP.AdventureFramework.Logic\)](#)

### Rendering

[\(BP.AdventureFramework.Rendering\)](#)

+ [BP.AdventureFramework.](#)

[Rendering.FrameBuilders](#)

[\(BP.AdventureFramework.Rendering\)](#)

+ [BP.AdventureFramework.](#)

[Rendering.FrameBuilders.](#)

### Color

[\(BP.AdventureFramework.Rendering\)](#)

# Namespace BP.AdventureFramework.Extensions

▼ Filter by title

## Classes

(BP.AdventureFramework.Ass

## BP.AdventureFramework.

(BP.AdventureFramework.Extensions.DirectionExtensions.html)

(BP.AdventureFramework.Extensions.DirectionExtensions)

## + BP.AdventureFramework.

StringExtensions (BP.AdventureFramework.Extensions.StringExtensions.html)

(BP.AdventureFramework.Extensions.StringExtensions)

Provides extension methods for strings.

## - BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Exte

DirectionExtensions

(BP.AdventureFramework.Exten

StringExtensions

(BP.AdventureFramework.Exten

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Inter

## + BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logi

## + BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Rende

## + BP.AdventureFramework.

### Rendering.FrameBuilders

(BP.AdventureFramework.Rende

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

(BP.AdventureFramework.Rende

# Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

**Commands**

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.**

**object.Equals(object, object)** ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Com**

**object.Equals(object, object)** ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **BP.AdventureFramework.**

**object.GetHashCode()** (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.Com**

**object.MemberwiseClone()** (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

(**BP.AdventureFramework.Com**

**object.ReferenceEquals(object, object)** (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Com**

**object.ToString()** (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Com**

NameSpace ([BP.AdventureFramework.Extensions](#))

([BP.AdventureFramework.Extensions.html](#))

\* **BP.AdventureFramework.**

Assembly: [BP.AdventureFramework.dll](#)

**Interpretation**

Syntax (**BP.AdventureFramework.Inter**

(**BP.AdventureFramework.Inter**

public static class **DirectionExtensions**

**Logic**

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Methods**

**Rendering**

(**BP.AdventureFramework.Render**

**Inverse(Direction)**

+ **BP.AdventureFramework.**

**RenderingFrameBuilders**

GetFrameBuilder ([BP.AdventureFramework.Render](#))

(**BP.AdventureFramework.Render**

Declaration

+ **BP.AdventureFramework.**

**RenderingFrameBuilders.**

public static **Direction** Inverse(this **Direction** value)

**Color**

(**BP.AdventureFramework.Render**

Parameters

+ **BP.AdventureFramework.**

**RenderingFrames**

Direction ([BP.AdventureFramework.Assets.Locations.Direction.html](#))

(**BP.AdventureFramework.Render**

Returns

+ **BP.AdventureFramework.**

**Utilities**

+ **BP.AdventureFramework.</b**

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	The inverse direction.

▼

- + BP.AdventureFramework.
  - Commands**  
(BP.AdventureFramework.Commands)
  - Conversations**  
(BP.AdventureFramework.Conversations)
  - BP.AdventureFramework.
    - Extensions**  
(BP.AdventureFramework.Extensions)
      - DirectionExtensions  
(BP.AdventureFramework.Extensions.Direction)
      - StringExtensions  
(BP.AdventureFramework.Extensions.String)
  - + BP.AdventureFramework.
    - Interpretation**  
(BP.AdventureFramework.Interpretation)
  - + BP.AdventureFramework.
    - Logic**  
(BP.AdventureFramework.Logic)
  - + BP.AdventureFramework.
    - Rendering**  
(BP.AdventureFramework.Rendering)
  - + BP.AdventureFramework.
    - Rendering.FrameBuilders**  
(BP.AdventureFramework.Rendering.FrameBuilders)
  - + BP.AdventureFramework.
    - Rendering.FrameBuilders.**  
Color  
(BP.AdventureFramework.Rendering.FrameBuilders.Color)
  - + BP.AdventureFramework.
    - Rendering.Frames**  
(BP.AdventureFramework.Rendering.Frames)
  - + BP.AdventureFramework.
    - Utilities**

# Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

## Commands

↳ [\(BP.AdventureFramework.Com\)](#)

↳ StringExtensions

+ **BP.AdventureFramework.**

Inherited Members

## Conversations

↳ [\(BP.AdventureFramework.Con\)](#)

object.Equals(object, object)

- **BP.AdventureFramework.Extensions**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
DirectionExtensions

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
StringExtensions

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
(BP.AdventureFramework.Extensions)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Extensions

↳ **BP.AdventureFramework.**

↳ **Interpretation**

↳ [\(BP.AdventureFramework.Inter\)](#)

+ **BP.AdventureFramework.**

public static class StringExtensions  
Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

↳ **Rendering**

**Methods**

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

CaseInsensitiveContains(string, string)

Rendering.FrameBuilders

Result: Returns true if the specified substring occurs within this string. This is not case sensitive.

(BP.AdventureFramework.Ren

↳ **Delegation**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

public static bool CaseInsensitiveContains(this string value, string subString)

Color

(BP.AdventureFramework.Ren

Parameters

+ **BP.AdventureFramework.**

Type

Rendering.Frames

(BP.AdventureFramework.Ren

String (<https://learn.microsoft.com/dotnet/api/system.string>)

Type	Name	Description
String ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.
String ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	subString	The string to seek.

Utilities

(BP.AdventureFramework.Utili

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

## Commands

### **(BP.AdventureFramework)**

#### + **BP.AdventureFramework.**

Ensure this string is a finished sentence, ending in either ?, ! or .

#### Conversations

##### Declaration **(BP.AdventureFramework.Conversation)**

- **BP.AdventureFramework.**sureFinishedSentence(this string value)

#### Extensions

##### **(BP.AdventureFramework.Extensions)**

Parameters

Type	Name	Description
DirectionExtensions (BP.AdventureFramework.Extensions)		

String  
(<https://learn.microsoft.com/dotnet/api/system.string>)

 value | The string to finish. |

#### Returns + **BP.AdventureFramework.**

#### Type **Interpretation**

##### **(BP.AdventureFramework.Interpretation)**

String  
(<https://learn.microsoft.com/dotnet/api/system.string>)

  | Description |  | The finished string. |

#### + **BP.AdventureFramework.**

#### Logic

### **(BP.AdventureFramework.Logic)**

Declarations  
**(BP.AdventureFramework.IExaminable).**

#### Rendering

Declaration  
**(BP.AdventureFramework.Rendering)**

- + **BP.AdventureFramework.**EqualsExaminable(this string value, IExaminable examinable)

#### Rendering.FrameBuilders

Parameters  
**(BP.AdventureFramework.Rendering.FrameBuilders)**

#### + **BP.AdventureFramework.**

#### Type **Rendering.FrameBuilders**

String  
(<https://learn.microsoft.com/dotnet/api/system.string>)

  | Name |  | Description |

Color  
IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

 value | The value. |

**(BP.AdventureFramework.Rendering.FrameBuilders)**

 examinable | The examinable. |

#### + **BP.AdventureFramework.**

#### Type **Rendering.Frames**

**(BP.AdventureFramework.Rendering.Frames)**

Bool  
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

  | Description |  | True if this string equals the identifier, else false. |

#### + **BP.AdventureFramework.**

#### Utilities

### **(BP.AdventureFramework.Utilities)**

## EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

### Commands

Parameters

(**BP.AdventureFramework.Com**)

Type

+ **BP.AdventureFramework.**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

### Conversations

(**BP.AdventureFramework.Con**)

Identifier ([BP.AdventureFramework.Assets.Identifier.html](#))

value

The value.

identifier

The identifier.

- **BP.AdventureFramework.**

Returns

### Extensions

Type (**BP.AdventureFramework.Exte**)

Description

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if this string equals the identifier, else false.

([BP.AdventureFramework.Exten](#)

StringExtensions

([BP.AdventureFramework.Exten](#)

**GetObjectifier(string)**

+ **BP.AdventureFramework.**

Get an objectifier for a word.

### Interpretation

(**BP.AdventureFramework.Inter**)

Declaration

+ **BP.AdventureFramework.**

```
public static string GetObjectifier(this string word)
```

### Logic

(**BP.AdventureFramework.Logi**)

Parameters

+ **BP.AdventureFramework.**

Type (**BP.AdventureFramework.Ren**)

Name

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

word

The word.

+ **BP.AdventureFramework.**

Returns

### Rendering.FrameBuilders

Type (**BP.AdventureFramework.Render**)

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

The objectifier.

+ **BP.AdventureFramework.**

### Rendering.FrameBuilders.

#### Color

(**BP.AdventureFramework.Render**)

(**BP.AdventureFramework.Render**)

Declaration

### Rendering.Frames

(**BP.AdventureFramework.Render**)

```
public static bool IsPlural(this string word)
```

+ **BP.AdventureFramework.**

### Utilities

(**BP.AdventureFramework.Utili**)

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	word	The word to check.

## Returns

Type	Description
<b>Commands</b> <a href="#">(BP.AdventureFramework.Commands)</a>	True if the word is plural.

## + BP.AdventureFramework.

### Conversations

#### [IsVowel\(string\)](#)

#### [\(BP.AdventureFramework.Conversations\)](#)

Get if a character is a vowel.

## - BP.AdventureFramework.

### Declarations

### Extensions

#### [\(BP.AdventureFramework.Extensions\)](#)

```
public static bool IsVowel(this string value)
    DirectionExtensions
```

#### [\(BP.AdventureFramework.Extensions\)](#)

### Parameters

Type	Name	Description
<b>Value</b> <a href="#">string (<a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a>)</a>	value	The value to check.

## + BP.AdventureFramework.

### Interpretation

#### [\(BP.AdventureFramework.Interpretation\)](#)

### Returns

Type	Description
<b>Logic</b> <a href="#">bool (<a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a>)</a>	True if the character is a vowel.

## + BP.AdventureFramework.

### Rendering

#### [LineCount\(string\)](#)

#### [\(BP.AdventureFramework.Rendering\)](#)

Determine the number of lines in this string.

## + BP.AdventureFramework.

### Declaration

### FrameBuilders

#### [\(BP.AdventureFramework.Rendering.FrameBuilders\)](#)

```
public static int LineCount(this string value)
```

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

### Parameters

Type	Name	Description
<b>Color</b> <a href="#">(BP.AdventureFramework.Rendering.FrameBuilders)</a>	value	The value.

## + BP.AdventureFramework.

### Rendering.Frames

#### [\(BP.AdventureFramework.Rendering.Frames\)](#)

### Returns

Type	Description
<b>Utilities</b> <a href="#">int (<a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a>)</a>	The number of lines in the string.

#### [\(BP.AdventureFramework.Utilities\)](#)

## **RemoveSentenceEnd(string)**

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

### **Commands**

Parameters

(**BP.AdventureFramework.Com**

Type

+ **BP.AdventureFramework.**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

**Conversations**

The string to ensure isn't finished finish.

(**BP.AdventureFramework.Con**

Returns

- **BP.AdventureFramework.**

Type

**Extensions**

(**BP.AdventureFramework.Exte**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The unfinished string.

DirectionExtensions

(BP.AdventureFramework.Exten

## **ToDescription(string)**

(BP.AdventureFramework.Exten

Returns this string as a Description.

+ **BP.AdventureFramework.**

Declaration

### **Interpretation**

(**BP.AdventureFramework.Inter**

```
public static Description ToDescription(this string value)
```

+ **BP.AdventureFramework.**

**Logic**

Parameters

(**BP.AdventureFramework.Logi**

Type

+ **BP.AdventureFramework.**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

**Rendering**

value

The value.

(**BP.AdventureFramework.Ren**

Returns

+ **BP.AdventureFramework.**

Type

**Rendering.FrameBuilders**

Description (BP.AdventureFramework.Assets.Description.html)

Description

(**BP.AdventureFramework.Ren**

This string as a description.

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**TIdentifier(string)**

Color

(**BP.AdventureFramework.Ren**

Declarati

(**BP.AdventureFramework.**

### **Rendering.Frames**

```
public static Identifier ToIdentifier(this string value)
```

+ **BP.AdventureFramework.**

Parameters

**Utilities**

(**BP.AdventureFramework.Utili**

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.

Returns

Type	Description
Identifier ( <a href="#">BP.AdventureFramework.Assets.Identifier.html</a> )	This string as an identifier.

## ([BP.AdventureFramework.Com](#))

### + [BP.AdventureFramework.ToSentenceCase\(string\)](#)

Conversations

## ([BP.AdventureFramework.Con](#))

## BP.AdventureFramework.

### Extensions

#### ([BP.AdventureFramework.Exte](#))

DirectionExtensions

## ([BP.AdventureFramework.Exten](#))

Type	Name	Description
StringExtensions ( <a href="#">BP.AdventureFramework.Exten</a> )	value	The value.

### + [BP.AdventureFramework.](#)

#### Interpretation

## ([BP.AdventureFramework.Inter](#))

Type	Description
+ <a href="#">BP.AdventureFramework.</a>	

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Logic

## ([BP.AdventureFramework.Logi](#))

### + [BP.AdventureFramework.](#)

Rendering

## ([BP.AdventureFramework.Render](#))

## BP.AdventureFramework.

### Rendering.FrameBuilders

public static string ToSpeech(this string value)

## ([BP.AdventureFramework.Render](#))

### + [BP.AdventureFramework.](#)

Parameters

### Rendering.FrameBuilders.

Type	Name	Description
Color ( <a href="#">BP.AdventureFramework.Render</a> )	value	The value.

### + [BP.AdventureFramework.](#)

Returns

### Rendering.Frames

Type	Description
+ <a href="#">BP.AdventureFramework.Render</a>	

string (<https://learn.microsoft.com/dotnet/api/system.string>)

The value in sentence case.

### + [BP.AdventureFramework.](#)

#### Utilities

## ([BP.AdventureFramework.Utili](#))

▼

## Commands

(BP.AdventureFramework.Com)

### + BP.AdventureFramework.

#### Conversations

(BP.AdventureFramework.Con)

### - BP.AdventureFramework.

#### Extensions

(BP.AdventureFramework.Exte)

DirectionExtensions

(BP.AdventureFramework.Extenso

StringExtensions

(BP.AdventureFramework.Extenso

### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Inter)

### + BP.AdventureFramework.

#### Logic

(BP.AdventureFramework.Logi)

### + BP.AdventureFramework.

#### Rendering

(BP.AdventureFramework.Rende)

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

(BP.AdventureFramework.Rende)

### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

#### Color

(BP.AdventureFramework.Rende)

### + BP.AdventureFramework.

#### Rendering.Frames

(BP.AdventureFramework.Rende)

### + BP.AdventureFramework.

#### Utilities

(BP.AdventureFramework.Utili)

# Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

## Classes

### Commands

(BP.AdventureFramework.CommandHelp  
[CommandHelp \(BP.AdventureFramework.Interpretation.CommandHelp.html\)](#))

+ **BP.AdventureFramework.**

Provides help for a command.

### Conversations

(BP.AdventureFramework.Conversation  
[CustomCommandInterpreter \(BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html\)](#))

+ **BP.AdventureFramework.**

Provides an object that can be used for interpreting custom commands.

(BP.AdventureFramework.Extension  
[Extension \(BP.AdventureFramework.Extension.html\)](#))

+ **BP.AdventureFramework.**

InterpretationResult  
[InterpretationResult \(BP.AdventureFramework.Interpretation.InterpretationResult.html\)](#))

+ **BP.AdventureFramework.**

Interpreter  
Represents the result of an interpretation.

### CommandHelp

(BP.AdventureFramework.Interpreter  
CustomCommandInterpreter  
(BP.AdventureFramework.Interpreter  
[Interpreter \(BP.AdventureFramework.Interpretation.IInterpreter.html\)](#))

+ **BP.AdventureFramework.**

Interpreter  
Represents any object that can act as an interpreter for input.  
InterpretationResult  
(BP.AdventureFramework.Interpreter  
[Interpreter \(BP.AdventureFramework.Interpretation.IInterpreter.html\)](#))

+ **BP.AdventureFramework.**

Logic  
[Logic \(BP.AdventureFramework.Logic.html\)](#))

+ **BP.AdventureFramework.**

Rendering  
[Rendering \(BP.AdventureFramework.Rendering.html\)](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders  
[FrameBuilders \(BP.AdventureFramework.Rendering.FrameBuilders.html\)](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders  
Color  
[Color \(BP.AdventureFramework.Rendering.Color.html\)](#))

+ **BP.AdventureFramework.**

Rendering.Frames  
[Frames \(BP.AdventureFramework.Rendering.Frames.html\)](#))

# Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

Object (<https://learn.microsoft.com/dotnet/api/system.object>)  
Conversations  
(**BP.AdventureFramework.Conversations**)

Implements

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp

(**BP.AdventureFramework.Extensions**)

Inherited Members

(**BP.AdventureFramework.Extensions**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

**Interpretation**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
(**BP.AdventureFramework.Interpretation**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Interpretation**)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation

(**BP.AdventureFramework.Result**)

Assembly: AdventureFramework.dll

Syntax

**BP.AdventureFramework.**

**Logic**

public class CommandHelp : IEquatable<CommandHelp>

(**BP.AdventureFramework.Logic**)

+ **BP.AdventureFramework.**

**Rendering**

**Constructors**

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

**CommandHelp(string, string)**

Rendering.FrameBuilders

Initializes a new instance of the CommandHelp class.

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

public CommandHelp(string command, string description)

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Parameters

+ **BP.AdventureFramework.**

**Rendering.Frames**

(**BP.AdventureFramework.Rendering.Frames**)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

command

The command.

+ **BP.AdventureFramework.**

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	The help.

# Properties

## + BP.AdventureFramework.

### Command

**Conversations**  
**(BP.AdventureFramework.Conversations)**  
Get the command.

## + BP.AdventureFramework.

Declaration

### Extensions

**(BP.AdventureFramework.Extensions)**

## - BP.AdventureFramework.

Property Value

### Interpretation

Type	Description
CommandHelp string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (BP.AdventureFramework.Interpretation)	Provides help for a command.

### Description

**(BP.AdventureFramework.Interpretation)**  
Get the description of the command.  
**InterpretationResult**  
(BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

**Logic**  
public string Description { get; }  
**(BP.AdventureFramework.Logic)**

Property Value

## + BP.AdventureFramework.

**Rendering**  
**(BP.AdventureFramework.Rendering)**

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	Provides help for a command.

## + BP.AdventureFramework.

### Rendering.FrameBuilders

**(BP.AdventureFramework.Rendering)**

### Methods

## + BP.AdventureFramework.

**Rendering.FrameBuilders.**  
**Equals(CommandHelp)**

**(BP.AdventureFramework.Rendering)**  
Indicates whether the current object is equal to another object of the same type.

## + BP.AdventureFramework.

Declaration

### Rendering.Frames

**(BP.AdventureFramework.Rendering)**

## + BP.AdventureFramework.

## Parameters

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	other	An object to compare with this object.

>Returns

Type	Description
+ <b>BP.AdventureFramework.</b>	
<b>Conversations</b>	true ( <a href="https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool">https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool</a> ) if the current object is equal to the other parameter; otherwise, false ( <a href="https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool">https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool</a> ).

+ **BP.AdventureFramework.**

**Extensions**

        (**BP.AdventureFramework.Exte**

**Implements**

**Interpretation**

IEquatable<T> (<https://learn.microsoft.com/api/system.iequatable-1>)

    CommandHelp  
    (**BP.AdventureFramework.Interpre**  
    CustomCommandInterpreter  
    (**BP.AdventureFramework.Interpre**  
    IInterpreter  
    (**BP.AdventureFramework.Interpre**  
    InterpretationResult  
    (**BP.AdventureFramework.Interpre**

+ **BP.AdventureFramework.**

**Logic**

        (**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Rendering**

        (**BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

        (**BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

            (**BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

**Rendering.Frames**

        (**BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

# Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **CustomCommandInterpreter** (learn.microsoft.com/dotnet/api/system.object)

(**BP.AdventureFramework.CustomCommandInterpreter**)

Implements

+ **BP.AdventureFramework.**

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

**Extensions**

Inherited Members

(**BP.AdventureFramework.Extensions**)

- **BP.AdventureFramework.**

object Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

**Interpretation**

object Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

(**BP.AdventureFramework.Interpretation**)

equals(system-object-system-object))

object GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

(**BP.AdventureFramework.Interpretation**)

Namespace: BP (BP.html), AdventureFramework (BP.AdventureFramework.html). Interpretation

(BP.AdventureFramework.Result Interpretation.html)

(**BP.AdventureFramework.Result**)

Assembly: BP (BP.html), AdventureFramework (BP.AdventureFramework.html)

Syntax

+ **BP.AdventureFramework.**

**Logic**

public class CustomCommandInterpreter : IInterpreter

(**BP.AdventureFramework.Logic**)

+ **BP.AdventureFramework.**

**Rendering**

(**BP.AdventureFramework.Rendering**)

**Properties**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**SupportedCommands**

(**BP.AdventureFramework.Rendering**)

Get an array of all supported commands.

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**Color**

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

Property Value

**Rendering.Frames**

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

**Utilities**

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html) [ ]	Provides an object that can be used for interpreting custom commands.

+ **BP.AdventureFramework.**

  Conversations

**Methods**  
**GetContextualCommandHelp(Game)**

+ **BP.AdventureFramework.**

**GetContextualCommandHelp(Game)**

**(BP.AdventureFramework.External)**

Get contextual command help for a game, based on its current state.

- **BP.AdventureFramework.**

Declaration

  Interpretation

**(BP.AdventureFramework.Interpretation)**

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

  CommandHelp

  (BP.AdventureFramework.Interpretation)

Parameters

  CustomCommandInterpreter

Type	Name	Description
BP.AdventureFramework.Interpretation.IInterpreter		

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

Type	Name	Description
BP.AdventureFramework.Interpretation.InterpretationResult		

Type	Returns	Description
BP.AdventureFramework.Interpretation.IInterpreter		

Type	Description
+ BP.AdventureFramework.	

Type	Description
Logic	(BP.AdventureFramework.Interpretation.CommandHelp.html)[]

Type	Description
(BP.AdventureFramework.Logic)	The contextual help.

Type	Description
+ BP.AdventureFramework.	

Type	Description
Interpret(string, Game)	

Type	Description
Rendering	

Type	Description
(BP.AdventureFramework.Rendering)	Interpret a string.

Type	Description
+ BP.AdventureFramework.	

Type	Description
Rendering.FrameBuilders	

Type	Description
(BP.AdventureFramework.Rendering)	Interpret(string input, Game game)

Type	Description
+ BP.AdventureFramework.	

Type	Description
Rendering.FrameBuilders.	

Type	Description
Color	

Type	Description
(BP.AdventureFramework.Rendering)	

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	input

Type	Description
+ BP.AdventureFramework.	

Type	Description
Rendering.Frames	

Type	Description
(BP.AdventureFramework.Rendering)	Interpret(string input, Game game)

Type	Description
+ BP.AdventureFramework.	

Type	Description
Utilities	

Type	Description
IUtilities	

Type	Description
InterpretationResult (BP.AdventureFramework.Interpretation.InterpretationResult.html)	The result of the interpretation.

## Implements

+ **BP.AdventureFramework.IInterpreter**  
(BP.AdventureFramework.IInterpretation.IInterpreter.html)  
**Conversations**  
(BP.AdventureFramework.Conversation)

+ **BP.AdventureFramework.Extensions**  
(BP.AdventureFramework.Extensions)

- **BP.AdventureFramework.Interpretation**  
(BP.AdventureFramework.Interpretation)

CommandHelp  
(BP.AdventureFramework.Interpretation.CommandHelp)  
CustomCommandInterpreter  
(BP.AdventureFramework.Interpretation.CustomCommandInterpreter)  
IInterpreter  
(BP.AdventureFramework.Interpreter.IInterpreter)  
InterpretationResult  
(BP.AdventureFramework.InterpretationResult)

+ **BP.AdventureFramework.Logic**  
(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.Rendering**  
(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.Rendering.FrameBuilders**  
(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.Rendering.FrameBuilders.Color**  
(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ **BP.AdventureFramework.Rendering.Frames**  
(BP.AdventureFramework.Rendering.Frames)

+ **BP.AdventureFramework.Utilities**

# Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation  
(BP.AdventureFramework.Interpretation.html)

Assembly: BP.AdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

## Extensions

public interface IInterpreter  
(**BP.AdventureFramework.Exten**

- **BP.AdventureFramework.**

## Interpretation

(**BP.AdventureFramework.Inter**

## Properties

CommandHelp

(BP.AdventureFramework.Interpret

## Supported Commands

(BP.AdventureFramework.Interpret

Get an array of all supported commands.  
Interpreter

(BP.AdventureFramework.Interpret

Declaration

InterpretationResult

(BP.AdventureFramework.Interpret

CommandHelp[] SupportedCommands { get; }

+ **BP.AdventureFramework.**

## Logic

Property Value

(**BP.AdventureFramework.Logi**

Type

+ **BP.AdventureFramework.**

CommandHelp

## Rendering

(BP.AdventureFramework.Interpretation.CommandHelp.html  
(**BP.AdventureFramework.Ren**

)

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

## Methods

BP.AdventureFramework.

Rendering.FrameBuilders.

Color

GetContextualCommandHelp(Game)

(**BP.AdventureFramework.Ren**

Get contextual command help for a game, based on its current state.

+ **BP.AdventureFramework.**

## Rendering.Frames

(**BP.AdventureFramework.Ren**

CommandHelp[] GetContextualCommandHelp(Game game)

+ **BP.AdventureFramework.**

## Utilities

(**BP.AdventureFramework.Utili**

## Description

Represents any object that can act as an interpreter for input.

## Parameters

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

## Returns

Type	Description
Conversations (BP.AdventureFramework.Conversations)	The contextual help.

## + BP.AdventureFramework.

### Extensions

#### Interpret(String, Game) (BP.AdventureFramework.Extensions)

Interpret a string.

## - BP.AdventureFramework.

### Declaration

#### Interpretation

#### (BP.AdventureFramework.Interpretation)

InterpretationResult Interpret(string input, Game game)  
CommandHelp

(BP.AdventureFramework.Interpretation)

### Parameters

Type	Name	Description
IInterpreter		
string (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.

  

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

## + BP.AdventureFramework.

### Logic

#### Type (BP.AdventureFramework.Logic)

InterpretationResult

## + BP.AdventureFramework.

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

### Rendering

#### (BP.AdventureFramework.Rendering)

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Rendering.FrameBuilders)

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

#### (BP.AdventureFramework.Rendering.FrameBuilders.Color)

## + BP.AdventureFramework.

### Rendering.Frames

#### (BP.AdventureFramework.Rendering.Frames)

## + BP.AdventureFramework.

### Utilities

#### (BP.AdventureFramework.Utilities)

# Class InterpretationResult

Represents the result of an interpretation.

 Filter by title

Inheritance

**(BP.AdventureFramework.Con**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ InterpretationResult

**Extensions**

Inherited Members

**(BP.AdventureFramework.Exte**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

**BP.AdventureFramework.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

CommandHelp

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(BP.AdventureFramework.Interpret

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

CustomCommandInterpreter

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(BP.AdventureFramework.Interpret

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Interpreter

NameSpace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Interpretation

(BP.AdventureFramework.Interpretation.html)

↳ InterpretationResult

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Interpret

Syntax

+ **BP.AdventureFramework.**

**Logic**

public class InterpretationResult

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Constructors**

**(BP.AdventureFramework.Renderin**

**BP.AdventureFramework.I**

**InterpretationResult(bool, ICommand)**

**Rendering.FrameBuilders**

Initializes a new instance of the InterpretationResult class.

**(BP.AdventureFramework.Renderin**

Declaration

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

**Color**

**(BP.AdventureFramework.Renderin**

Parameters

+ **BP.AdventureFramework.**

Type

**Rendering.Frames**

bool **(BP.AdventureFramework.Renderin**

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **BP.AdventureFramework.**

**Utilities**

**(BP.AdventureFramework.Utilit**

Type	Name	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	command	The command.

▼

## (BP.AdventureFramework.Con Properties

+ BP.AdventureFramework.

Extensions

Command

(BP.AdventureFramework.Exte

Get the command

BP.AdventureFramework.

Interpretation

Declaration

(BP.AdventureFramework.Inter

```
public ICommand Command { get; }
```

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

Property Value

(BP.AdventureFramework.Interpret

Type

Interpreter

Description

(BP.AdventureFramework.Interpret

ICommand (BP.AdventureFramework.Commands.ICommand.html)

Represents the result of an interpretation.

InterpretationResult

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Fall

Logic

Get if interpretation failed

(BP.AdventureFramework.Logi

Declaration

BP.AdventureFramework.

Rendering

```
public static InterpretationResult Fail { get; }
```

+ BP.AdventureFramework.

Property Value

Rendering.FrameBuilders

Type

BP.AdventureFramework.Render

Description

InterpretationResult

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

Represents the result of an

interpretation.

+ BP.AdventureFramework.

Rend

Color

(BP.AdventureFramework.Rend

WasInterpretedSuccessfully

+ BP.AdventureFramework.

Get if interpretation was successful.

Rendering.Names

(BP.AdventureFramework.Rend

Declaration

+ BP.AdventureFramework.

```
public bool WasInterpretedSuccessfully { get; }
```

Utilities

(BP.AdventureFramework.Utilit

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	Represents the result of an interpretation.

▼

**(BP.AdventureFramework.Core)****+ BP.AdventureFramework.****Extensions****(BP.AdventureFramework.Extensions)****- BP.AdventureFramework.****Interpretation****(BP.AdventureFramework.Interpretation)**

CommandHelp

(BP.AdventureFramework.Interpretation)

CustomCommandInterpreter

(BP.AdventureFramework.Interpretation)

IInterpreter

(BP.AdventureFramework.Interpretation)

InterpretationResult

(BP.AdventureFramework.Interpretation)

**+ BP.AdventureFramework.****Logic****(BP.AdventureFramework.Logic)****+ BP.AdventureFramework.****Rendering****(BP.AdventureFramework.Rendering)****+ BP.AdventureFramework.****Rendering.FrameBuilders****(BP.AdventureFramework.Rendering)****+ BP.AdventureFramework.****Rendering.FrameBuilders.****Color****(BP.AdventureFramework.Rendering)****+ BP.AdventureFramework.****Rendering.Frames****(BP.AdventureFramework.Rendering)****+ BP.AdventureFramework.****Utilities****(BP.AdventureFramework.Utilities)**

# Namespace BP.AdventureFramework.Logic

## Classes

Filter by title

### EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

Represents the result of an end check.

(BP.AdventureFramework.Con

### Game (BP.AdventureFramework.Logic.Game.html)

Represents the structure of the game

(BP.AdventureFramework.Exte

## Enums

(BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inte

### ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

### GameState (BP.AdventureFramework.Logic.GameState.html)

EndCheck

Enumeration of game states.

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

## Delegates

(BP.AdventureFramework.Logic.De

ExitMode

(BP.AdventureFramework.Logic.Ex

### EndCheck (BP.AdventureFramework.Logic.EndCheck.html)

Game

Represents the callback used for end checks.

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

### GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback.html)

GameState

(BP.AdventureFramework.Logic.Ga

Represents the callback used for Game creation.

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

### OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)

+ BP.AdventureFramework.

Represents a callback for Overworld creation.

Rendering

(BP.AdventureFramework.Ren

### PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)

Rendering.FrameBuilders

Represents a callback for Player creation.

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

▼

+ **BP.AdventureFramework.**  
  **Conversations**  
  (**BP.AdventureFramework.Convo**

+ **BP.AdventureFramework.**  
  **Extensions**  
  (**BP.AdventureFramework.Exten**

+ **BP.AdventureFramework.**  
  **Interpretation**  
  (**BP.AdventureFramework.Inter**

- **BP.AdventureFramework.**  
  **Logic**  
  (**BP.AdventureFramework.Logi**

    EndCheck  
    (**BP.AdventureFramework.Logic.EndCheck**)  
    EndCheckResult  
    (**BP.AdventureFramework.Logic.EndCheckResult**)  
    ExitMode  
    (**BP.AdventureFramework.Logic.ExitMode**)  
    Game  
    (**BP.AdventureFramework.Logic.Game**)  
    GameCreationCallback  
    (**BP.AdventureFramework.Logic.GameCreationCallback**)  
    GameState  
    (**BP.AdventureFramework.Logic.GameState**)  
    OverworldCreationCallback  
    (**BP.AdventureFramework.Logic.OverworldCreationCallback**)  
    PlayerCreationCallback  
    (**BP.AdventureFramework.Logic.PlayerCreationCallback**)

+ **BP.AdventureFramework.**  
  **Rendering**  
  (**BP.AdventureFramework.Renderin**)

+ **BP.AdventureFramework.**  
  **Rendering.FrameBuilders**  
  (**BP.AdventureFramework.Renderin**)

+ **BP.AdventureFramework.**  
  **Rendering.FrameBuilders.**

# Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

(**BP.AdventureFramework** Component)

Assembly: BP.AdventureFramework.dll

\$BPAdventureFramework.

## Extensions

public delegate EndCheckResult EndCheck(Game game)

+ **BP.AdventureFramework.**

Parameters

### Interpretation

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game to check for end.

## Logic

Returns

(**BP.AdventureFramework.Logi**

Type	Description
EndCheck	
(BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.
EndCheckResult	
(BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.
ExitMode	
(BP.AdventureFramework.Logic.ExitMode.html)	
Game	
(BP.AdventureFramework.Logic.Game.html)	
GameCreationCallback	
(BP.AdventureFramework.Logic.GameCreationCallback.html)	
GameState	
(BP.AdventureFramework.Logic.GameState.html)	
OverworldCreationCallback	
(BP.AdventureFramework.Logic.OverworldCreationCallback.html)	
PlayerCreationCallback	
(BP.AdventureFramework.Logic.PlayerCreationCallback.html)	

+ **BP.AdventureFramework.**

## Rendering

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

# Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

+ **BP.AdventureFramework** (https://learn.microsoft.com/dotnet/api/system.object)

Extensions

(**BP.AdventureFramework.Exte**

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

Interpretation

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

EndCheck

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

(**BP.AdventureFramework.Logic**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

EndCheckResult

Assembly: BPAdventureFramework.dll

Syntax

(BP.AdventureFramework.Logic.Ex

Game

public class EndCheckResult

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

Constructors

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

**EndCheckResult(bool, string, string)**

(BP.AdventureFramework.Logic.C

PlayerCreationCallback

Initializes a new instance of the EndCheckResult class.

(BP.AdventureFramework.Logic.Pla

Declaration

+ **BP.AdventureFramework.**

Rendering

public EndCheckResult(bool isCompleted, string title, string description)

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders

Type

(**BP.AdventureFramework.Renderin**

bool

(https://learn.microsoft.com/dotnet/api/system.boolean)

isCompleted

If the game has ended.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Color

string

(https://learn.microsoft.com/dotnet/api/system.string)

title

A title to describe the end.

(**BP.AdventureFramework.Renderin**

description

A description of the end.

+ **BP.AdventureFramework.**

# Properties

## Description

Get a description of the end.

Declaration

### + BP.AdventureFramework.

public string Description { get; }

#### Extensions

##### (BP.AdventureFramework.Exte Property Value

### + BP.AdventureFramework.

Type

#### Interpretation

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Inter

#### Description

Represents the result of an end check.

### - BP.AdventureFramework.

Logic

#### HasEnded

(BP.AdventureFramework.Logic

Get if the game has come to an end.

EndCheck

Declaration

BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

ExitMode

(BP.AdventureFramework.Logic.Ex

Property Value

Game

Type

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

bool

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

#### Description

Represents the result of an end check.

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

Get a callback for when the game is ended.

(BP.AdventureFramework.Logic.Pla

Declaration

### + BP.AdventureFramework.

#### Rendering

Automatic EndCheckResult NotEnded { get; }

(BP.AdventureFramework.Render

Property Value

(BP.AdventureFramework.

Type

Rendering.FrameBuilders

(BP.AdventureFramework.Render

EndCheckResult

(BP.AdventureFramework.EndCheckResult.html)

#### Description

Represents the result of an end

check.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

+ BP.AdventureFramework

Get a title to describe the end.

## Declaration

```
public string Title { get; }
```

### Property Value

Type	Description
+ <b>BP.AdventureFramework.Extensions</b> <a href="https://learn.microsoft.com/dotnet/api/system.string">string (https://learn.microsoft.com/dotnet/api/system.string)</a>	Represents the result of an end check.

### (BP.AdventureFramework.Extensions)

#### + BP.AdventureFramework.

##### Interpretation

###### (BP.AdventureFramework.Interpretation)

#### - BP.AdventureFramework.

##### Logic

###### (BP.AdventureFramework.Logic)

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

#### + BP.AdventureFramework.

##### Rendering

###### (BP.AdventureFramework.Rendering)

#### + BP.AdventureFramework.

##### Rendering.FrameBuilders

###### (BP.AdventureFramework.Rendering.FrameBuilders)

#### + BP.AdventureFramework.

##### Rendering.FrameBuilders.

##### Color

###### (BP.AdventureFramework.Rendering.FrameBuilders.Color)

#### + BP.AdventureFramework.

# Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

**Extensions**

Syntax

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

public enum ExitMode

**Interpretation**

(**BP.AdventureFramework.Inter**

- **BP.AdventureFramework.**

**Fields**

(**BP.AdventureFramework.Logi**

Name	Description
EndCheck	
ExitApplication	Exit the application.

(**BP.AdventureFramework.Logic.EndCheck**

(**BP.AdventureFramework.Logic.ExitApplication**

**EndCheckResult**

(**BP.AdventureFramework.Logic.EndCheckResult**

(**BP.AdventureFramework.Logic.ReturnToTitleScreen**

ExitMode

(**BP.AdventureFramework.Logic.ExitMode**

Game

(**BP.AdventureFramework.Logic.Game**

GameCreationCallback

(**BP.AdventureFramework.Logic.GameCreationCallback**

GameState

(**BP.AdventureFramework.Logic.GameState**

OverworldCreationCallback

(**BP.AdventureFramework.Logic.OverworldCreationCallback**

PlayerCreationCallback

(**BP.AdventureFramework.Logic.PlayerCreationCallback**

+ **BP.AdventureFramework.**

**Rendering**

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

# Class Game

Represents the structure of the game

Filter by title

Inheritance

## Extensions

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ Game

## + BP.AdventureFramework.

Inherited Members

## Interpretation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

EndCheck

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

EndCheckResult

Namespace: BP (BP.html), AdventureFramework (BP.AdventureFramework.html), Logic (BP.AdventureFramework.Logic.html)

Assembly: BPAdventureFramework.dll

Syntax: `(BP.AdventureFramework.Logic.Ex`

Game

↳ public sealed class Game

GameCreationCallback

↳ (BP.AdventureFramework.Logic.Ga

GameState

↳ (BP.AdventureFramework.Logic.Ga

WorldCreationCallback

↳ (BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

## DefaultErrorPrefix

Value: `(BP.AdventureFramework.Logic.PlayerCreationCallback.DefaultErrorPrefix = "Oops")`

## + BP.AdventureFramework.

### Rendering

Declaration

↳ (BP.AdventureFramework.Renderin

+ BP.AdventureFramework.Renderin

### RenderingFrameBuilders

Field Value

## + BP.AdventureFramework.

### RenderingFrameBuilders

String (<https://learn.microsoft.com/dotnet/api/system.string>)

Color

↳ (BP.AdventureFramework.Renderin

## + BP.AdventureFramework.

### Properties

RenderingFrames

	Description
Color	Represents the structure of the game

## ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

### Extensions

Property	Value
(BP.AdventureFramework.Exte	

Type

### + BP.AdventureFramework.

IConverser

### Interpretation

(BP.AdventureFramework.Assets.Characters.IConverser.html)

### (BP.AdventureFramework.Inte

### Description

Represents the structure of the game

## - BP.AdventureFramework.

### Author

#### (BP.AdventureFramework.Logi

Get or set the name of the author.

EndCheck

#### Declaration

(BP.AdventureFramework.Logic.En

EndCheckResult

```
public string Author { get; set; }
```

ExitMode

#### (BP.AdventureFramework.Logic.Ex

### Property

Game

Type

### (BP.AdventureFramework.Logic.Ga

GameCreationCallback

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### (BP.AdventureFramework.Logic.Ga

GameState

### (BP.AdventureFramework.Logic.Ga

OneworldCreationCallback

### (BP.AdventureFramework.Logic.Ov

Get PlayerCreationCallback

### (BP.AdventureFramework.Logic.Pla

Declaration

### + BP.AdventureFramework.

#### Rendering

#### IIInterpreter DefaultInterpreter { get; }

#### (BP.AdventureFramework.Renderin

### Property

FrameBuilders

Type

### (BP.AdventureFramework.Renderin

IIInterpreter ([BP.AdventureFramework.Interpretation.IIInterpreter.html](#))

### Description

Represents the structure of the game

### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

### DefaultSize

#### (BP.AdventureFramework.Renderin

Get the default size.

### + BP.AdventureFramework.

Declaration

#### Rendering.Frames

```
public static Size DefaultSize { get; }
```

#### Property Value

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	Represents the structure of the game

#### Extensions

##### (BP.AdventureFramework.Exten

#### Description

Get the description.  
**(BP.AdventureFramework.Inter**

#### Declaration

- **BP.AdventureFramework.**

#### Logic

```
public string Description { get; }
```

##### (BP.AdventureFramework.Logi

#### Property Value

Type	Description
EndCheckResult	Represents the structure of the game

string (<https://learn.microsoft.com/dotnet/api/system.string>)

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

#### DisplayCommandListInSceneFrames

Get or set if the command list is displayed in scene frames.

(BP.AdventureFramework.Logic.Ga

#### Declaration

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

```
public bool DisplayCommandListInSceneFrames { get; set; }
```

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

Property Value

(BP.AdventureFramework.Logic.Pla

Type	Description
+ <b>BP.AdventureFramework.</b>	

#### Rendering

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

##### (BP.AdventureFramework.Render

#### + BP.AdventureFramework.

#### DisplaySize

ReliableFrameBuilders

##### (BP.AdventureFramework.Render

Get the size of the display area.

#### + BP.AdventureFramework.

Declaration

#### Rendering.FrameBuilders.

#### Color

```
public Size DisplaySize { get; }
```

##### (BP.AdventureFramework.Render

#### Properties

#### BP.AdventureFramework.

#### Rendering.Frames

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	Represents the structure of the game

## ErrorPrefix

Get or set the error prefix.

### Extensions

#### (BP.AdventureFramework.Exte

##### + BP.AdventureFramework.

```
public string ErrorPrefix { get; set; }
```

##### Interpretation

#### (BP.AdventureFramework.Inter

Property Value

##### - BP.AdventureFramework.

Type  
Logic

(BP.AdventureFramework.Logic (<https://learn.microsoft.com/dotnet/api/system.string>)

##### Description

Represents the structure of the game

EndCheck

(BP.AdventureFramework.Logic.End

## FrameBuilders

### (BP.AdventureFramework.Logic

#### Declaration

Game

(BP.AdventureFramework.Logic.Ga

```
public FrameBuilderCollection FrameBuilders { get; set; }
```

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

Type  
OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.ht

ml) (BP.AdventureFramework.Logic.Pla

##### Description

Represents the structure of  
the game

##### + BP.AdventureFramework.

##### Rendering

#### (BP.AdventureFramework.Render

### (BP.AdventureFramework.

#### Rendering.FrameBuilders

Declaration

#### (BP.AdventureFramework.Render

##### + BP.AdventureFramework.

##### Rendering.FrameBuilders.

ColorValue

(BP.AdventureFramework.Render

Type

(<https://learn.microsoft.com/dotnet/api/system.string>)

##### Description

Represents the structure of the game

##### + BP.AdventureFramework.

Rendering.Frames

## IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

### Extensions

Property Value

(**BP.AdventureFramework.Exte**

Type

+ **BP.AdventureFramework.**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

**Interpretation**

(**BP.AdventureFramework.Inter**

**BP.AdventureFramework.**

**Name**

**Logic**

Get the name.

(**BP.AdventureFramework.Logi**

Declaration

**EndCheck**

(**BP.AdventureFramework.Logic.EndCheck**

public string Name { get; }

(**BP.AdventureFramework.Logic.EndCheck**

ExitMode

Property Value

(**BP.AdventureFramework.Logic.Ex**

Type

**Game**

(**BP.AdventureFramework.Logic.Game**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

**GameCreationCallback**

(**BP.AdventureFramework.Logic.GameCreationCallback**

GameState

(**BP.AdventureFramework.Logic.GameState**

OverworldCreationCallback

(**BP.AdventureFramework.Logic.OverworldCreationCallback**

Get the overworld.

(**BP.AdventureFramework.Logic.Overw**

PlayerCreationCallback

Declaration

(**BP.AdventureFramework.Logic.PlayerCrea**

+ **BP.AdventureFramework.**

public Overworld Overworld { get; }

**Rendering**

(**BP.AdventureFramework.Renderin**

Property Value

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Overworld (**BP.AdventureFramework.Assets.Locations.Overworld.html**)

(**BP.AdventureFramework.Renderin**

**Description**

Represents the structure of the game

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Player**

**Color**

Get the player.

(**BP.AdventureFramework.Renderin**

Declaration

+ **BP.AdventureFramework.**

**Rendering.Frames**

**Description**

Represents the structure of the game

```
public PlayableCharacter Player { get; }
```

## Property Value

Type	Description
PlayableCharacter (BP_AdventureFramework.Characters.PlayableCharacter.html) <b>(BP.AdventureFramework.Exte</b>	Represents the structure of the game

## + BP.AdventureFramework.

### SceneMapKeyType

#### Interpretation

#### **(BP.AdventureFramework.Inte**

Get or set the type of key to use on the scene map.

## BP.AdventureFramework.

### Declaration

### Logic

#### **(BP.AdventureFramework.Logi**

```
public KeyType SceneMapKeyType { get; set; }
```

EndCheck

Property Value  
EndCheckResult  
**Type**

(BP\_AdventureFramework.Logic.En

EndCheckResult

**Type**  
(BP\_AdventureFramework.Logic.En

ExitMode  
KeyType  
(BP\_AdventureFramework.Rendering.KeyType.html)

(BP\_AdventureFramework.Logic.Ex

Game

(BP\_AdventureFramework.Logic.Ga

GameCreationCallback

(BP\_AdventureFramework.Logic.Ga

GameState

(BP\_AdventureFramework.Logic.Ga

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback,

OverworldCreationCallback, EndCheck, EndCheck)

(BP\_AdventureFramework.Logic.Ov

PlayerCreationCallback

Create a new callback for generating instances of a game.

(BP\_AdventureFramework.Logic.Pla

### Declaration

## + BP.AdventureFramework.

### Rendering

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)
```

## + BP.AdventureFramework.

### Rendering.FrameBuilders

Parameters  
**(BP\_AdventureFramework.Render**

Type  
+ BP.AdventureFramework.

String  
Rendering.FrameBuilders.

(https://learn.microsoft.com/dotnet/api/system.string)

String  
+ BP.AdventureFramework.Render

(https://learn.microsoft.com/dotnet/api/system.string)

+ BP.AdventureFramework.

### Rendering.Frames

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	A description of the game.
OverworldCreationCallback ( <a href="#">BP.AdventureFramework.Logic.OverworldCreationCallback.html</a> )	<i>overworldGenerator</i>	A function to generate the overworld with.
<b>Extensions</b> <b>(BP.AdventureFramework.Extensions)</b> ( <a href="#">BP.AdventureFramework.Extensions.html</a> )	<i>playerGenerator</i>	The function to generate the player with.
<b>+ BP.AdventureFramework.</b>		
<b>Interpretation</b> ( <a href="#">BP.AdventureFramework.Interpretation.html</a> )	<i>completionCondition</i>	The callback used to check game completion.
<b>- BP.AdventureFramework.</b> <b>Logic</b> ( <a href="#">BP.AdventureFramework.Logic.EndCheck.html</a> )	<i>gameOverCondition</i>	The callback used to check game over.

### **(BP.AdventureFramework.Logic)**

Returns

EndCheck

Type	Description
EndCheckResult GameCreationCallback ( <a href="#">BP.AdventureFramework.Logic.EndCheckResult.html</a> ) ( <a href="#">BP.AdventureFramework.Logic.GameCreationCallback.html</a> ) ExitMode ( <a href="#">BP.AdventureFramework.Logic.ExitMode.html</a> )	A new GameCreationHelper that will create a GameCreator with the parameters specified.

Game

([BP.AdventureFramework.Logic.Game.html](#))

**Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, EndCheck, Size, FrameBuilderCollection, ExitMode, string, Interpreter)**

([BP.AdventureFramework.Logic.Game.html](#))

Create a new callback for generating instances of a game.

OverWorldCreationCallback

([BP.AdventureFramework.Logic.OverWorldCreationCallback.html](#))

Declaration

PlayerCreationCallback

([BP.AdventureFramework.Logic.PlayerCreationCallback.html](#))

public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, FrameBuilderCollection frameBuilders, ExitMode exitMode, string errorPrefix, IInterpreter interpreter)

**+ BP.AdventureFramework.**

### **Rendering.FrameBuilders**

Parameters

**(BP.AdventureFramework.Rendering.FrameBuilders)**

Type	Name	Description
String ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>name</i>	The name of the game.
Color String ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>introduction</i>	An introduction to the game.

**+ BP.AdventureFramework.**

### **Rendering.Frames**

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	A description of the game.
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
<b>Extensions</b> PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
<b>+ BP.AdventureFramework.</b>		
<b>Interpretation</b> (BP.AdventureFramework.Interpretation.html)	<i>completionCondition</i>	The callback used to check game completion.
<b>- BP.AdventureFramework.</b> <b>Logic</b> (BP.AdventureFramework.Logic.html)	<i>gameOverCondition</i>	The callback used to check game over.
Size (BP.AdventureFramework.Asset.SizeType.html)	<i>displaySize</i>	The display size.
EndCheck FrameBuilderCollection (BP.AdventureFramework.Logic.EndCheck.html) FrameBuilderCollection (BP.AdventureFramework.Rendering.FrameBuilders.EndCheckResult.html)	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
ExitMode (BP.AdventureFramework.Logic.ExitMode.html)	<i>exitMode</i>	The exit mode.
Game string (BP.AdventureFramework.Logic.Game.html) ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) GameCreationCallback	<i>errorPrefix</i>	A prefix to use when displaying errors.
IIInterpreter (BP.AdventureFramework.Logic.GameCreationCallback.html) (BP.AdventureStateFramework.Interpretation.IIInterpreter.html)(BP.AdventureFramework.Logic.GameCreationCallback.html)	<i>interpreter</i>	The interpreter.

Type	Description
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.
<b>+ BP.AdventureFramework.</b> <b>Rendering.</b> <b>FrameBuilders.</b> (BP.AdventureFramework.Rendering.FrameBuilders.html)	

<b>+ BP.AdventureFramework.</b>
<b>DisplayAbout()</b> (BP.AdventureFramework.Rendering.DisplayAbout.html)
Display the about frame.
<b>+ BP.AdventureFramework.</b>
Declaration <b>Rendering.FrameBuilders.</b>
<b>Color</b> public void DisplayAbout() (BP.AdventureFramework.Rendering.DisplayAbout.html)
<b>+ BP.AdventureFramework.</b>
<b>Rendering.Frames</b>

## DisplayHelp()

Display the help frame.

Declaration

```
public void DisplayHelp()
```

### Extensions

+ BP.AdventureFramework.Extensions  
DisplayMap()

+ BP.AdventureFramework.

Display the map frame.

### Interpretation

+ BP.AdventureFramework.Interpretation

Declaration

- BP.AdventureFramework.  
Logic

### (BP.AdventureFramework.Logic)

EndCheck

DisplayTransition(string, string)

EndCheckResult

Display a transition frame.

(BP.AdventureFramework.Logic.EndCheckResult)

Declaration

(BP.AdventureFramework.Logic.EndCheckResult)

Game

```
public void DisplayTransition(string title, string message)  
(BP.AdventureFramework.Logic.Game)
```

GameCreationCallback

Parameters

(BP.AdventureFramework.Logic.GameCreationCallback)

Type

GameState

(BP.AdventureFramework.Logic.GameState)

Name

Description

string (https://learn.microsoft.com/dotnet/api/system.string)

title

The title.

string (https://learn.microsoft.com/dotnet/api/system.string)

message

The message.

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Execute(GameCreationCallback)

### Rendering

+ BP.AdventureFramework.Render

Declaration

+ BP.AdventureFramework.

### Rendering.FrameBuilders

Parameters

Rendering.FrameBuilders.

Type

Color

+ BP.AdventureFramework.Render

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback.html)

Name

Description

creator

The creator to use to create the game.

+ BP.AdventureFramework.

### Rendering.Frames

## FindInteractionTarget(string)

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```

### Extensions

Parameters

(BP.AdventureFramework.Exte

Type

+ BP.AdventureFramework.

string (<https://learn.microsoft.com/dotnet/api/system.string>)  
Interpretation

Name

Description

(BP.AdventureFramework.Inter

Returns

- BP.AdventureFramework.

Type

Logic

IInteractWithItem

(BP.AdventureFramework.Logi

(BP.AdventureFramework.Assets.Interaction.IIntera

ctWithItem.html)

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

## GetAllPlayerVisibleExaminables()

(BP.AdventureFramework.Logic.Ex

Get all examinables that are currently visible to the player.

Game

Declaration

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

public IExaminable[] GetAllPlayerVisibleExaminables()

GameState

(BP.AdventureFramework.Logic.Ga

Returns

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

IExaminable

(BP.AdventureFramework.Logic.Pla

(BP.AdventureFramework.Assets.IExaminable.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.Frames

Description

The first IInteractWithItem object which has a name that matches the name parameter.

# Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

(**BP.AdventureFramework.Exte**

Assembly: BP.AdventureFramework.dll

**Syntax**

**Interpretation**

(**BP.AdventureFramework.Inter**

- **BP.AdventureFramework.**

Returns

**Logic**

Type	Description
Game (BP.AdventureFramework.Logic.Game.html) (BP.AdventureFramework.Logic.EndCheckResult EndCheckResult (BP.AdventureFramework.Logic.ExitMode ExitMode (BP.AdventureFramework.Logic.ExGame Game (BP.AdventureFramework.Logic.GameCreationCallback GameCreationCallback (BP.AdventureFramework.Logic.GameState GameState (BP.AdventureFramework.Logic.OverworldCreationCallback OverworldCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback	A game created by the callback.

+ **BP.AdventureFramework.**

**Rendering**

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

(**BP.AdventureFramework.Ren**

# Enum GameState

Enumeration of game states.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

## Interpretation

(BP.AdventureFramework.Interpreters)

```
public enum GameState
```

- BP.AdventureFramework.

## Logic

(BP.AdventureFramework.Logic)

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

Name

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

Active

ExitMode

## Description

Active.

Finished

Game

Finished.

Not Started

(BP.AdventureFramework.Logic.GameState)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

## Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

## Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

## Rendering.FrameBuilders.

### Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

## Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

+ BP.AdventureFramework.

# Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

+ **BP.AdventureFramework.**  
Interpretation

Syntax  
**(BP.AdventureFramework.Inter**

- **BP.AdventureFramework.**  
Logic

**(BP.AdventureFramework.Logic**  
Parameters

Type	Name	Description
EndCheck (BP.AdventureFramework.Logic.EndCheck)	pC	The playable character that will appear in the Overworld.

Returns  
(BP.AdventureFramework.Logic.GameCreationCallback)

Type	Description
Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)	A generated Overworld.

GameState  
(BP.AdventureFramework.Logic.GameState)  
OverworldCreationCallback  
(BP.AdventureFramework.Logic.OverworldCreationCallback)  
PlayerCreationCallback  
(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

Rendering

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Rendering.Frames

# Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

**Interpretation**

Assembly: BP.AdventureFramework.dll

**(BP.AdventureFramework.Inter**

Syntax

- **BP.AdventureFramework.**

**Logic** delegate PlayableCharacter PlayerCreationCallback()

**(BP.AdventureFramework.Logi**

Returns

EndCheck

Type	Description
(BP.AdventureFramework.Logic.EndCheckResult	
PlayableCharacter (BP.AdventureFramework.Logic.PlayerCreationCallback)	A generated Player.
ExitMode	
(BP.AdventureFramework.Logic.ExitMode	
Game	
(BP.AdventureFramework.Logic.Game	
GameCreationCallback	
(BP.AdventureFramework.Logic.GameCreationCallback	
GameState	
(BP.AdventureFramework.Logic.GameState	
OverworldCreationCallback	
(BP.AdventureFramework.Logic.OverworldCreationCallback	
PlayerCreationCallback	
(BP.AdventureFramework.Logic.PlayerCreationCallback	

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Renderi**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

**(BP.AdventureFramework.Renderi**

+ **BP.AdventureFramework.**

**Rendering.Frames**

**(BP.AdventureFramework.Renderi**

# Namespace BP.AdventureFramework. Rendering

▼ Filter by title

## Enums

(BP.AdventureFramework.Core)

+ BP.AdventureFramework.

**KeyType** (BP.AdventureFramework.Rendering.KeyType.html)

Extensions

Enumeration of key types.

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

**RegionMapMode** (BP.AdventureFramework.Rendering.RegionMapMode.html)

Interpretation

Implementation of region map modes.

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

**Logic**

(BP.AdventureFramework.Logic)

- BP.AdventureFramework.

**Rendering**

(BP.AdventureFramework.Rendering)

KeyType

(BP.AdventureFramework.Rendering.KeyType)

RegionMapMode

(BP.AdventureFramework.Rendering.RegionMapMode)

+ BP.AdventureFramework.

**Rendering.FrameBuilders**

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

**Rendering.FrameBuilders.**

**Color**

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

**Rendering.Frames**

(BP.AdventureFramework.Rendering.Frames)

+ BP.AdventureFramework.

**Utilities**

(BP.AdventureFramework.Utilities)

- BP.AdventureFramework.

**Validation**

(BP.AdventureFramework.Validation)

# Enum KeyType

Enumeration of key types.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html)

**(BP.AdventureFramework.Con**

**Assembly:** BP.AdventureFramework.dll

**+ BP.AdventureFramework.**

Syntax

**Extensions**

**(BP.AdventureFramework.Exte**

public enum KeyType

**+ BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Inter**

## Fields

**(BP.AdventureFramework.**

Name	Description
<b>(BP.AdventureFramework.Logi</b>	
Dynamic	Dynamic key, only show relevant key items.
<b>- BP.AdventureFramework.</b>	

**Rendering**

Full  
Key

**(BP.AdventureFramework.Render**

KeyType

(BP.AdventureFramework.Rendering

RegionMapMode

(BP.AdventureFramework.Rendering

**+ BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

**+ BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

**(BP.AdventureFramework.Render**

**+ BP.AdventureFramework.**

**Rendering.Frames**

**(BP.AdventureFramework.Render**

**+ BP.AdventureFramework.**

**Utilities**

**(BP.AdventureFramework.Utilit**

**+ BP.AdventureFramework.**

**Utilities.Generation**

**(BP.AdventureFramework.Utilit**

# Enum RegionMapMode

Enumeration of region map modes.

 Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html)

**(BP.AdventureFramework.Con**

**Assembly:** BP.AdventureFramework.dll

**+ BP.AdventureFramework.**

Syntax

**Extensions**

**(BP.AdventureFramework.Exte**  
public enum RegionMapMode

**+ BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Inter**

## Fields

**(BP.AdventureFramework.**

Logic Name	Description
<b>(BP.AdventureFramework.Logi</b>	
Detailed	Shows rooms at a detailed level.
<b>- BP.AdventureFramework.</b>	

**Rendering**

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

**(BP.AdventureFramework.Re**

ndering) Character, which allows larger maps to be displayed in a limited area.

KeyType  
(BP.AdventureFramework.Renderin  
RegionMapMode  
(BP.AdventureFramework.Renderin

**+ BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

**+ BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

**(BP.AdventureFramework.Render**

**+ BP.AdventureFramework.**

**Rendering.Frames**

**(BP.AdventureFramework.Render**

**+ BP.AdventureFramework.**

**Utilities**

**(BP.AdventureFramework.Utilit**

**+ BP.AdventureFramework.**

**Utilities.Generation**

**(BP.AdventureFramework.Utilit**

# Namespace BP.AdventureFramework.Rendering.FrameBuilders

▼ Filter by title

## Classes

Extensions

(BP.AdventureFramework.Exte

## FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)  
Interpretation

Provides a collection of all of the frame builders required to run a game.

(BP.AdventureFramework.Inte

## + BP.AdventureFramework. FrameBuilderCollections

Logic

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections.html)  
) (BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

## GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)

(BP.AdventureFramework.Render

Provides a class for building strings as part of a grid.

(BP.AdventureFramework.Render

## Interfaces

FrameBuilderCollection

(BP.AdventureFramework.Render

FrameBuilderCollections

(BP.AdventureFramework.Render

## IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(BP.AdventureFramework.Render

Provides an interface that can build

IAboutFrameBuilder

(BP.AdventureFramework.Render

## ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.ht  
ml)

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Render

## IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.h

(BP.AdventureFramework.Render

RegionMapBuilder

(BP.AdventureFramework.Render

## IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(BP.AdventureFramework.Render

ISceneFrameBuilder

(BP.AdventureFramework.Render

Provides an interface that can build

game over frames.

## IHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

Represents any object that can build help frames.

## IRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

Represents any object that can build room maps.

### Extensions

#### ([BP.AdventureFramework.Exten](#)

## ISceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

### Interpretation

#### I) ([BP.AdventureFramework.Inter](#)

Represents any object that can build region map frames.

### + BP.AdventureFramework.

#### Logic

## IRoomMapBuilder

([BP.AdventureFramework.Logi](#)

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

### + BP.AdventureFramework.

Represents any object that can build room maps.

#### Rendering

### ([BP.AdventureFramework.Render](#)

## ISceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

#### Rendering.FrameBuilders

Represents any object that can build scene frames.

### ([BP.AdventureFramework.Render](#)

## ITitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

([BP.AdventureFramework.Renderir](#)

FrameBuilderCollections

Represents any object that can build title frames.

([BP.AdventureFramework.Renderir](#)

GridStringBuilder

([BP.AdventureFramework.Renderir](#)

## ITransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderir](#)

AboutFrameBuilder

([BP.AdventureFramework.Renderir](#)

Represents any object that can build transition frames.

([BP.AdventureFramework.Renderir](#)

IConversationFrameBuilder

([BP.AdventureFramework.Renderir](#)

IGameOverFrameBuilder

([BP.AdventureFramework.Renderir](#)

IHelpFrameBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapFrameBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapBuilder

([BP.AdventureFramework.Renderir](#)

ISceneFrameBuilder

([BP.AdventureFramework.Renderir](#)

# Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ FrameBuilderCollection

(**BP.AdventureFramework.Inter**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(**BP.AdventureFramework.Logi**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

↳ **Rendering**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(**BP.AdventureFramework.Re**

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

- **BP.AdventureFramework.**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ **Rendering:FrameBuilders**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll

Syntax

FrameBuilderCollection

(BP.AdventureFramework.Renderir  
public class FrameBuilderCollection

    GridStringBuilder

    (BP.AdventureFramework.Renderir

    IAboutFrameBuilder

    (BP.AdventureFramework.Renderir

    ICompletionFrameBuilder

    (BP.AdventureFramework.Renderir

Constructors

FrameBuilderCollection(TitleFrameBuilder, SceneFrameBuilder,

IRegionMapFrameBuilder, HelpFrameBuilder, ICompletionFrameBuilder,

IGameOverFrameBuilder, IAboutFrameBuilder, ITransitionFrameBuilder,

IConversationFrameBuilder)

    IHelpFrameBuilder

Initializes a new instance of the FrameBuilderCollection class.

(BP.AdventureFramework.Renderir

    IRRegionMapBuilder

    (BP.AdventureFramework.Renderir

    IRegionMapFrameBuilder

    public FrameBuilderCollection(TitleFrameBuilder titleFrameBuilder, SceneFrameBuild

    (BP.AdventureFramework.Renderir  
    er SceneFrameBuilder, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuild

    IRRegionMapBuilder, HelpFrameBuilder completionFrameBuilder, IGameOverFrameBu

    (BP.AdventureFramework.Renderir  
    lder GameOverFrameBuilder, IAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBu

    ISceneFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)

    (BP.AdventureFramework.Renderir

    ITitleFrameBuilder

Parameters

(BP.AdventureFramework.Renderir

    ITransitionFrameBuilder

Type	Name	Description
ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ <b>BP.AdventureFramework.</b> InterpretationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ <b>BP.AdventureFramework.</b> LogicHelpFrameBuilder (BP.AdventureFramework.Logic .IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ <b>BP.AdventureFramework.</b> RenderingCompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
- <b>BP.AdventureFramework.</b> RenderingFrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders .IGameOverFrameBuilder.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
IAboutFrameBuilderCollection (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilderCollection)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
ITransitionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITransitionFrameBuilder.html)	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
IConversationFrameBuilder (BP.AdventureFramework.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  
 IAboutFrameBuilder  
 (BP.AdventureFramework.Rendering.FrameBuilders  
.IAboutFrameBuilder.html)

```
public AboutFrameBuilder AboutFrameBuilder { get; }
```

ISceneFrameBuilder  
 (BP.AdventureFramework.Rendering.FrameBuilders  
.ISceneFrameBuilder.html)

ITitleFrameBuilder  
 (BP.AdventureFramework.Rendering.FrameBuilders  
.ITitleFrameBuilder.html)

ITransitionFrameBuilder  
 (BP.AdventureFramework.Rendering.FrameBuilders  
.ITransitionFrameBuilder.html)

Type	Description
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

▼

## CompletionFrameBuilder

**BP.AdventureFramework.**  
Interpretation  
Get the builder to use for completion frames.

**(BP.AdventureFramework.Interpretation)**  
Declaration

+ **BP.AdventureFramework.**

**Logic**  
public ICompletionFrameBuilder CompletionFrameBuilder { get; }  
**(BP.AdventureFramework.Logic)**

Property Value  
**BP.AdventureFramework.**

Type	Description
<b>(BP.AdventureFramework.Renderer.ICompletionFrameBuilder)</b> ICompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

**BP.AdventureFramework.Renderer.ICompletionFrameBuilder**

FrameBuilderCollection

**ConversationFrameBuilder**  
(BP.AdventureFramework.Renderer.IConversationFrameBuilder)

FrameBuilderCollections  
Get the builder to use for conversation frames.

**(BP.AdventureFramework.Renderer.IConversationFrameBuilder)**  
Declaration

**GridStringBuilder**  
(BP.AdventureFramework.Renderer.GridStringBuilder)

**IAboutFrameBuilder**  
public IConversationFrameBuilder ConversationFrameBuilder { get; }  
(BP.AdventureFramework.Renderer.IConversationFrameBuilder.html)

**ICompletionFrameBuilder**  
Property Value  
(BP.AdventureFramework.Renderer.ICompletionFrameBuilder)

Type	Description
<b>(BP.AdventureFramework.Renderer.IConversationFrameBuilder)</b> IConversationFrameBuilder (BP.AdventureFramework.Renderer.IConversationFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

**BP.AdventureFramework.Renderer.IConversationFrameBuilder**

IRoomMapBuilder  
(BP.AdventureFramework.Renderer.IRoomMapBuilder)

**GameOverFrameBuilder**  
IRegionMapFrameBuilder  
(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

Get the builder to use for game over frames.

**(BP.AdventureFramework.Renderer.GameOverFrameBuilder)**  
Declaration

**ISceneFrameBuilder**  
public IGameOverFrameBuilder GameOverFrameBuilder { get; }  
(BP.AdventureFramework.Renderer.GameOverFrameBuilder.html)

**ITitleFrameBuilder**  
(BP.AdventureFramework.Renderer.ITitleFrameBuilder)

**TransitionFrameBuilder**  
(BP.AdventureFramework.Renderer.ITransitionFrameBuilder)

Type	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

▼

## HelpFrameBuilder (BP.AdventureFramework)

### Interpretation

Get the builder to use for help frames.  
(BP.AdventureFramework.Interpretation)

Declaration

### + BP.AdventureFramework.

Logic  
public IHelpFrameBuilder HelpFrameBuilder { get; }

(BP.AdventureFramework.Logic)

## Property Value (BP.AdventureFramework)

Type	Description
IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

## RenderingFrameBuilder (BP.AdventureFramework.Rendering)

FrameBuilderCollection

## RegionMapFrameBuilder (BP.AdventureFramework.Rendering)

FrameBuilderCollections

Get the builder to use for region map frames.  
(BP.AdventureFramework.Rendering)

Declaration

GridStringBuilder  
(BP.AdventureFramework.Renderer.GridStringBuilder)

IRegionFrameBuilder  
(BP.AdventureFramework.Renderer.IRegionFrameBuilder)

IRenderer  
(BP.AdventureFramework.Renderer)

IRegionFrameBuilder  
(BP.AdventureFramework.Renderer.IRegionFrameBuilder)

IRegionFrameBuilder  
(BP.AdventureFramework.Renderer.IRegionFrameBuilder)

IRegionFrameBuilder  
(BP.AdventureFramework.Renderer.IRegionFrameBuilder)

## Property Value (BP.AdventureFramework.Renderer)

Type	Description
IConversationFrameBuilder (BP.AdventureFramework.Renderer.IConversationFrameBuilder)	Provides a collection of all of the frame builders required to run a game.

## SceneFrameBuilder (BP.AdventureFramework.Renderer)

IRoomMapBuilder  
(BP.AdventureFramework.Renderer.IRoomMapBuilder)

Get the builder to use for scene frames.  
(BP.AdventureFramework.Renderer)

Declaration

ISceneFrameBuilder  
(BP.AdventureFramework.Renderer.ISceneFrameBuilder)

ITitleFrameBuilder  
(BP.AdventureFramework.Renderer.ITitleFrameBuilder)

## Property Value (BP.AdventureFramework.Renderer)

## TransitionFrameBuilder (BP.AdventureFramework.Renderer)

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

▼

## TitleFrameBuilder

BP.AdventureFramework.  
Interpretation  
Get the builder to use for title frames.  
(BP.AdventureFramework.Interpretation.html)

Declaration

### + BP.AdventureFramework.

Logic  
public ITitleFrameBuilder TitleFrameBuilder { get; }  
(BP.AdventureFramework.Logic.html)

## FPBP.AdventureFramework.

Type	Description
Rendering (BP.AdventureFramework.Rendering.IFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

## TransitionFrameBuilder

BP.AdventureFramework.Renderer.  
FrameBuilderCollections  
Get the builder to use for transition frames.  
(BP.AdventureFramework.Renderer.FrameBuilderCollections.html)

Declaration

GridStringBuilder  
(BP.AdventureFramework.Renderer.GridStringBuilder.html)  
IAboutFrameBuilder  
public ITransitionFrameBuilder TransitionFrameBuilder { get; }  
(BP.AdventureFramework.Renderer.IAboutFrameBuilder.html)  
ICompletionFrameBuilder

## Property Value

Type	Description
IConversationFrameBuilder (BP.AdventureFramework.Renderer.IConversationFrameBuilder.html) ITransitionFrameBuilder (BP.AdventureFramework.Renderer.ITransitionFrameBuilder.html) IGameOverFrameBuilder (BP.AdventureFramework.Renderer.IGameOverFrameBuilder.html) IHelpFrameBuilder (BP.AdventureFramework.Renderer.IHelpFrameBuilder.html) IRoomMapBuilder (BP.AdventureFramework.Renderer.IRoomMapBuilder.html) IRegionMapBuilder (BP.AdventureFramework.Renderer.IRegionMapBuilder.html) IRegionMapFrameBuilder (BP.AdventureFramework.Renderer.IRegionMapFrameBuilder.html) ISceneFrameBuilder (BP.AdventureFramework.Renderer.ISceneFrameBuilder.html) ITitleFrameBuilder (BP.AdventureFramework.Renderer.ITitleFrameBuilder.html) ITransitionFrameBuilder	Provides a collection of all of the frame builders required to run a game.

# Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

**Interpretation**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(BP.AdventureFramework.Interpretation)**  
↳ FrameBuilderCollections

+ **BP.AdventureFramework.**

Inherited members

**Logic**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
**(BP.AdventureFramework.Logic)**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

**Rendering**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

**(BP.AdventureFramework.Rendering)**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**(BP.AdventureFramework.Rendering.FrameBuilders)**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

**(BP.AdventureFramework.Renderer)**

Assembly: BP.AdventureFramework.dll

FrameBuilderCollections

(BP.AdventureFramework.Renderer)

GridStringBuilder

public static class FrameBuilderCollections  
(BP.AdventureFramework.Renderer)

IAboutFrameBuilder

(BP.AdventureFramework.Renderer)

ICompletionFrameBuilder

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

Get the default frame builder collection.

(BP.AdventureFramework.Renderer)

Declaration

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

IRoomMapFrameBuilder

(BP.AdventureFramework.Renderer)

IPieceMapBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)

(BP.AdventureFramework.Rendering.FrameBuilderCollection)

ITransitionFrameBuilder

(BP.AdventureFramework.Renderer)

IPieceFrameBuilder

(BP.AdventureFramework.Renderer)

IPieceTransitionFrameBuilder

(BP.AdventureFramework.Renderer)

Type	Description
FrameBuilderCollection<T>	Provides a container from frame builder collections.

▼

## Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Rendering)

- BP.AdventureFramework.

### Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder)

ITransitionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder)

/RP\_AdventureFramework\_Rendering

# Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance.....

(**BP.AdventureFramework.Inte**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

Logic Members

(**BP.AdventureFramework.Logi**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Ren**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Ren**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

FrameBuilderCollection

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(**BP.AdventureFramework.Renderin**

FrameBuilderCollections

Syntax

GridStringBuilder

(**BP.AdventureFramework.Renderir**

public class GridStringBuilder

: IAboutFrameBuilder

(**BP.AdventureFramework.Renderir**

ICompletionFrameBuilder

(**BP.AdventureFramework.Renderir**

IConversationFrameBuilder

(**BP.AdventureFramework.Renderir**

## Constructors

GridStringBuilder(**char, char, char**)

(**BP.AdventureFramework.Renderir**

Initializes a new instance of the GridStringBuilder class.

HelpFrameBuilder

(**BP.AdventureFramework.Renderir**

IRegionMapBuilder

(**BP.AdventureFramework.Renderir**

public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharact  
er = '|', char horizontalDivideCharacter = '-')

(**BP.AdventureFramework.Renderir**

IRoomMapBuilder

(**BP.AdventureFramework.Renderir**

ISceneFrameBuilder

(**BP.AdventureFramework.Renderir**

charTitleFrameBuilder

(<https://learn.microsoft.com/dotnet/api/system.string>)

m.transitionFrameBuilder

(**BP.AdventureFramework.Renderir**

Type	Name	Description
ISceneFrameBuilder ( <b>BP.AdventureFramework.Renderir</b>	leftBoundaryCharacter	The character to use for left boundaries.

Type	Name	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) <b>(BP.AdventureFramework.Interfaces.IHorizontalDividers)</b>	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

## + BP.AdventureFramework.

### Logic

## Properties

## + BP.AdventureFramework.

### DisplaySize

**(BP.AdventureFramework.Renderer.IFrameBuilder)**  
Get the display size.

## - BP.AdventureFramework.

Declaration

### Rendering.FrameBuilders

**(BP.AdventureFramework.Renderer.IFrameBuilder)**  
public Size DisplaySize { get; }

FrameBuilderCollection

**(BP.AdventureFramework.Renderer.IFrameBuilder)**  
Property Value  
FrameBuilderCollections

Type	Description
GridStringBuilder Size ( <a href="https://learn.microsoft.com/dotnet/api/system.size.html">https://learn.microsoft.com/dotnet/api/system.size.html</a> ) ( <a href="https://learn.microsoft.com/dotnet/api/system.size.html">https://learn.microsoft.com/dotnet/api/system.size.html</a> )	Provides a class for building strings as part of a grid.

### IAboutFrameBuilder

**(BP.AdventureFramework.Renderer.IFrameBuilder)**  
Get or set the character used for horizontal dividers.

**(BP.AdventureFramework.Renderer.IFrameBuilder)**  
Declaration

IGameOverFrameBuilder  
**(BP.AdventureFramework.Renderer.IFrameBuilder)**  
public char HorizontalDividerCharacter { get; set; }

IHelpFrameBuilder

**(BP.AdventureFramework.Renderer.IFrameBuilder)**  
IRegionMapBuilder

**(BP.AdventureFramework.Renderer.IFrameBuilder)**  
Type RegionMapFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)  
(<https://learn.microsoft.com/dotnet/api/system.char>)

Type	Description
RegionMapFrameBuilder	Provides a class for building strings as part of a grid.

IRoomMapBuilder

**(BP.AdventureFramework.Renderer.IFrameBuilder)**  
ISceneFrameBuilder

**(BP.AdventureFramework.Renderer.IFrameBuilder)**  
ITitleFrameBuilder

Get or set the character used for left boundary.

**(BP.AdventureFramework.Renderer.IFrameBuilder)**  
Declaration

ITransitionFrameBuilder

**(BP.AdventureFramework.Renderer.IFrameBuilder)**



```
public void DrawBoundary(AnsiColor color)
```

## Parameters

Type		Name	Description
AnsiColor ..... (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l)		color	The color to draw the boundary.

## + BP.AdventureFramework.

# Logic

**DrawCentralisedWrapped**(String, int, int, AnsiColor, out int, out int)

+ BP.AdventureFramework.  
Draws from ManagedString

## Draw a wrapped string:

## Rendering

## Declaration

# (BP.AdventureFramework.Ren

- **BRAdventureFramework.Renderings.FrameBuilders**  
`(BPAdventureFramework.Renderings.FrameBuilders)`

ParametersBuilderCollection

Type		Name	Description
FrameBuilderCollections			
string	( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The string.
GridStringBuilder			
int	( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY	The start y position.
	(BP.AdventureFramework.Renderir		
int	( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	maxWidth	The max width of the string.
	(BP.AdventureFramework.Renderir		
ICompletionFrameBuilder			
AnsiColor			
	(BP.AdventureFramework.Renderir	color	The color to draw the text.
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm			
IConversationFrameBuilder			
l)	(BP.AdventureFramework.Renderir		
IGameOverFrameBuilder			
int	( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endX	The end x position.
	(BP.AdventureFramework.Renderir		
int	( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endY	The end y position.
	(HEMFrameBuilder		

Help GameBuilder  
(RBAdventureFramework.Renderer)

## IRegionMapBuilder

**DrawHomeContentWindow** (BPAdventureFramework.Renderer)

## IRegionMapFrameBuilder

## Draw(B) Adzentale Fünf

**IRoomMapBuilder**  
Declaration

(BP.AdventureFramework.Renderer)

```
ISequelLaneBuilder  
public void DrawH
```

```
public void DrawText(int y, ANSIColor color)  
(BP.AdventureFramework.Renderer
```

## TitleFrameBuilder

## Parameters

## **ITransitionFrameBuilder**

(BP.AdventureFramework.Renderir

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position of the divider.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l) 	color	The color to draw the boundary.

**BP.AdventureFramework.Interface**  
**DrawUnderline(int, int, int, AnsiColor)**  
+ BP.AdventureFramework.

DrawUnderline underlines logic.

**(BP.AdventureFramework.Logic)**  
Declaration

+ BP.AdventureFramework.

public void DrawUnderline(int x, int y, int length, AnsiColor color)

(BP.AdventureFramework.Renderer)

Parameters

- BP.AdventureFramework.

Type	Name	Description
Rendering.FrameBuilders		
(BP.AdventureFramework.Renderer)	x	The position of the underline, in x.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) FrameBuilderCollection	y	The position of the underline, in y.
(BP.AdventureFramework.Renderer) FrameBuilderCollections	length	The length of the underline.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP.AdventureFramework.Renderer) AnsiColor	color	The color of the underline.
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l) ICompletionFrameBuilder		
(BP.AdventureFramework.Renderer) IConversationFrameBuilder		

**DrawWrapped(string, int, int, int, AnsiColor, out int, out int)**

IGameOverFrameBuilder  
DrawWrapped string  
(BP.AdventureFramework.Renderer)

IHelpFrameBuilder  
Declaration  
(BP.AdventureFramework.Renderer)

IRRegionMapBuilder  
public void Drawwrapped(string value, int startX, int startY, int maxWidth, AnsiColo  
r color, out int endX, out int endY)  
IRRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)  
Parameters

Type	Name	Description
(BP.AdventureFramework.Renderer) ISceneFrameBuilder		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The string.
ITitleFrameBuilder int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP.AdventureFramework.Renderer)	startX	The start x position.
ITransitionFrameBuilder int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP.AdventureFramework.Renderer)	startY	The start y position.

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	maxWidth	The max width of the string.
AnsiColor ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a> )	color	The color to draw the text.
int ( <a href="#">BP.AdventureFramework.Int.html</a> )	endX	The end x position.
int ( <a href="#">BP.AdventureFramework.Int.html</a> )	endY	The end y position.

## Logic

**(BP.AdventureFramework.Logic)**

## Flush()

+ **BP.AdventureFramework.**

Flush([BP.AdventureFramework.Renderer.html](#)).

**(BP.AdventureFramework.Renderer)**

Declaration

- **BP.AdventureFramework.**

**RenderingFrameBuilders**

**(BP.AdventureFramework.Renderer)**

FrameBuilderCollection

**GetCellColor(int, int)**

FrameBuilderCollections

Get a color for a cell.

GridStringBuilder

Declaration

([BP.AdventureFramework.Renderer](#))

IAboutFrameBuilder

**public AnsiColor GetCellColor(int x, int y)**

ICompletionFrameBuilder

([BP.AdventureFramework.Renderer](#))

IConversationFrameBuilder

Type ([BP.AdventureFramework.Renderer](#))

| GameOverFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([BP.AdventureFramework.Renderer](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([BP.AdventureFramework.Renderer](#))

Return RegionMapBuilder

Type ([BP.AdventureFramework.Renderer](#))

| RegionMapFrameBuilder

AnsiColor ([BP.AdventureFramework.Renderer](#))

rendering.FrameBuilders.Color.AnsiColor.html)

Description

The cell color.

## GetCharacter(int, int)

([BP.AdventureFramework.Renderer](#))

ITitleFrameBuilder

Get a character from the buffer.

([BP.AdventureFramework.Renderer](#))

Declaration

ITransitionFrameBuilder

([BP.AdventureFramework.Renderer](#))

```
public char GetCharacter(int x, int y)
```

## Parameters

Type		Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The x position of the character.	
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position of the character.	

+ BP.AdventureFramework.

## Returns Logic

Type	Description
<code>System.Char</code> ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	The character.
<code>+ Bp.AdventureFramework</code>	

## Rendering

(BP.AdventureFramework.Ren

**GetNumberOfLines(string, int, int, int)**

## - BP.AdventureFramework.

**Get ready for the  
rainy season.** Buildersill take up.

(BPAdventureFramework.Renderer)

## Declaration

## FrameBuilderCollection

```
public void adventureFrameFrameworkRender(String value, int startX, int startY, int maxWidth)
```

## FrameBuilderCollections

## (BP.AdventureFramework.Renderir

## Parameters

## ClusteringBuilder (RP\_AdventureFrame)

Type	Name	Description
IApplicationBuilder string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (BP.AdventureFramework.Renderir)	value	The string.
CompletionFrameBuilder int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP.AdventureFramework.Renderir)	startX	The start x position.
ConversationFrameBuilder int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY	The start y position.
(BP.AdventureFramework.Renderir) int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )  GameOverFrameBuilder	maxWidth	The max width of the string.

(BP.AdventureFramework.Renderir

>Returns  
HelpFrameBuilder

Type	Description
IRegionMapBuilder int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP_AdventureFramework.Renderir)	The number of lines the string will take up.

## IRegionMapFrameBuilder

Regionmap.Fame  
(RD\_AdventureFront)

## **Bedrock Edition**

# Resize(Sizer)

## (BP.AdventureFrame) Resize this builder...

## Resize this **Player** SceneFrameBuilder

## (BP\_AdventureFrame) Declaration

### **ITitleFrameBuilder**

```
(BP.AdventureFramework.Renderer  
public void Resize(Size displaySize)  
    TransitionFrameBuilder
```

#### (BP\_AdventureFramework.Renderer)

## Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	<i>displaySize</i>	The new size.

**SetCell(int, int, char, AnsiColor)**

## **(BPAdventureFramework.Internal)**

## **BPAdventureFramework.**

# Logic

(BpAdventureFramework>Login y, char character, AnsiColor color)

+ BP.AdventureFramework.

## Parameters

Type	Name	Description
- <a href="#">BPAdventureFramework.Rendering.FrameBuilders</a>	x	The x position of the cell.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position of the cell.
FrameBuilderCollection		
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	character	The character.
Ans( <a href="#">BPAdventureFramework.Renderer</a> )	color	The color of the character.
( <a href="#">BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a> )		

## (BP.AdventureFramework.Renderir

## IAboutFrameBuilder

(BP.AdventureFramework.Renderir

## ICompletionFrameBuilder

(BP.AdventureFramework.Renderir

## IConversationFrameBuilder

(BP.AdventureFramework.Renderir

## IGameOverFrameBuilder

## (BP.AdventureFramework.Renderer)

## HelpFrameBuilder (PBA) und EFM

(BP.AdventureFramework.Render)  
RegionMapBuilder

# RegionMapBuilder

## (RP) Architecture Framework

#### **IBeginMapFrameBuilder**

## RegionMapperNameBuilder (RDAdventureFramework)

**IBoomMapBuilder**

RPAdventureFrame

### **ISceneFrameBuilder**

(BP AdventureFrame)

#### **ITitleFrameBuilder**

(BP.AdventureFrame)

## ITransitionFrameBuilder

(BP.AdventureFrame)

# Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework.(BP.AdventureFramework.html).Rendering.(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

## + BP.AdventureFramework

### Logic

(BP.AdventureFramework.Logic)

public interface IAboutFrameBuilder  
+ BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Rendering)

## Methods

### Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

### Build(string, Game, int, int)

FrameBuilderCollection  
Build a frame.  
FrameBuilderCollections  
Declaration  
IAdventureFramework.Renderer game, int width, int height)  
IAaboutFrameBuilder  
(BP.AdventureFramework.Renderer game, int width, int height)  
Parameters  
|CompletionFrameBuilder

Type	Name	Description
IConversationFrameBuilder string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (BP.AdventureFramework.Renderer)	title	The title.
Game ( <a href="https://learn.microsoft.com/dotnet/html/html.html">https://learn.microsoft.com/dotnet/html/html.html</a> ) (BP.AdventureFramework.Renderer)	game	The game.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )  HelpFrameBuilder	width	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )  RegionMapBuilder	height	The height of the frame.

Returns  
IRRegionMapFrameBuilder

Type	Description
IRRegionMapFrameBuilder IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) ISceneFrameBuilder	Represents any object that can build about frames.

(BP.AdventureFramework.Renderer  
ITitleFrameBuilder  
(BP.AdventureFramework.Renderer  
ITransitionFrameBuilder  
(BP.AdventureFramework.Renderer

## + BP.AdventureFramework.

# Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.Frames.IFrame.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

public interface ICompletionFrameBuilder

Rendering

(BP.AdventureFramework.Renderin

- **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

FrameBuilderCollection

**Build(string string int int)**

(BP.AdventureFramework.Renderin

FrameBuilderCollections

Build a frame.

(BP.AdventureFramework.Renderin

Declaration

ConversationFrameBuilder

(BP.AdventureFramework.Renderin

IAboutFrameBuilder message, string reason, int width, int height)

(BP.AdventureFramework.Renderin

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

Parameters

(BP.AdventureFramework.Renderin

Type ConversationFrameBuilder

Name

Description

Type ConversationFrameBuilder (BP.AdventureFramework.Renderin string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) IGameOverFrameBuilder	message	The message to display to the user.
Type ConversationFrameBuilder (BP.AdventureFramework.Renderin string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) IHelpFrameBuilder	reason	The reason the game ended.
Type ConversationFrameBuilder (BP.AdventureFramework.Renderin int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) ITitleFrameBuilder	width	The width of the frame.
Type ConversationFrameBuilder (BP.AdventureFramework.Renderin int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) IRoomMapFrameBuilder	height	The height of the frame.

Returns IRoomMapFrameBuilder  
(BP.AdventureFramework.Renderin

Type RoomMapBuilder	Description
Type RoomMapBuilder (BP.AdventureFramework.Renderin IFrame ISceneFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Renderin	Represents any object that can build completion frames.

ITitleFrameBuilder

(BP.AdventureFramework.Renderin

ITransitionFrameBuilder

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

# Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

**Logic**

Assembly: BP.AdventureFramework.dll  
**(BP.AdventureFramework.Logic)**

Syntax

+ **BP.AdventureFramework.**

**Rendering**

public interface IConversationFrameBuilder  
**(BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**Methods**

FrameBuilderCollection

(BP.AdventureFramework.Renderir  
FrameBuilderCollections

**Build(string, IConverser, CommandHelp[], int, int)**

Build a frame.  
GridStringBuilder

Declaration

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

I(BP.AdventureFramework.RenderirConverser converser, CommandHelp[] contextualCommands, i

nCompletionFrameBuilder)

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

Parameters

(BP.AdventureFramework.Renderir

Type GameOverFrameBuilder

(BP.AdventureFramework.Renderir

string title

IHelpFrameBuilder

(https://learn.microsoft.com/dotnet/api/system.string)

(BP.AdventureFramework.Renderir

IRegionMapBuilder

(BP.AdventureFramework.Renderir

.html RegionMapFrameBuilder

(BP.AdventureFramework.Renderir

CommandHelp

IRoomMapBuilder

(BP.AdventureFramework.Interpretation.CommandHelp.

(BP.AdventureFramework.Renderir

html SceneFrameBuilder

□ (BP.AdventureFramework.Renderir

int TitleFrameBuilder

(https://learn.microsoft.com/dotnet/api/system.int32)

(BP.AdventureFramework.Renderir

int TransitionFrameBuilder

(BP.AdventureFramework.Renderir

Returns

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html )	Represents any object that can build conversation frames.

▼

## Logic

**(BP.AdventureFramework.Logic)**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rendering)**

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rendering.FrameBuilders)**

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

IRoomMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder)

ITransitionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

# Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

**(BP.AdventureFramework.Logi**

**Assembly:** BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

**Syntax**

**Rendering**

**(BP.AdventureFramework.Render**

public interface IGameOverFrameBuilder

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

**Methods**

FrameBuilderCollection

(BP.AdventureFramework.Renderer

FrameBuilderCollections

(BP.AdventureFramework.Renderer

Build(string string int int)

GridStringBuilder

(BP.AdventureFramework.Renderer

Declaration

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer

ICompletionFrameBuilder message, string reason, int width, int height)

(BP.AdventureFramework.Renderer

IConversationFrameBuilder

Parameters

(BP.AdventureFramework.Renderer

Type GameOverFrameBuilder

(BP.AdventureFramework.Renderer

string (<https://learn.microsoft.com/dotnet/api/system.string>)

IHelpFrameBuilder

string (<https://learn.microsoft.com/dotnet/api/system.string>)

IRegionMapBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

IRegionMapFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Renderer

IRoomMapBuilder

Returns

(BP.AdventureFramework.Renderer

Type SceneFrameBuilder

(BP.AdventureFramework.Renderer

IFrameTitleFrameBuilder

(BP.AdventureFramework.Rendering.Frames.IFrame.html)

(BP.AdventureFramework.Renderer

ITransitionFrameBuilder

(BP.AdventureFramework.Renderer

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

**(BP.AdventureFramework.Render**

# Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.dll) FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll  
+ **BP.AdventureFramework.**

Syntax

## Rendering

(**BP.AdventureFramework.Rendering**)  
public interface IHelpFrameBuilder  
- **BP.AdventureFramework.**  
    **Rendering.FrameBuilders**  
        (**BP.AdventureFramework.Rendering**)

## Methods

IMarkerCollection  
(BP.AdventureFramework.Rendering)  
FrameBuilderCollections

**Build**(string, string, CommandHelp[], int, int)

GridStringBuilder

Build a frame  
(BP.AdventureFramework.Rendering)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering)

ICompletionFrameBuilder

IFrame Build(string title, string description, CommandHelp[] commandHelp, int width,  
(BP.AdventureFramework.Rendering)

int height)  
IConversationFrameBuilder

(BP.AdventureFramework.Rendering)

Parameters

GameOverFrameBuilder

Type	Name	Description
IHelpFrameBuilder		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>title</i>	The title.
IRoomMapBuilder		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (BP.AdventureFramework.Rendering)	<i>description</i>	The description.
ITransitionFrameBuilder		
CommandHelp (BP.AdventureFramework.Rendering)	<i>commandHelp</i>	The command help.
IRoomMapBuilder		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) ISceneFrameBuilder (BP.AdventureFramework.Rendering)	<i>width</i>	The width of the frame.
ITransitionFrameBuilder		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP.AdventureFramework.Rendering)	<i>height</i>	The height of the frame.

Returns

Type	Description
IHelpFrameBuilder Color (BP.AdventureFramework.Rendering.Frames.IFrame.html) ( <b>BP.AdventureFramework.Rendering</b> )	Represents any object that can build help frames.

▼

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Renderin

FrameBuilderCollections

(BP.AdventureFramework.Renderin

GridStringBuilder

(BP.AdventureFramework.Renderin

IAboutFrameBuilder

(BP.AdventureFramework.Renderin

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

ITitleFrameBuilder

(BP.AdventureFramework.Renderin

ITransitionFrameBuilder

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

# Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll  
+ **BP.AdventureFramework.**

Syntax

## Rendering

- (**BP.AdventureFramework.Rendering**)  
public interface IRegionMapBuilder
- **BP.AdventureFramework.**
  - Rendering.FrameBuilders**
  - (**BP.AdventureFramework.Rendering**)

## Methods

  IRegionMapBuilderCollection  
    (**BP.AdventureFramework.Rendering**)

  FrameBuilderCollections  
    (**BP.AdventureFramework.Rendering**)

### BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

  GridStringBuilder  
Build a map of a region

    (**BP.AdventureFramework.Rendering**)

  IAutoFrameBuilder  
Declaration

    (**BP.AdventureFramework.Rendering**)

  ICompletionFrameBuilder  
void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int

  y, int maxWidth, int maxHeight)  
  IConversationFrameBuilder

    (**BP.AdventureFramework.Rendering**)

Parameters  
GameOverFrameBuilder

Type	Name	Description
IHelpFrameBuilder		
GridStringBuilder ( <b>BP.AdventureFramework.Rendering</b> )	gridStringBuilder	The string builder to use.
IRegionMapBuilder ( <b>BP.AdventureFramework.Rendering</b> )	region	The region.
int ISceneFrameBuilder ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The x position to start building at.
ITitleFrameBuilder ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position to start building at.
+ <b>BP.AdventureFramework.</b> <b>Rendering.FrameBuilders</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) Color ( <b>BP.AdventureFramework.Rendering</b> )	maxWidth	The maximum horizontal space available in which to build the map.

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

**(BP.AdventureFramework.Logging)**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rendering)**

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rendering.FrameBuilders)**

FrameBuilderCollection

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.framebuildercollection>)

FrameBuilderCollections

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.framebuildercollections>)

GridStringBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.gridstringbuilder>)

IAboutFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.aboutframebuilder>)

ICompletionFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.completionframebuilder>)

IConversationFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.conversationframebuilder>)

IGameOverFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.gameoverframebuilder>)

IHelpFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.helpframebuilder>)

IRegionMapBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.regionmapbuilder>)

IRoomMapFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.roommapframebuilder>)

IRoomMapBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.roommapbuilder>)

ISceneFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.sceneframebuilder>)

ITitleFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.titleframebuilder>)

ITransitionFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.transitionframebuilder>)

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders>)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

**(BP.AdventureFramework.Rendering.Color)**

# Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll  
+ **BP.AdventureFramework.**

Syntax

## Rendering

(**BP.AdventureFramework.Rendering**)  
public interface IRegionMapFrameBuilder

- **BP.AdventureFramework.**

## Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

## Methods

Build(Region, int, int) → IFrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)

FrameBuilderCollections

Build(Region, int, int) → IFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilder)

Build a frame → IFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilder)

Declaration

(BP.AdventureFramework.Rendering.IFrameBuilder)

ICompletionFrameBuilder

IFrameBuilder Build(Region region, int width, int height)

(BP.AdventureFramework.Rendering.IFrameBuilder)

IConversationFrameBuilder

Para(Region, int, int) → IFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilder)

Paras(Region, int, int) → IFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilder)

RegionBuilder → IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.IGameOverFrameBuilder)

RegionBuilder → IRegionFrameBuilder

(BP.AdventureFramework.Rendering.IRegionFrameBuilder)

RegionBuilder → IRoomFrameBuilder

(BP.AdventureFramework.Rendering.IRoomFrameBuilder)

RegionBuilder → ISceneFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

RegionBuilder → ITitledFrameBuilder

(BP.AdventureFramework.Rendering.ITitledFrameBuilder)

RegionBuilder → ITransitionFrameBuilder

(BP.AdventureFramework.Rendering.ITransitionFrameBuilder)

RegionBuilder → ITitleFrameBuilder

(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

RegionBuilder → ITransitionFrameBuilder

(BP.AdventureFramework.Rendering.ITransitionFrameBuilder)

RegionBuilder → ITitleFrameBuilder

(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders

### Color

(**BP.AdventureFramework.Rendering.Color**)

# Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.dll) IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll  
+ **BP.AdventureFramework.**

Syntax

## Rendering

(**BP.AdventureFramework.Rendering**)  
public interface IRoomMapBuilder  
- **BP.AdventureFramework.**  
    **Rendering.FrameBuilders**  
        (**BP.AdventureFramework.Rendering**)

## Methods

void BuildRoomMap(IHelpFrameBuilderCollection gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, out int endX, out int endY)  
(BP.AdventureFramework.Renderer.IHelpFrameBuilderCollection gridStringBuilder)

Build a map for a room.  
A [RoomFrameBuilder](#)

void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, out int endX, out int endY)  
(BP.AdventureFramework.Renderer.GridStringBuilder gridStringBuilder)

Build a map for a room.  
A [RoomFrameBuilder](#)

void BuildRoomMap(ICompletionFrameBuilder completionFrameBuilder, GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, out int endX, out int endY)  
(BP.AdventureFramework.Renderer.ICompletionFrameBuilder completionFrameBuilder)

Build a map for a room.  
A [CompletionFrameBuilder](#)

void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startY, out int endX, out int endY)  
(BP.AdventureFramework.Renderer.GridStringBuilder gridStringBuilder)

Build a map for a room.  
A [RegionMapFrameBuilder](#)

void BuildRoomMap(Room room, ViewPoint viewPoint, KeyType key, int startY, out int endX, out int endY)  
(BP.AdventureFramework.Renderer.Room room)

Build a map for a room.  
A [RegionMapFrameBuilder](#)

void BuildRoomMap(KeyType key, ViewPoint viewPoint, int startX, out int endX, out int endY)  
(BP.AdventureFramework.Renderer.KeyType key)

Build a map for a room.  
A [TransitionFrameBuilder](#)

void BuildRoomMap(int startX, ViewPoint viewPoint, KeyType key, int startY, out int endX, out int endY)  
(BP.AdventureFramework.Renderer.int startX)

Build a map for a room.  
A [TransitionFrameBuilder](#)

void BuildRoomMap(int startY, ViewPoint viewPoint, KeyType key, int endX, out int endY, out int endY)  
(BP.AdventureFramework.Renderer.int startY)

Build a map for a room.  
A [TransitionFrameBuilder](#)

void BuildRoomMap(int endX, ViewPoint viewPoint, KeyType key, int endY, out int endY)  
(BP.AdventureFramework.Renderer.int endX)

Build a map for a room.  
A [TransitionFrameBuilder](#)

## Color

(**BP.AdventureFramework.Rendering**)

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(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Renderin

FrameBuilderCollections

(BP.AdventureFramework.Renderin

GridStringBuilder

(BP.AdventureFramework.Renderin

IAboutFrameBuilder

(BP.AdventureFramework.Renderin

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

ITitleFrameBuilder

(BP.AdventureFramework.Renderin

ITransitionFrameBuilder

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

# Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.dll) FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll  
+ **BP.AdventureFramework.**

Syntax

## Rendering

(**BP.AdventureFramework.Rendering**)  
public interface ISceneFrameBuilder

- **BP.AdventureFramework.**

## Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering**)

## Methods

ISceneFrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders)

FrameBuilderCollections

**Builder**(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height, int height)

(BP.AdventureFramework.Rendering.IFrameBuilder)  
Build a frame.

IAboutFrameBuilder

Declaration

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilder)  
IFrameBuilder(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

(BP.AdventureFramework.Rendering.ICompletionFrameBuilder)

Parameters

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

Type		Name	Description
RegionMapBuilder	(BP.AdventureFramework.Renderer.IRegionMapBuilder)	room	Specify the Room.
ViewPoint	(BP.AdventureFramework.Renderer.IRegionMapViewPointBuilder)	viewPoint	Specify the viewpoint from the room.
PlayableCharacter	(BP.AdventureFramework.Renderer.IPlayableCharacterBuilder)	player	Specify the player.
string	(BP.AdventureFramework.Renderer.ITransitionFrameBuilder)	message	Any additional message.
+ <b>BP.AdventureFramework.</b>	(BP.AdventureFramework.Interpretation.CommandHelp.html)	contextualCommands	The contextual commands to display.
Color	(BP.AdventureFramework.Renderer.IColorBuilder)		

Type	Name	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	keyType	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

## (BP.AdventureFramework.Logi

Returns

### + BP.AdventureFramework.

Type

#### Rendering

IFrame

### (BP.AdventureFramework.Render

(BP.AdventureFramework.Rendering.IFrame.html)

### - BP.AdventureFramework.

#### Rendering.FrameBuilders

### (BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilderCollection.html)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilderCollections.html)

GridStringBuilder

(BP.AdventureFramework.Rendering.GridStringBuilder.html)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.IConversationFrameBuilder.html)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.IGameOverFrameBuilder.html)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.IHelpFrameBuilder.html)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.IRegionMapBuilder.html)

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder.html)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.IRoomMapBuilder.html)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder.html)

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.ITitleFrameBuilder.html)

ITransitionFrameBuilder

(BP.AdventureFramework.Rendering.ITransitionFrameBuilder.html)

### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

##### Color

### (BP.AdventureFramework.Render

# Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.dll) FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll  
+ **BP.AdventureFramework.**

Syntax

## Rendering

- (**BP.AdventureFramework.Rendering**)
  - public interface ITitleFrameBuilder
- **BP.AdventureFramework.**
  - Rendering.FrameBuilders**
  - (**BP.AdventureFramework.Rendering**)

## Methods

- ITitleFrameBuilderCollection
  - (BP.AdventureFramework.Rendering)
  - FrameBuilderCollections
- Build(string, string, int, int)**
  - GridStringBuilder
  - Build a frame
  - (**BP.AdventureFramework.Rendering**)
- IAboutFrameBuilder
  - Declaration
  - (BP.AdventureFramework.Rendering)
  - ICompletionFrameBuilder
  - IFrame Build(string title, string description, int width, int height)
  - (BP.AdventureFramework.Rendering)
- IConversationFrameBuilder
  - ICoverImageFrameBuilder
  - Para
  - (BP.AdventureFramework.Rendering)

Type	Name	Description
IGameOverFrameBuilder <ul style="list-style-type: none"><li>(BP.AdventureFramework.Rendering)</li></ul>		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>title</i>	The title.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	The description.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>width</i>	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>height</i>	The height of the frame.

IRoomMapBuilder

Returns **BP.AdventureFramework.Rendering**

Type	Description
ISceneFrameBuilder <ul style="list-style-type: none"><li>(BP.AdventureFramework.Rendering)</li></ul>	

ITitleFrameBuilder

(**BP.AdventureFramework.Rendering.Frames**.IFrame.html)

Represents any object that can build title frames.

ITransitionFrameBuilder

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

(**BP.AdventureFramework.Rendering**)

# Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll  
+ **BP.AdventureFramework.**

Syntax

## Rendering

(**BP.AdventureFramework.Rendering**)  
public interface ITransitionFrameBuilder

- **BP.AdventureFramework.**

## Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

## Methods

ITransitionFrameBuilderCollection  
(BP.AdventureFramework.Rendering.FrameBuilders.ICollection<ITransitionFrameBuilder>)

### FrameBuilderCollections

Build(string, string, int, int)  
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection.Build)

#### GridStringBuilder

Build a frame  
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection.BuildFrame)

#### IAboutFrameBuilder

Declaration  
(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

#### ICompletionFrameBuilder

IFrameBuilder Build(string title, string message, int width, int height)  
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

#### IConversationFrameBuilder

Para  
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

Type	Name	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)		
string (https://learn.microsoft.com/dotnet/api/system.string)	title	The title to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

IRoomMapBuilder

Returns  
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)	Represents any object that can build transition frames.

ITransitionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder)

Color  
(BP.AdventureFramework.Rendering.FrameBuilders.Color)

Color  
(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders

### Color

(**BP.AdventureFramework.Rendering.FrameBuilders.Color**)

# Namespace BP.AdventureFramework.Rendering.FrameBuilders.Color

▼ Filter by title

## Classes

+ **BP.AdventureFramework.**

    Interpretation

**ColorAboutFrameBuilder**

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html)

    Logic

        Provides a builder of color about frames.

(BP.AdventureFramework.Logic

+ **BP.AdventureFramework.**

    ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html)

**ColorConversationFrameBuilder**

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)

    Rendering.FrameBuilders.

        Provides a builder of color completion frames.

+ **BP.AdventureFramework.**

    Rendering.FrameBuilders

**ColorConversationFrameBuilder**

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)

    Rendering.FrameBuilders.

        Provides a builder of color conversation frames.

    Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color

    ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html)

    ColorGameOverFrameBuilder

        Provides a builder of color game over frames.

        ColorCompletionFrameBuilder

            (BP.AdventureFramework.Rendering.FrameBuilders.Color

        ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html)

    ColorHelpFrameBuilder

        Provides a builder of color help frames.

        ColorHelpFrameBuilder

            (BP.AdventureFramework.Rendering.FrameBuilders.Color

        ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html)

    ColorRegionMapBuilder

        Provides a color builder of region maps.

        ColorRoomMapBuilder

            (BP.AdventureFramework.Rendering.FrameBuilders.Color

        ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html)

    ColorRegionMapFrameBuilder

        Provides a color builder of region maps.

        ColorRoomMapFrameBuilder

            (BP.AdventureFramework.Rendering.FrameBuilders.Color

                (BP.AdventureFramework.Renderir

Provides a builder of color region map frames.

## ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html](#))

Provides a color room map builder.

+ [BP.AdventureFramework.](#)

## ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html](#))

+ [BP.AdventureFramework.](#)

Provides a builder for color scene frames.

### Logic

([BP.AdventureFramework.Logic](#)

## ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html](#))

([BP.AdventureFramework.Rendering.](#)

Provides a builder of color title frames.

+ [BP.AdventureFramework.](#)

## Rendering.FrameBuilders

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html](#))

([BP.AdventureFramework.Rendering.](#)

Provides a builder of color transition frames.

## Rendering.FrameBuilders

### Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color](#)

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Enumeration of ANSI colors

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Completion](#)

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Conversation](#)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.GameOver](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Help](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Region](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.RegionMap](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Room](#)

ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Scene](#)

ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Title](#)

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Transition](#)

ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Title](#)

# Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.html))

Logic

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Logic)

Syntax

+ BP.AdventureFramework.

Rendering enum AnsiColor

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Fields

(BP.AdventureFramework.Rendering)

- BP.AdventureFramework.	Description
Black	Black (30).
Blue	Blue (34).
BrightBlack	Bright black (90).
BrightBlue	Bright blue (94).
BrightCyan	Bright cyan (96).
BrightGreen	Bright green (92).
BrightMagenta	Bright magenta (95).
BrightRed	Bright red (91).
BrightWhite	Bright white (97).
BrightYellow	Bright yellow (93).
Cyan	Cyan (36).
Green	Green (32).
Magenta	Magenta (35).
Red	Red (31).
Reset	Reset (0).
White	White (37).
Yellow	Yellow (33).

+ BP.AdventureFramework.

▼

- + **BP.AdventureFramework.**  
Logic  
(BP.AdventureFramework.Logic)
- + **BP.AdventureFramework.**  
Rendering  
(BP.AdventureFramework.Rendering)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders  
(BP.AdventureFramework.Rendering.FrameBuilders)
- **BP.AdventureFramework.**  
Rendering.FrameBuilders.  
Color  
(BP.AdventureFramework.Rendering.FrameBuilders.Color)
  - AnsiColor  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)
  - ColorAboutFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder)
  - ColorCompletionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder)
  - ColorConversationFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder)
  - ColorGameOverFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder)
  - ColorHelpFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder)
  - ColorRegionMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapBuilder)
  - ColorRegionMapFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder)
  - ColorRoomMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder)
  - ColorSceneFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder)
  - ColorTitleFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder)
  - ColorTransitionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder)
  - ColorUnderlineFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorUnderlineFrameBuilder)
- + **BP.AdventureFramework.**

# Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Logic** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Logic**

Implements

+ **BP.AdventureFramework.**

IAboutFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html))

**Rendering**

Inherited Members

(**BP.AdventureFramework.Render**

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)))

**Rendering.FrameBuilders**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Render**

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>)

**Color**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Render**

Namespace: BP ([BP.html](https://learn.microsoft.com/dotnet/api/BP.html)).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html)).Rendering

([BP.AdventureFramework.Rendering.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.html)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.FrameBuilders.html)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.FrameBuilders.Color.html))

(**BP.AdventureFramework.Render**

Assembly: BP.AdventureFramework.dll

Syntax

(**BP.AdventureFramework.Render**

    ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**) IAboutFrameBuilder : IAboutFrameBuilder

    ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**

    ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**

    ColorHelpFrameBuilder

(**BP.AdventureFramework.Render**

    ColorRegionMapBuilder

**ColorAboutFrameBuilder(GridStringBuilder)**

(**BP.AdventureFramework.Render**

Initializes a new instance of the ColorAboutFrameBuilder class.

    ColorRegionMapFrameBuilder

Declaration

(**BP.AdventureFramework.Render**

    ColorRoomMapBuilder

(**BP.AdventureFramework.Render**) (GridStringBuilder gridStringBuilder)

    ColorSceneFrameBuilder

(**BP.AdventureFramework.Render**

Parameters

    ColorTitleFrameBuilder

Type	Name	Description
BP.AdventureFramework.Render	gridStringBuilder	A builder to use for the string layout.

+ **BP.AdventureFramework.**

# Properties

## AuthorColor

Get or set the author color.

Declaration  
+ **BP.AdventureFramework.**

**Logic**  
public AnsiColor AuthorColor { get; set; }  
**(BP.AdventureFramework.Logic)**

## BP.AdventureFramework.

Type	Description
<b>(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)</b>	Provides a builder of color about frames.

## BackgroundColor

Get the background color.

**(BP.AdventureFramework.Rendering.FrameBuilders.**

Declaration  
AnsiColor

**(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)**  
public AnsiColor BackgroundColor { get; set; }

Property Value  
ColorCompletionFrameBuilder

Type	Description
<b>(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)</b>	Provides a builder of color about frames.

## BorderColor

Get the border color.  
ColorRegionMapFrameBuilder

**(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder)**

Declaration  
ColorRoomMapBuilder

**(BP.AdventureFramework.Rendering.SceneFrameBuilder)**  
public AnsiColor BorderColor { get; set; }

Property Value  
ColorTitleFrameBuilder

**(BP.AdventureFramework.Rendering.TransitionFrameBuilder)**

ColorTransitionFrameBuilder  
**(BP.AdventureFramework.Rendering.TransitionFrameBuilder)**

## + BP.AdventureFramework.

- . . -



Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) )	Provides a builder of color about frames.

▼

## + BP.AdventureFramework.

### Methods

(BP.AdventureFramework.Logic.IAdventureFrameBuilder)

#### Build(string, Game, int, int)

##### Rendering

Build a frame.

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

Declaration

#### + BP.AdventureFramework.

##### Rendering.FrameBuilders

public IFrame Build(string title, Game game, int width, int height)

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

#### BP.AdventureFramework.

Parameters

Type	Name	Description
Color string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (BP.AdventureFramework.Rendering.IAboutFrameBuilder)	title	The title.
Game AdventureFramework.Logic.Game.html (BP.AdventureFramework.Rendering.IAboutFrameBuilder)	game	The game.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) ColorAboutFrameBuilder	width	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) ColorCompletionFrameBuilder	height	The height of the frame.

Returns

ColorConversationFrameBuilder

Type	Description
IFrame ( <a href="https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html">https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html</a> ) (BP.AdventureFramework.Rendering.IAboutFrameBuilder)	Provides a builder of color about frames.

### Implements

IAboutFrameBuilder (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html>)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

ColorSceneFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

ColorTitleFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

ColorTransitionFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

#### + BP.AdventureFramework.

- . . -

# Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Logic** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Logic**

Implements

+ **BP.AdventureFramework.**

ICompletionFrameBuilder (<BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html>)

**Rendering**

Inherited Members

(**BP.AdventureFramework.Render**

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)))

**Rendering.FrameBuilders**

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>)

**Color**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Render**

Namespace: BP (<BP.html>).AdventureFramework (<BP.AdventureFramework.html>).Rendering

(<BP.AdventureFramework.Rendering.html>).FrameBuilders (<BP.AdventureFramework.Rendering.FrameBuilders.html>).Color

(<BP.AdventureFramework.Rendering.FrameBuilders.Color.html>)

(**BP.AdventureFramework.Renderir**

Assembly: BP.AdventureFramework.dll

ColorAboutFrameBuilder

Syntax

(**BP.AdventureFramework.Renderir**

    ColorCompletionFrameBuilder

p(**BP.AdventureFramework.Renderir**) ColorCompletionFrameBuilder : ICompletionFrameBuilder

    ColorConversationFrameBuilder

(**BP.AdventureFramework.Renderir**

    ColorGameOverFrameBuilder

(**BP.AdventureFramework.Renderir**

    ColorHelpFrameBuilder

(**BP.AdventureFramework.Renderir**

    ColorRegionMapBuilder

**ColorCompletionFrameBuilder(GridStringBuilder)**

(**BP.AdventureFramework.Renderir**

Initializes a new instance of the ColorCompletionFrameBuilder class.

    ColorRegionMapFrameBuilder

Declaration

(**BP.AdventureFramework.Renderir**

    ColorRoomMapBuilder

p(**BP.AdventureFramework.Renderir**) ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder)

    ColorSceneFrameBuilder

(**BP.AdventureFramework.Renderir**

Parameters

    ColorTitleFrameBuilder

Type	Name	Description
( <b>BP.AdventureFramework.Renderir</b>	gridStringBuilder	A builder to use for the string layout.

+ **BP.AdventureFramework.**

-

# Properties

## BackgroundColor

Get or set the background color.

Declaration  
+ BP.AdventureFramework.

Logic  
public AnsiColor BackgroundColor { get; set; }  
(BP.AdventureFramework.Logic)

## BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)BP.AdventureFramework.Rendering.FrameBuilders	Provides a builder of color completion frames.

## - BP.AdventureFramework.

### BorderColor

Get the border color.

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

AnsiColor  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Property Value

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)ColorConversationFrameBuilder	Provides a builder of color completion frames.

## DescriptionColor

Get the description color.

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

ColorRoomMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)ColorSceneFrameBuilder

Property Value

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)ColorTitleFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders)
(BP.AdventureFramework.Rendering.FrameBuilders)

## + BP.AdventureFramework.

- - - - -



Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Provides a builder of color completion frames.

## Implements

+ **BP.AdventureFramework.**  
ICompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)  
**Logic**  
(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**  
Rendering  
(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**  
Rendering.FrameBuilders  
(BP.AdventureFramework.Rendering.FrameBuilders)

- **BP.AdventureFramework.**  
Rendering.FrameBuilders.  
**Color**  
(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)  
ColorAboutFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)  
ColorCompletionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)  
ColorConversationFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)  
ColorGameOverFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)  
ColorHelpFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)  
ColorRegionMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)  
ColorRegionMapFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)  
ColorRoomMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder)  
ColorSceneFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorSceneFrameBuilder)  
ColorTitleFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorTitleFrameBuilder)  
ColorTransitionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorTransitionFrameBuilder)

+ **BP.AdventureFramework.**

- . . . -

# Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Logic** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Logic**)

Implements

+ **BP.AdventureFramework.**

IConversationFrameBuilder

**Rendering**

(**BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html**)

(**BP.AdventureFramework.Rendering**)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.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)))

(**BP.AdventureFramework.Rendering**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

**Rendering**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(**BP.AdventureFramework.Rendering**)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Rendering**)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**ApiColor**

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

(**BP.AdventureFramework.Rendering**)

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

ColorAboutFrameBuilder

Assembly: BPAdventureFramework.dll

([BP.AdventureFramework.Rendering](#))

Syntax

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering](#))

ColorConversationFrameBuilder

ColorConversationFrameBuilder : IConversationFrameBuilder

([BP.AdventureFramework.Rendering](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Rendering](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering](#))

Initializes a new instance of the ColorConversationFrameBuilder class.

([BP.AdventureFramework.Rendering](#))

Declaration

ColorRoomMapBuilder

([BP.AdventureFramework.Rendering](#))

ColorScoreFrameBuilder

ColorScoreFrameBuilder(GridStringBuilder gridStringBuilder)

([BP.AdventureFramework.Rendering](#))

ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering](#))

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering](#))

+ **BP.AdventureFramework.**

- . . . -

## Constructors

### ColorConversationFrameBuilder(GridStringBuilder)

Initializes a new instance of the ColorConversationFrameBuilder class.

([BP.AdventureFramework.Rendering](#))

ColorRoomMapBuilder

([BP.AdventureFramework.Rendering](#))

ColorScoreFrameBuilder

ColorScoreFrameBuilder(GridStringBuilder gridStringBuilder)

([BP.AdventureFramework.Rendering](#))

ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering](#))

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering](#))

+ **BP.AdventureFramework.**

- . . . -

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

▼

+ **BP.AdventureFramework.**  
**Properties**  
(BP.AdventureFramework.Logi

**BackgroundColor**

**Rendering**

Get or set the background color.  
(BP.AdventureFramework.Render

Declaration

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

```
public ANSIColor BackgroundColor { get; set; }
```

(BP.AdventureFramework.Render

**BP.AdventureFramework.**

Property Value

Type	Description
Color AnsiColor (BP.AdventureFramework.Render (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor. AnsiColor html) (BP.AdventureFramework.Renderin ColorAboutFrameBuilder (BP.AdventureFramework.Renderin ColorConversationFrameBuilder (BP.AdventureFramework.Renderin Get or set the border color. ColorConversationFrameBuilder (BP.AdventureFramework.Renderin Declaration ColorGameOverFrameBuilder (BP.AdventureFramework.Renderin public ANSIColor BorderColor { get; set; } ColorHelpFrameBuilder (BP.AdventureFramework.Renderin	Provides a builder of color conversation frames.

**BorderColor**

Color  
AnsiColor  
(BP.AdventureFramework.Render  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.  
AnsiColor  
html)  
(BP.AdventureFramework.Renderin  
ColorSceneFrameBuilder  
(BP.AdventureFramework.Renderin  
ColorTitleFrameBuilder  
(BP.AdventureFramework.Renderin  
ColorTransitionFrameBuilder  
(BP.AdventureFramework.Renderin  
Declaration

+ **BP.AdventureFramework.**

Property Value

Type	Description
ColorRegionMapBuilder (BP.AdventureFramework.Renderin ColorRegionMapFrameBuilder (BP.AdventureFramework.Renderin (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor. AnsiColor html) (BP.AdventureFramework.Renderin	Provides a builder of color conversation frames.

**InputColor**

Color  
AnsiColor  
(BP.AdventureFramework.Renderin  
ColorTransitionFrameBuilder  
(BP.AdventureFramework.Renderin  
Declaration

+ **BP.AdventureFramework.**

- - - - -

```
public AnsiColor InputColor { get; set; }
```

## Property Value

Type	Description
AnsiColor + <a href="#">BPAdventureFramework</a> (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor. Logic.html)	Provides a builder of color conversation frames.

+ BPAdventureFramework-

#### NonPlayerMessageColor

**(BP.AdventureFramework.Render)**  
Get or set the player message color.

+ BP.AdventureFramework.  
Declaration

## Declaration Rendering.FrameBuilders

(BP\_AdventureFramework)

#### **\public Ansible::NonPlayerMes**

#### - BP.AdventureFramework.

## Rendering.FrameBuilders.

Type	Description
<b>(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColorBuilder)</b>	Provides a builder of color conversation frames.
<b>(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColorBuilder)</b>	Provides a builder of color conversation frames.
<b>(BP.AdventureFramework.Rendering.FrameBuilders.Color.HtmlColorBuilder)</b>	Provides a builder of color conversation frames.
<b>(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)</b>	Provides a builder of color conversation frames.

## Player Message Colour

**ColorConversationFrameBuilder**  
Get or set the player message color.

## ColorGameOverFrameBuilder Declaration

(BP.AdventureFramework.Renderer  
ColorLabelFrameBuilder

```
ColorHelpFrameBuilder  
public AnsiColor PlayerMessage  
(BP.AdventureFramework.Renderin
```

## ColorRegionMapBuilder

## Type

**AnsiColorRoomMapBuilder**  
(BP.AdventureFramework.Renderir

(BPAdventureFramework.Renderer)

## htmlColorSceneFrameBuilder (BP.AdventureFramework.Renderir

## ColorTitleFrameBuilder

# ResponseColor

(BP.AdventureFramework.Renderer)  
ColorTransitionFrameBuilder

Get or Set the response color.

# + BP AdventureFramework.

```
public AnsiColor ResponseColor { get; set; }
```

## Property Value

Type	Description
AnsiColor + <b>BP.AdventureFramework.</b> (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor. html) <b>(BP.AdventureFramework.Logic</b>	Provides a builder of color conversation frames.

## + BP.AdventureFramework.

### TitleColor

**(BP.AdventureFramework.Rendering.**  
Get or set the title color.

## + BP.AdventureFramework.

Declaration

### Rendering.FrameBuilders

**(BP.AdventureFramework.Rendering.**  
public AnsiColor TitleColor { get; set; }

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

Type	Description
AnsiColor + <b>BP.AdventureFramework.</b> (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor. html) ColorAboutFrameBuilder (BP.AdventureFramework.Renderin ColorCompletionFrameBuilder (BP.AdventureFramework.Renderin ColorConversationFrameBuilder (BP.AdventureFramework.Renderin ColorGameOverFrameBuilder (BP.AdventureFramework.Renderin	Provides a builder of color conversation frames.

## Methods

### Build(string, IConverser, CommandHelp[], int, int)

Build a frame.  
**(BP.AdventureFramework.Renderin**  
ColorHelpFrameBuilder  
(BP.AdventureFramework.Renderin

Declaration

### ColorRegionMapBuilder

**(BP.AdventureFramework.Renderin**  
ColorRegionFrameBuilder  
a(BP.AdventureFramework.Renderin  
ColorRoomMapBuilder  
(BP.AdventureFramework.Renderin

Parameters  
ColorSceneFrameBuilder

Type	Name	Description
ColorTitleFrameBuilder string (BP.AdventureFramework.Renderin (https://learn.microsoft.com/dotnet/api/system.string) ColorTransitionFrameBuilder	title	The title to display to the user.

(BP.AdventureFramework.Renderin

## + BP.AdventureFramework.

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Type	Name	Description
IConverser (BP.AdventureFramework.Assets.Characters.IConverser.html)	converser	The converser.
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	contextualCommands	The contextual commands to display.
Logic (BP.AdventureFramework.Logic.html)	width	The width of the frame.
Rendering (BP.AdventureFramework.Rendering.html)	height	The height of the frame.
Returns		
+ BP.AdventureFramework.	<b>Description</b>	
Rendering.FrameBuilders IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Provides a builder of color conversation frames.	
- BP.AdventureFramework.		
Rendering.FrameBuilders.		
Implements		
Color (BP.AdventureFramework.Rendering.IConversationFrameBuilder.html)		
IConversationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
AnsiColor (BP.AdventureFramework.Rendering.Renderer.IAnsiColor.html)		
ColorAboutFrameBuilder (BP.AdventureFramework.Rendering.Renderer.IColorAboutFrameBuilder.html)		
ColorCompletionFrameBuilder (BP.AdventureFramework.Rendering.Renderer.IColorCompletionFrameBuilder.html)		
ColorConversationFrameBuilder (BP.AdventureFramework.Rendering.Renderer.IColorConversationFrameBuilder.html)		
ColorGameOverFrameBuilder (BP.AdventureFramework.Rendering.Renderer.IColorGameOverFrameBuilder.html)		
ColorHelpFrameBuilder (BP.AdventureFramework.Rendering.Renderer.IColorHelpFrameBuilder.html)		
ColorRegionMapBuilder (BP.AdventureFramework.Rendering.Renderer.IColorRegionMapBuilder.html)		
ColorRegionMapFrameBuilder (BP.AdventureFramework.Rendering.Renderer.IColorRegionMapFrameBuilder.html)		
ColorRoomMapBuilder (BP.AdventureFramework.Rendering.Renderer.IColorRoomMapBuilder.html)		
ColorSceneFrameBuilder (BP.AdventureFramework.Rendering.Renderer.IColorSceneFrameBuilder.html)		
ColorTitleFrameBuilder (BP.AdventureFramework.Rendering.Renderer.IColorTitleFrameBuilder.html)		
ColorTransitionFrameBuilder (BP.AdventureFramework.Rendering.Renderer.IColorTransitionFrameBuilder.html)		
ColorTextFrameBuilder (BP.AdventureFramework.Rendering.Renderer.IColorTextFrameBuilder.html)		
+ BP.AdventureFramework.		
-		

# Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Logic** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Logi**

Implements

+ **BP.AdventureFramework.**

IGameOverFrameBuilder (<BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html>)

**Rendering**

Inherited Members

(**BP.AdventureFramework.Render**

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)))

**Rendering.FrameBuilders**

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>)

**Color**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Render**

Namespace: BP (<BP.html>).AdventureFramework (<BP.AdventureFramework.html>).Rendering

(<BP.AdventureFramework.Rendering.html>).FrameBuilders (<BP.AdventureFramework.Rendering.FrameBuilders.html>).Color

(<BP.AdventureFramework.Rendering.FrameBuilders.Color.html>)

(**BP.AdventureFramework.Renderir**

Assembly: BP.AdventureFramework.dll

ColorAboutFrameBuilder

Syntax

**ColorGameOverFrameBuilder** (<ColorGameOverFrameBuilder.html>)

ColorCompletionFrameBuilder

(**BP.AdventureFramework.Renderir**) ColorGameOverFrameBuilder : IGameOverFrameBuilder

ColorConversationFrameBuilder

(**BP.AdventureFramework.Renderir**)

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Renderir**)

ColorHelpFrameBuilder

(**BP.AdventureFramework.Renderir**)

ColorRegionMapBuilder

(**BP.AdventureFramework.Renderir**)

Initializes a new instance of the ColorGameOverFrameBuilder class.

ColorRegionMapFrameBuilder

Declaration

(**BP.AdventureFramework.Renderir**)

ColorRoomMapBuilder

p(**BP.AdventureFramework.Renderir**) ColorGameOverFrameBuilder(gridStringBuilder gridStringBuilder)

ColorSceneFrameBuilder

(**BP.AdventureFramework.Renderir**)

Parameters

ColorTitleFrameBuilder

Type	Name	Description
ColorTransitionFrameBuilder GridStringBuilder ( <a href="BP.AdventureFramework.Renderir">BP.AdventureFramework.Renderir</a> ) ( <a href="BP.AdventureFramework.Rendering.FrameBuilders.GridString">BP.AdventureFramework.Rendering.FrameBuilders.GridString</a> )	gridStringBuilder	A builder to use for the string layout.

+ **BP.AdventureFramework.**

# Properties

## BackgroundColor

Get or set the background color.

Declaration  
+ BP.AdventureFramework.

Logic  
public AnsiColor BackgroundColor { get; set; }  
(BP.AdventureFramework.Logic)

## BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) AnsiColor + BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a builder of color game over frames.

## - BP.AdventureFramework.

### BorderColor

Get the border color.

(BP.AdventureFramework.Rendering.FrameBuilders.  
Declaration  
AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.  
public AnsiColor BorderColor { get; set; }  
ColorAboutFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.  
Property Value  
ColorCompletionFrameBuilder

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders. ColorConversationFrameBuilder AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) ColorHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders. ColorRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders. Get ColorRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders. Declaration ColorRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders. public AnsiColor DescriptionColor { get; set; } (BP.AdventureFramework.Rendering.FrameBuilders. ColorTitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders. ColorTransitionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.	Provides a builder of color game over frames.

## DescriptionColor

Get or set the description color.

(BP.AdventureFramework.Rendering.FrameBuilders.  
Declaration  
ColorRoomMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.  
public AnsiColor DescriptionColor { get; set; }  
(BP.AdventureFramework.Rendering.FrameBuilders.  
ColorTitleFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.  
ColorTransitionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.

## + BP.AdventureFramework.



Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Provides a builder of color game over frames.

## Implements

+ **BP.AdventureFramework.**  
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)  
**Logic**  
(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**  
Rendering  
(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**  
Rendering.FrameBuilders  
(BP.AdventureFramework.Rendering.FrameBuilders)

- **BP.AdventureFramework.**  
Rendering.FrameBuilders.  
Color  
(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)  
ColorAboutFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)  
ColorCompletionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)  
ColorConversationFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)  
ColorGameOverFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)  
ColorHelpFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)  
ColorRegionMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)  
ColorRegionMapFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)  
ColorRoomMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder)  
ColorSceneFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorSceneFrameBuilder)  
ColorTitleFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorTitleFrameBuilder)  
ColorTransitionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorTransitionFrameBuilder)

+ **BP.AdventureFramework.**

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# Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Logic** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Logic**

Implements

+ **BP.AdventureFramework.**

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html))

**Rendering**

Inherited Members

(**BP.AdventureFramework.Render**

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)))

**Rendering.FrameBuilders**

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>)

**Color**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Render**

Namespace: BP ([BP.html](https://learn.microsoft.com/dotnet/api/BP.html)).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html)).Rendering

([BP.AdventureFramework.Rendering.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.html)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.FrameBuilders.html)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.FrameBuilders.Color.html))

(**BP.AdventureFramework.Render**

Assembly: BP.AdventureFramework.dll

Syntax: `class BP.AdventureFramework.Render`

    ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**) `ColorCompletionFrameBuilder : IHelpFrameBuilder`

    ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**)

    ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**)

    ColorHelpFrameBuilder

(**BP.AdventureFramework.Render**)

**ColorHelpFrameBuilder(GridStringBuilder)**

(**BP.AdventureFramework.Render**)

Initializes a new instance of the `ColorHelpFrameBuilder` class.

    ColorRegionMapFrameBuilder

Declaration: `public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)`

    ColorRoomMapBuilder

(**BP.AdventureFramework.Render**) `ColorRoomMapBuilder gridStringBuilder`

    ColorSceneFrameBuilder

(**BP.AdventureFramework.Render**)

Parameters:

    ColorTitleFrameBuilder

Type	Name	Description
<code>BP.AdventureFramework.Render</code>	<code>gridStringBuilder</code>	A builder to use for the string layout.

+ **BP.AdventureFramework.**

# Properties

## BackgroundColor

Get or set the background color.

Declaration  
+ BP.AdventureFramework.

**Logic**  
public AnsiColor BackgroundColor { get; set; }  
(BP.AdventureFramework.Logic)

Property Value  
+ BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)	Provides a builder of color help frames.

**Rendering.FrameBuilders**  
(BP.AdventureFramework.Rendering.FrameBuilders)

## BorderColor

Get or set the border color.

**Color**  
Declaration  
(BP.AdventureFramework.Rendering.FrameBuilders)

AnsiColor  
public AnsiColor BorderColor { get; set; }  
(BP.AdventureFramework.Rendering.FrameBuilders)

**ColorAboutFrameBuilder**  
Property Value  
(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders)	Provides a builder of color help frames.

**ColorCompletionFrameBuilder**  
(BP.AdventureFramework.Rendering.FrameBuilders)

**ColorConversationFrameBuilder**  
(BP.AdventureFramework.Rendering.FrameBuilders)

**ColorGameOverFrameBuilder**  
(BP.AdventureFramework.Rendering.FrameBuilders)

**ColorHelpFrameBuilder**  
(BP.AdventureFramework.Rendering.FrameBuilders)

**ColorRegionMapFrameBuilder**  
Declaration  
(BP.AdventureFramework.Rendering.FrameBuilders)

**ColorSceneFrameBuilder**  
Property Value  
(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders)	Provides a builder of color help frames.

+ BP.AdventureFramework.

- . . -

## CommandDescriptionColor

Get or set the description color.

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

### + BP.AdventureFramework.

Property Value

Logic

Type **BP.AdventureFramework.Logic**

Description

AnsiColor

+ BP.AdventureFramework.

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Provides a builder of color help frames.

Rendering

(BP.AdventureFramework.Rendering)

### + BP.AdventureFramework.

DescriptionColor

Rendering.FrameBuilders

Get (BP.AdventureFramework.Rendering)

Declaration

**BP.AdventureFramework.**

**Rendering.FrameBuilders.**

```
public AnsiColor DescriptionColor { get; set; }
```

Color

(BP.AdventureFramework.Rendering)

Property Value

AnsiColor

Type

(BP.AdventureFramework.Rendering)

Description

ColorAboutFrameBuilder

AnsiColor

(BP.AdventureFramework.Rendering)

Provides a builder of color help frames.

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Rendering)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering)

ColorGameOverFrameBuilder

TitleColor

Get (BP.AdventureFramework.Rendering)

ColorHelpFrameBuilder

Declaration

(BP.AdventureFramework.Rendering)

ColorRegionMapBuilder

```
public AnsiColor TitleColor { get; set; }
```

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering)

ColorRoomMapBuilder

Type

(BP.AdventureFramework.Rendering)

Description

ColorSceneFrameBuilder

AnsiColor

(BP.AdventureFramework.Rendering)

Provides a builder of color help frames.

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorTitleFrameBuilder

(BP.AdventureFramework.Rendering)

ColorTransitionFrameBuilder

(BP.AdventureFramework.Rendering)

## Methods

### + BP.AdventureFramework.

- - - - -

## Build(string, string, CommandHelp[], int, int)

Build a frame.

Declaration

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

+ BP.AdventureFramework.

### Logic

Parameters

(BP.AdventureFramework.Logi

Type	Name	Description
+ BP.AdventureFramework.		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	title	The title.
<b>Rendering</b>		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	description	The description.
+ BP.AdventureFramework.		
(BP.AdventureFramework.Interpretation.CommandHelp.html)	commandHelp	The command help.
<b>Rendering.FrameBuilders</b>		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	width	The width of the frame.
- BP.AdventureFramework.		
<b>Rendering.FrameBuilders.</b>		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	height	The height of the frame.
(BP.AdventureFramework.Render		

AnsiColor

Returns  
(BP.AdventureFramework.Renderir

Type	Description
colorAboutFrameBuilder	(BP.AdventureFramework.Renderir
IFrameBuilder	(BP.AdventureFramework.Rendering.Frames.IFrame.html)
ColorCompletionFrameBuilder	Provides a builder of color help frames.

(BP.AdventureFramework.Renderir

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderir

ColorGameOverFrameBuilder

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.ihelpframebuilder.html))

(BP.AdventureFramework.Renderir

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ColorRoomMapBuilder

(BP.AdventureFramework.Renderir

ColorSceneFrameBuilder

(BP.AdventureFramework.Renderir

ColorTitleFrameBuilder

(BP.AdventureFramework.Renderir

ColorTransitionFrameBuilder

(BP.AdventureFramework.Renderir

+ BP.AdventureFramework.

- . . -

# Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Logic** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Logic**)

Implements

+ **BP.AdventureFramework.**

IRegionMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.irregionmapbuilder.html))

**Rendering**

Inherited Members

(**BP.AdventureFramework.Render**)

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)))

**Rendering.FrameBuilders**

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>)

**Color**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Render**)

Namespace: BP ([BP.html](https://learn.microsoft.com/bp/html)).AdventureFramework ([BP.html](https://learn.microsoft.com/bp/html)).Rendering

([BP.html](https://learn.microsoft.com/bp/html)).AdventureFramework.Rendering ([BP.html](https://learn.microsoft.com/bp/html)).FrameBuilders ([BP.html](https://learn.microsoft.com/bp/html)).Rendering.FrameBuilders

([BP.html](https://learn.microsoft.com/bp/html)).AdventureFramework.Rendering.FrameBuilders.Color

(**BP.AdventureFramework.Render**)

Assembly: BP.AdventureFramework.dll

ColorAboutFrameBuilder

Syntax

`public class ColorAboutFrameBuilder : IRegionMapBuilder`

ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**)

ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**)

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**)

ColorFloorFrameBuilder

(**BP.AdventureFramework.Render**)

ColorRegionFrameBuilder

(**BP.AdventureFramework.Render**)

ColorRegionMapFrameBuilder

Get or set the character to use for the current floor.

(**BP.AdventureFramework.Render**)

ColorRoomMapBuilder

(**BP.AdventureFramework.Render**)

ColorSceneFrameBuilder

public char CurrentFloorIndicator { get; set; }

(**BP.AdventureFramework.Render**)

ColorTitleFrameBuilder

(**BP.AdventureFramework.Render**)

Property Value

(**BP.AdventureFramework.Render**)

Type

ColorTransitionFrameBuilder

(**BP.AdventureFramework.Render**)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

Provides a color builder for region maps.

+ **BP.AdventureFramework.**

-

## EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

### + BP.AdventureFramework.

Property Value

**Logic**

Type	Description
<a href="#">BP.AdventureFramework.Logic</a>	Provides a color builder for region maps.

### - BP.AdventureFramework.

**Rendering**

[\(BP.AdventureFramework.Rendering\)](#)

### HorizontalBoundary

### + BP.AdventureFramework.

Property Value

**HorizontalBoundary**

Get or set the character used for horizontal boundaries.

[\(BP.AdventureFramework.Rendering\)](#)

Declaration

### - BP.AdventureFramework.

```
public char HorizontalBoundary { get; set; }
```

**Color**

### (BP.AdventureFramework.Rendering)

Property Value

**Type**

[\(BP.AdventureFramework.Renderer\)](#)

```
char (https://learn.microsoft.com/dotnet/api/system.char)
```

**Description**

Provides a color builder for region maps.

### LockedExit

### + BP.AdventureFramework.Renderer

Get or set the character used for representing a locked exit.

[\(BP.AdventureFramework.Renderer\)](#)

Declaration

```
public char LockedExit { get; set; }
```

[\(BP.AdventureFramework.Renderer\)](#)

[ColorHelpFrameBuilder](#)

```
public char LockedExit { get; set; }
```

[\(BP.AdventureFramework.Renderer\)](#)

[ColorRegionMapBuilder](#)

### (BP.AdventureFramework.Renderer)

Property Value

[\(BP.AdventureFramework.Renderer\)](#)

```
char (https://learn.microsoft.com/dotnet/api/system.char)
```

**Description**

Provides a color builder for region maps.

### LockedExitColor

### + BP.AdventureFramework.Renderer

Get or set the locked exit color.

[\(BP.AdventureFramework.Renderer\)](#)

Declaration

### + BP.AdventureFramework.

- - - - -

```
public AnsiColor LockedExitColor { get; set; }
```

## Property Value

Type	Description
AnsiColor + <b>BP.AdventureFramework.</b> (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html ) <b>Logic</b> (BP.AdventureFramework.Logic)	Provides a color builder for region maps.

## + BP.AdventureFramework.

### LowerLevelColor

#### (BP.AdventureFramework.Renderer)

Get or set the character to use for lower levels.

## + BP.AdventureFramework.

Declaration

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Renderer)

```
public char LowerLevelColor { get; set; }
```

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

Type	Description
(BP.AdventureFramework.Renderer) char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) AnsiColor (BP.AdventureFramework.Renderer) ColorAboutFrameBuilder (BP.AdventureFramework.Renderer) ColorCompletionFrameBuilder (BP.AdventureFramework.Renderer) ColorConversationFrameBuilder (BP.AdventureFramework.Renderer) ColorGameOverFrameBuilder public ANSIColor LowerLevelColor { get; set; } (BP.AdventureFramework.Renderer) ColorHelpFrameBuilder	Provides a color builder for region maps.

## LowerLevelColor

### (BP.AdventureFramework.Renderer)

Get or set the lower-level color.

#### (BP.AdventureFramework.Renderer)

Declaration

### (BP.AdventureFramework.Renderer)

#### (BP.AdventureFramework.Renderer)

```
public ANSIColor LowerLevelColor { get; set; }
```

### (BP.AdventureFramework.Renderer)

#### (BP.AdventureFramework.Renderer)

Property Value

### (BP.AdventureFramework.Renderer)

#### (BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

### (BP.AdventureFramework.Renderer)

#### (BP.AdventureFramework.Renderer)

AnsiColor  
(BP.AdventureFramework.Renderer)

### (BP.AdventureFramework.Renderer)

#### (BP.AdventureFramework.Renderer)

ColorRoomMapBuilder

### (BP.AdventureFramework.Renderer)

#### (BP.AdventureFramework.Renderer)

ColorSceneFrameBuilder

### (BP.AdventureFramework.Renderer)

#### (BP.AdventureFramework.Renderer)

ColorTitleFrameBuilder

### (BP.AdventureFramework.Renderer)

#### (BP.AdventureFramework.Renderer)

Get or set the character to use for indicating the player.

### (BP.AdventureFramework.Renderer)

#### (BP.AdventureFramework.Renderer)

ColorTransitionFrameBuilder

Declaration

### (BP.AdventureFramework.Renderer)

#### (BP.AdventureFramework.Renderer)

Player

### (BP.AdventureFramework.Renderer)

#### (BP.AdventureFramework.Renderer)

ColorTransitionFrameBuilder

### (BP.AdventureFramework.Renderer)

#### (BP.AdventureFramework.Renderer)

Declaration

### (BP.AdventureFramework.Renderer)

#### (BP.AdventureFramework.Renderer)

+ BP.AdventureFramework.

- - - - -

```
public char Player { get; set; }
```

## Property Value

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) + BP.AdventureFramework.	Provides a color builder for region maps.

## Logic

### (BP.AdventureFramework.Logic) PlayerColor

#### + BP.AdventureFramework.

Get or set the player color.

## Rendering

### (BP.AdventureFramework.Rendering)

#### + BP.AdventureFramework.

```
public AnsiColor PlayerColor { get; set; }
```

## Rendering.FrameBuilders

### (BP.AdventureFramework.Rendering)

## Property Value

Type	Description
Rendering.FrameBuilders. Color (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html ) AnsiColor (BP.AdventureFramework.Rendering) ColorAboutFrameBuilder ColorCompletionFrameBuilder Get or set if lower floors should be shown. (BP.AdventureFramework.Rendering) ColorConversationFrameBuilder Declaration (BP.AdventureFramework.Rendering) ColorGameOverFrameBuilder public bool ShowLowerFloors { get; set; } (BP.AdventureFramework.Rendering) ColorHelpFrameBuilder Property Value (BP.AdventureFramework.Rendering) ColorRegionMapBuilder (BP.AdventureFramework.Rendering) bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	Provides a color builder for region maps.

## ShowLowerFloors

### (BP.AdventureFramework.Rendering)

ColorCompletionFrameBuilder  
Get or set if lower floors should be shown.  
(BP.AdventureFramework.Rendering)

## Declaration

### (BP.AdventureFramework.Rendering)

```
public bool ShowLowerFloors { get; set; }
```

## ColorHelpFrameBuilder

### (BP.AdventureFramework.Rendering)

## Property Value

Type	Description
ColorRegionMapBuilder (BP.AdventureFramework.Rendering) bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	Provides a color builder for region maps.

## ColorRoomMapBuilder

### (BP.AdventureFramework.Rendering)

## Declaration

### (BP.AdventureFramework.Rendering)

```
public ColorRoomMapBuilder PlayerColor { get; set; }
```

## UnLockedExit

### (BP.AdventureFramework.Rendering)

## Declaration

### (BP.AdventureFramework.Rendering)

```
public ColorTransitionFrameBuilder UnlockedExit { get; set; }
```

## + BP.AdventureFramework.

- - - - -

## Property Value

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	Provides a color builder for region maps.



## UnvisitedBoundaryColor

+ **BP.AdventureFramework.**

Get or set the unvisited room boundary color.

**Logic**

(**BP.AdventureFramework.Logic**

+ **BP.AdventureFramework.**

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

**Rendering**

(**BP.AdventureFramework.Rendering**

Property Value

+ **BP.AdventureFramework.**

Type **Rendering.FrameBuilders**

(**BP.AdventureFramework.Rendering**

(**BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html**

- **BP.AdventureFramework.**

) **Rendering.FrameBuilders.**

**Color**

(**BP.AdventureFramework.Rendering**

## VerticalBoundary

AnsiColor

Get or set the room boundary color for vertical boundaries.

ColorAboutFrameBuilder

Declaration (**BP.AdventureFramework.Renderin**

ColorCompletionFrameBuilder

```
public char VerticalBoundary { get; set; }
```

(**BP.AdventureFramework.Renderin**

ColorConversationFrameBuilder

(**BP.AdventureFramework.Renderin**

ColorGameOverFrameBuilder

Type (**BP.AdventureFramework.Renderin**

ColorHelpFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(**BP.AdventureFramework.Renderin**

ColorRegionMapBuilder

(**BP.AdventureFramework.Renderin**

VisitedBoundaryColor

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Renderin**

Get or set the visited room boundary color.

ColorRoomMapBuilder

Declaration (**BP.AdventureFramework.Renderin**

ColorSceneFrameBuilder

(**BP.AdventureFramework.Renderin**

```
public ANSI_COLOR VisitedBoundaryColor { get; set; }
```

ColorTitleFrameBuilder

(**BP.AdventureFramework.Renderin**

Property Value

ColorTransitionFrameBuilder

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

- . . . -

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html )	Provides a color builder for region maps.

▼

+ BP.AdventureFramework.

## Methods

(BP.AdventureFramework.Logi

**BuildRegionMap(GridStringBuilder, Region, int, int, int, int)**

### Rendering

Build a map of a region.

(BP.AdventureFramework.Render

Declaration

+ BP.AdventureFramework.

### Rendering.FrameBuilders

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int
(BP.AdventureFramework.Render
(x, Int y, Int maxWidth, Int maxHeight)
```

- BP.AdventureFramework.

Parameters

Rendering.FrameBuilders.

Type	Name	Description
Color (BP.AdventureFramework.Render	gridStringBuilder	The string builder to use.
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilde	region	The region.
rs.GridStringBuilder.html) ColorAboutFrameBuilder	x	The x position to start building at.
Region (BP.AdventureFramework.Renderir	y	The y position to start building at.
(BP.AdventureFramework.AssetLocations.Region.html) ColorConversationFrameBuilder	maxWidth	The maximum horizontal space available in which to build the map.
int ColorGameOverFrameBuilder (BP.AdventureFramework.Renderir (https://learn.microsoft.com/dotnet/api/system.int32) ColorHelpFrameBuilder	maxHeight	The maximum vertical space available in which to build the map.
int ColorRoomMapBuilder (BP.AdventureFramework.Renderir (https://learn.microsoft.com/dotnet/api/system.int32) ColorSceneFrameBuilder		
ColorTitleFrameBuilder (BP.AdventureFramework.Renderir		
ColorTransitionFrameBuilder (BP.AdventureFramework.Renderir		

## Implements

IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)

+ BP.AdventureFramework.

- . . . -

▼

- + **BP.AdventureFramework.**
  - Logic**  
(**BP.AdventureFramework.Logic**)
  - + **BP.AdventureFramework.**
    - Rendering**  
(**BP.AdventureFramework.Render**)
    - + **BP.AdventureFramework.**
      - Rendering.FrameBuilders**  
(**BP.AdventureFramework.Render**)
  - **BP.AdventureFramework.**
    - Rendering.FrameBuilders.**
      - Color**  
(**BP.AdventureFramework.Render**)
      - AnsiColor  
(**BP.AdventureFramework.Render**)
      - ColorAboutFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorCompletionFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorConversationFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorGameOverFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorHelpFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorRegionMapBuilder  
(**BP.AdventureFramework.Render**)
      - ColorRegionMapFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorRoomMapBuilder  
(**BP.AdventureFramework.Render**)
      - ColorSceneFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorTitleFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorTransitionFrameBuilder  
(**BP.AdventureFramework.Render**)

- + **BP.AdventureFramework.**
  - . . . -

# Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Logic** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Logic**)

Implements

+ **BP.AdventureFramework.**

IRegionMapFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.builders.irregionmapframebuilder.html))

**Rendering**

Inherited Members

(**BP.AdventureFramework.Render**)

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)))

**Rendering.FrameBuilders**

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>)

**Color**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Render**)

Namespace: BP ([BP.html](https://learn.microsoft.com/dotnet/api/bp.html)).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.html)).Rendering

([BP.AdventureFramework.Rendering.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.html)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.builders.html)).Color

([BP.AdventureFramework.RenderingBuilders.Color.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.builders.color.html))

(**BP.AdventureFramework.Render**)

Assembly: BP.AdventureFramework.dll

Syntax

(**BP.AdventureFramework.Render**)

    ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**) ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

    ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**)

    ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**)

    ColorHelpFrameBuilder

(**BP.AdventureFramework.Render**)

**ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)**

(**BP.AdventureFramework.Render**)

Initializes a new instance of the ColorRegionMapFrameBuilder class.

    ColorRegionMapFrameBuilder

Declaration

(**BP.AdventureFramework.Render**)

    ColorRoomMapBuilder

(**BP.AdventureFramework.Render**) ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder)

    ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Render**)

    ColorTitleFrameBuilder

Parameters

(**BP.AdventureFramework.Render**)

    ColorTransitionFrameBuilder

(**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**

- . . . -

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionM apBuilder.html)	<i>regionMapBuilder</i>	A builder for region maps.

## + BP.AdventureFramework. Logic (BP.AdventureFramework.Logic)

## + BP.AdventureFramework. Properties Rendering (BP.AdventureFramework.Render

### BackgroundColor + BP.AdventureFramework.

Get or set the background color.  
(BP.AdventureFramework.Render  
Declaration

#### - BP.AdventureFramework.

Rendering.FrameBuilders.BackgroundColor { get; set; }

### Color (BP.AdventureFramework.Render

Property value  
**Type** AnsiColor  
(BP.AdventureFramework.Render

AnIColorAboutFrameBuilder  
(BP.AdventureFramework.Render  
htmlColorCompletionFrameBuilder  
(BP.AdventureFramework.Render

ColorConversationFrameBuilder  
(BP.AdventureFramework.Render  
ColorGameOverFrameBuilder  
(BP.AdventureFramework.Render

Get or Set the border color.  
ColorHelpFrameBuilder  
Declaration  
(BP.AdventureFramework.Render

ColorRegionMapBuilder  
(BP.AdventureFramework.BorderRender  
ColorRegionMapFrameBuilder  
(BP.AdventureFramework.Render

Property value  
ColorRoomMapBuilder

**Type** BP.AdventureFramework.Render  
ColorSceneFrameBuilder  
AnIColor  
(BP.AdventureFramework.Render  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnIColor.  
ColorTitleFrameBuilder  
html)  
(BP.AdventureFramework.Render

ColorTransitionFrameBuilder  
(BP.AdventureFramework.Render

### TitleColor + BP.AdventureFramework.

- - - - -

Type	Description
AnIColor (BP.AdventureFramework.Render	Provides a builder of color region map frames.

Type	Description
AnIColor (BP.AdventureFramework.Render ColorSceneFrameBuilder ColorTitleFrameBuilder html) (BP.AdventureFramework.Render	Provides a builder of color region map frames.

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```



Property Value

+ **BP.AdventureFramework.**

Type  
Logic

AnsiColor  
**(BP.AdventureFramework.Logi**

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.  
html)

- **BP.AdventureFramework.**

Rendering

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Methods

Rendering.FrameBuilders

**(BP.AdventureFramework.Render**

Build(Region, int, int)

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Declaration

**(BP.AdventureFramework.Render**

```
public IFrame Build(Region region, int width, int height)  
(BP.AdventureFramework.Renderir
```

ColorAboutFrameBuilder

Parameters

**(BP.AdventureFramework.Render**

Type ColorCompletionFrameBuilder

**(BP.AdventureFramework.Render**

Region (BP.AdventureFramework.Assets.Locations.Region.html)

Name

Description

region

The region.

Type ColorConversationFrameBuilder

**(BP.AdventureFramework.Render**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

Type ColorGameOverFrameBuilder

**(BP.AdventureFramework.Render**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

ColorHelpFrameBuilder

Return **(BP.AdventureFramework.Render**

ColorRegionMapBuilder

**(BP.AdventureFramework.Render**

Type ColorRegionMapFrameBuilder

**(BP.AdventureFramework.Render**

IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Description

Provides a builder of color region map

frames.

ColorRoomMapBuilder

**(BP.AdventureFramework.Render**

ColorSceneFrameBuilder

**(BP.AdventureFramework.Render**

IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

(BP.AdventureFramework.Render

ColorTransitionFrameBuilder

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

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▼

- + **BP.AdventureFramework.**
  - Logic**  
(**BP.AdventureFramework.Logic**)
  - + **BP.AdventureFramework.**
    - Rendering**  
(**BP.AdventureFramework.Render**)
    - + **BP.AdventureFramework.**
      - Rendering.FrameBuilders**  
(**BP.AdventureFramework.Render**)
  - **BP.AdventureFramework.**
    - Rendering.FrameBuilders.**
      - Color**  
(**BP.AdventureFramework.Render**)
      - AnsiColor  
(**BP.AdventureFramework.Render**)
      - ColorAboutFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorCompletionFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorConversationFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorGameOverFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorHelpFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorRegionMapBuilder  
(**BP.AdventureFramework.Render**)
      - ColorRegionMapFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorRoomMapBuilder  
(**BP.AdventureFramework.Render**)
      - ColorSceneFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorTitleFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorTransitionFrameBuilder  
(**BP.AdventureFramework.Render**)

- + **BP.AdventureFramework.**
  - . . . -

# Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Logic** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Logic**)

Implements

+ **BP.AdventureFramework.**

IRoomMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.iroommapbuilder.html))

**Rendering**

Inherited Members

(**BP.AdventureFramework.Render**)

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)))

**Rendering.FrameBuilders**

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>)

**Color**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Render**)

Namespace: BP ([BP.html](https://learn.microsoft.com/dotnet/api/bp.html)).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.html)).Rendering

([BP.AdventureFramework.Rendering.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.html)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.html)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.color.html))

(**BP.AdventureFramework.Render**)

Assembly: BP.AdventureFramework.dll

ColorAboutFrameBuilder

Syntax

↳ **BP.AdventureFramework.Render**

    ColorCompletionFrameBuilder

    (**BP.AdventureFramework.Render**) IRoomMapBuilder : IRoomMapBuilder

    ColorConversationFrameBuilder

    (**BP.AdventureFramework.Render**)

    ColorGameOverFrameBuilder

    (**BP.AdventureFramework.Render**)

    ColorRoomFrameBuilder

    (**BP.AdventureFramework.Render**)

    ColorRegionFrameBuilder

**BoundaryColor**

    (**BP.AdventureFramework.Render**)

    ColorRegionMapFrameBuilder

Get or set the room boundary color.

    (**BP.AdventureFramework.Render**)

    Declaration

    ColorRoomMapBuilder

        (**BP.AdventureFramework.Render**)

        public **byte** BoundaryColor { get; set; }

        (**BP.AdventureFramework.Render**)

        ColorTitleFrameBuilder

    Property Value

        (**BP.AdventureFramework.Render**)

        ColorTransitionFrameBuilder

        (**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**

- . . . -

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a color room map builder.

## Corner

+ BP.AdventureFramework.

Get or set the character to use for corners.

### Logic

(BP.AdventureFramework.Logic

+ BP.AdventureFramework.

```
public char Corner { get; set; }
```

(BP.AdventureFramework.Render

Property Value

+ BP.AdventureFramework.

#### Type

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
char (https://learn.microsoft.com/dotnet/api/system.char)
```

#### Description

Provides a color room map builder.

- BP.AdventureFramework.

Rendering.FrameBuilders.

HorizontalBoundary

### Color

(BP.AdventureFramework.Render

Get or set the character to use for horizontal boundaries.

#### AnsjColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public char HorizontalBoundary { get; set; }
```

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

Property Value

ColorConversationFrameBuilder

#### Type

(BP.AdventureFramework.Render

```
char (https://learn.microsoft.com/dotnet/api/system.char)
```

#### Description

Provides a color room map builder.

HorizontalExitBorder

### Color

(BP.AdventureFramework.Render

Get or set the character to use for horizontal exit borders.

ColorRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Render

ColorRoomMapBuilder

```
public char HORIZONTALEXIT BORDER { get; set; }
```

(BP.AdventureFramework.Render

ColorSceneFrameBuilder

Property Value

ColorTitleFrameBuilder

#### Type

(BP.AdventureFramework.Render

ColorTransitionFrameBuilder

```
char (https://learn.microsoft.com/dotnet/api/system.char)
```

#### Description

Provides a color room map builder.

+ BP.AdventureFramework.

- - - - -

## ItemOrCharacterColor

Get or set the item or character color.

Declaration

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

### + BP.AdventureFramework.

Property Value

Logic

Type **BP.AdventureFramework.Logic**

Description

+ BP.AdventureFramework.

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Provides a color room map builder.

Rendering

(BP.AdventureFramework.Rendering)

### + BP.AdventureFramework.

ItemOrCharacterInRoom

Rendering.FrameBuilders

Get (BP.AdventureFramework.Rendering)

Declaration

BP.AdventureFramework.

Rendering.FrameBuilders.

```
public char ItemOrCharacterInRoom { get; set; }
```

Color

(BP.AdventureFramework.Rendering)

Property Value

AnsiColor

Type (BP.AdventureFramework.Renderer)

Description

ColorAboutFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Provides a color room map builder.

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderer)

KeyPadding

(BP.AdventureFramework.Renderer)

Get ColorCompletionFrameBuilder the key and the map.

(BP.AdventureFramework.Renderer)

Declaration

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer)

```
public int KeyPadding { get; set; }
```

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer)

Property Value

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

Type ColorRoomMapBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

ColorSceneFrameBuilder

(BP.AdventureFramework.Renderer)

ColorTitleFrameBuilder

(BP.AdventureFramework.Renderer)

LockedExit

(BP.AdventureFramework.Renderer)

ColorTransitionFrameBuilder

Get or set the character used for representing a locked exit.

(BP.AdventureFramework.Renderer)

Declaration

## + BP.AdventureFramework.

- - - - -

```
public char LockedExit { get; set; }
```

#### Property Value

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) + <b>BP.AdventureFramework.</b>	Provides a color room map builder.

#### Logic

#### (BP.AdventureFramework.Logic) **LockedExitColor**

#### + **BP.AdventureFramework.**

Get or set the locked exit color.

#### **Rendering**

#### (BP.AdventureFramework.Rendering) Declaration

#### + **BP.AdventureFramework.**

```
public AnsiColor LockedExitColor { get; set; }
```

#### **Rendering.FrameBuilders**

#### (BP.AdventureFramework.Rendering) Property Value

#### - **BP.AdventureFramework.**

#### Type **Rendering.FrameBuilders.**

#### **Color**

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

#### **UnvisitedExitColor**

#### (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Declaration

Get or set the unvisited exit color.

ColorCompletionFrameBuilder

#### (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Declaration

ColorConversationFrameBuilder

#### (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Declaration

```
public AnsiColor UnvisitedExitColor { get; set; }
```

ColorGameOverFrameBuilder

#### (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Declaration

ColorHelpFrameBuilder

#### Property Value **Type**

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)  
ColorRegionMapBuilder

AnsiColor (<https://learn.microsoft.com/dotnet/api/system.char>)  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Type	Description
AnsiColor ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a color room map builder.

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorRoomMapBuilder

#### (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Declaration

ColorSceneFrameBuilder

Get or set the character to use for vertical boundaries.

ColorTitleFrameBuilder

#### Declaration

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)  
ColorTransitionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)  
Declaration

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) { get; set; }

#### + **BP.AdventureFramework.**

- - - - -

## Property Value

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	Provides a color room map builder.

## VerticalExitBorder

+ **BP.AdventureFramework.**

Get or set the character to use for vertical exit borders.

**Logic**

(**BP.AdventureFramework.Logic**

+ **BP.AdventureFramework.**

```
public char VerticalExitBorder { get; set; }
```

**Rendering**

(**BP.AdventureFramework.Rendering**

Property Value

+ **BP.AdventureFramework.**

Type **Rendering.FrameBuilders**

(**BP.AdventureFramework.Rendering.FrameBuilders**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

Provides a color room map builder.

- **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**VisitedExitColor**

**Color**

(**BP.AdventureFramework.Rendering**

Get or set the visited exit color.

AnsiColor

Declaration (**BP.AdventureFramework.Rendering**

ColorAboutFrameBuilder

public AnsiColor VisitedExitColor { get; set; }

(**BP.AdventureFramework.Rendering**

ColorCompletionFrameBuilder

Property Value

**ColorConversationFrameBuilder**

(**BP.AdventureFramework.Rendering**

AnsiColor

(**BP.AdventureFramework.Rendering**

FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

(**BP.AdventureFramework.Rendering**

ColorRegionMapBuilder

(**BP.AdventureFramework.Rendering**

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Rendering**

ColorRoomMapBuilder

(**BP.AdventureFramework.Rendering**

BuildRoomMap(**GridStringBuilder**, **Room**, **ViewPoint**, **KeyType**, **int**, **int**, **out int**, **out int**)

(**BP.AdventureFramework.Rendering**

ColorSceneFrameBuilder

(**BP.AdventureFramework.Rendering**

ColorTitleFrameBuilder

Declaration (**BP.AdventureFramework.Rendering**

ColorTransitionFrameBuilder

(**BP.AdventureFramework.Rendering**

+ **BP.AdventureFramework.**

- - - - -

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

## Parameters

Type		Name	Description
+ <b>BP.AdventureFramework.GridStringBuilder</b>	(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	The string builder to use.
+ <b>BP.AdventureFramework.Logic</b>	(BP.AdventureFramework.Rendering.FrameBuilders.Logic.html)	room	The room.
+ <b>BP.AdventureFramework.Rendering</b>	(BP.AdventureFramework.Rendering.ViewPoint.html)	viewPoint	The viewpoint from the room.
+ <b>BP.AdventureFramework.Rendering.FrameBuilders</b>	(BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
- <b>BP.AdventureFramework.Rendering.FrameBuilders</b>	int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
- <b>BP.AdventureFramework.Rendering.FrameBuilders</b>	int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
- <b>BP.AdventureFramework.Rendering.FrameBuilders</b>	int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
- <b>BP.AdventureFramework.Rendering.FrameBuilders</b>	int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.

## Implements

AnsiColor	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorAboutFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorCompletionFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorConversationFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorGameOverFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorHelpFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorRegionMapBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorRegionMapFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorRoomMapBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorSceneFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorTitleFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorTransitionFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

## + BP.AdventureFramework.

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# Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Logic** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Logic**

Implements

+ **BP.AdventureFramework.**

ISceneFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.isceneframebuilder.html))

**Rendering**

Inherited Members

(**BP.AdventureFramework.Render**

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)))

**Rendering.FrameBuilders**

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>)

**Color**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Render**

Namespace: BP ([BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](https://learn.microsoft.com/bp/html/adventureframework.html)

([BP.AdventureFramework.Rendering.html](https://learn.microsoft.com/bp/html/adventureframework.rendering.html)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](https://learn.microsoft.com/bp/html/adventureframework.rendering.framebuilders.html)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](https://learn.microsoft.com/bp/html/adventureframework.rendering.framebuilders.color.html))

(**BP.AdventureFramework.Render**

Assembly: BP.AdventureFramework.dll

ColorAboutFrameBuilder

Syntax

(**BP.AdventureFramework.Render**

    ColorCompletionFrameBuilder

    (**BP.AdventureFramework.Render**)) ISceneFrameBuilder : ISceneFrameBuilder

    ColorConversationFrameBuilder

    (**BP.AdventureFramework.Render**)

    ColorGameOverFrameBuilder

    (**BP.AdventureFramework.Render**)

    ColorHelpFrameBuilder

    (**BP.AdventureFramework.Render**)

    ColorRegionMapBuilder

    (**BP.AdventureFramework.Render**)

Initializes a new instance of the ColorSceneFrameBuilder class.

    ColorRegionMapFrameBuilder

Declaration

(**BP.AdventureFramework.Render**

    ColorRoomMapBuilder

    (**BP.AdventureFramework.Render**((GridStringBuilder gridStringBuilder, IRoomMapBuilder r

        ColorSceneFrameBuilder

        (**BP.AdventureFramework.Render**)

        ColorTitleFrameBuilder

        (**BP.AdventureFramework.Render**)

        ColorTransitionFrameBuilder

        (**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**

- . . . -

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMap Builder.html)	<i>roomMapBuilder</i>	A builder to use for room maps.

## Logic

(BP.AdventureFramework.Logic)

### + BP.AdventureFramework.

## Properties

### Rendering

#### (BP.AdventureFramework.Render

##### BackgroundColor

###### + BP.AdventureFramework.

###### Rendering.FrameBuilders

Get or set the background color.

#### (BP.AdventureFramework.Render

Declaration

### - BP.AdventureFramework.

### Rendering.FrameBuilders

```
backgroundColor { get; set; }
```

#### Color

#### (BP.AdventureFramework.Render

Property value

Type	Description
AnsiColor (BP.AdventureFramework.Render	
AnsColorAboutFrameBuilder (BP.AdventureFramework.Render	Provides a builder for color scene frames.

#### BorderColor

#### (BP.AdventureFramework.Render

Get or set the border color.

#### (BP.AdventureFramework.Render

Declaration

#### (BP.AdventureFramework.Render

ColorRegionMapBuilder

```
borderColor { get; set; }
```

ColorRegionMapFrameBuilder

#### (BP.AdventureFramework.Render

Property value

ColorRoomMapBuilder

Type	Description
AnsiColor (BP.AdventureFramework.Render	
AnsColorAboutFrameBuilder (BP.AdventureFramework.Render	Provides a builder for color scene frames.

#### (BP.AdventureFramework.Render

ColorSceneFrameBuilder

#### (BP.AdventureFramework.Render

ColorTitleFrameBuilder

#### (BP.AdventureFramework.Render

ColorTransitionFrameBuilder

#### (BP.AdventureFramework.Render

## CommandsColor

### + BP.AdventureFramework.

### - . . . -

Get or set the commands color.

Declaration

```
public AnsiColor CommandsColor { get; set; }
```



Property Value

+ **BP.AdventureFramework.**

Type  
Logic

AnsiColor  
**(BP.AdventureFramework.Logic**

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm

+**)BP.AdventureFramework.**

Rendering

**(BP.AdventureFramework.Render**

**DisplayMessagesInIsolation**

**BP.AdventureFramework.**

**Rendering.FrameBuilders**

Get or set if messages should be displayed in isolation.

**(BP.AdventureFramework.Render**

Declaration

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

```
public bool DisplayMessagesInIsolation { get; set; }
```

**Color**

**(BP.AdventureFramework.Render**

Property Value

Type  
AnsiColor

(BP.AdventureFramework.Renderir

bool ColorFrameBuilder (com/dotnet/api/system/boolean)

(BP.AdventureFramework.Renderir

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderir

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderir

ColorGameOverFrameBuilder

Declaration

**(BP.AdventureFramework.Renderir**

ColorHelpFrameBuilder

**public bool ColorFrameBuilder { get; set; }**

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

Property Value

ColorRegionMapFrameBuilder

Type  
ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ColorRoomMapBuilder

AnsiColor  
(BP.AdventureFramework.Renderir

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm

)  
(BP.AdventureFramework.Renderir

ColorTitleFrameBuilder

(BP.AdventureFramework.Renderir

ColorTransitionFrameBuilder

(BP.AdventureFramework.Renderir

**SuppressMovementMessages**

(BP.AdventureFramework.Renderir

Get or set if movement messages should be suppressed.

+ **BP.AdventureFramework.**

- - - - -



Type	Name	Description
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	<i>viewPoint</i>	Specify the viewpoint from the room.
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)	<i>player</i>	Specify the player.
Logic string (BP.AdventureFramework.Logic (https://learn.microsoft.com/dotnet/api/system.string))	<i>message</i>	Any additional message.
+ BPAdventureFramework. CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html) (BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder.html)	<i>contextualCommands</i>	The contextual commands to display.
- BPAdventureFramework. KeyType (BP.AdventureFramework.Rendering.KeyType.html)	<i>keyType</i>	The type of key to use.
- BPAdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
- BPAdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.
Color Ref (BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder.html)		

Type	Description
AnsiColor (BP.AdventureFramework.Renderer.ColorAboutFrameBuilder.html)	Provides a builder for color scene frames.

## Implements

- IFrame (BP.AdventureFramework.Rendering.Frames(IFrame.html))
- ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)
- ColorConversationFrameBuilder
- ColorCompletionFrameBuilder
- ColorGameOverFrameBuilder
- ColorHelpFrameBuilder
- ColorRegionMapBuilder
- ColorRegionMapFrameBuilder
- ColorRoomMapBuilder
- ColorSceneFrameBuilder
- ColorTitleFrameBuilder
- ColorTransitionFrameBuilder

## + BPAdventureFramework.

- - - - -



# Properties

## BackgroundColor

Get or set the background color.

Declaration  
+ BP.AdventureFramework.

**Logic**  
public AnsiColor BackgroundColor { get; set; }  
(BP.AdventureFramework.Logic)

Property Value  
+ BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)	Provides a builder of color title frames.

**Rendering.FrameBuilders**  
(BP.AdventureFramework.Rendering.FrameBuilders)

BorderColor

BP.AdventureFramework.

**Rendering.FrameBuilders.**

**Color**

Declaration  
(BP.AdventureFramework.Rendering.FrameBuilders)

AnsiColor  
public AnsiColor BorderColor { get; set; }  
(BP.AdventureFramework.Rendering.FrameBuilders)

ColorAboutFrameBuilder  
Property Value  
(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders)	Provides a builder of color title frames.

ColorCompletionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders)

AnsiColor  
ColorConversationFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders)

ColorGameOverFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders)

ColorHelpFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders)

ColorRegionMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders)

ColorSceneFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders)

**DescriptionColor**  
Get or set the description color.  
(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration  
ColorRegionMapFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders)

AnsiColor  
public AnsiColor DescriptionColor { get; set; }  
(BP.AdventureFramework.Rendering.FrameBuilders)

ColorSceneFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders)

**TitleColor**  
Property Value  
(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders)	Provides a builder of color title frames.

+ BP.AdventureFramework.

- - - - -

## TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

### + BP.AdventureFramework.

Property Value

Logic

Type [BP.AdventureFramework.Logic](#)

Description

### + BP.AdventureFramework.

Property Value

Rendering

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Provides a builder of color title frames.

Type [BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor](#)

### + BP.AdventureFramework.

Method FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders](#))

### Build(String, String, Int, Int)

Rendering.FrameBuilders.

Build a frame.

Color

([BP.AdventureFramework.Rendering.FrameBuilders](#))

Declaration

AnsiColor

```
public FrameBuilder<ITitle> Build(string title, string description, int width, int height)
```

ColorAboutFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders](#))

Parameters

ColorCompletionFrameBuilder

Type [BP.AdventureFramework.Renderer](#)

Name

Description

ColorConversationFrameBuilder  
string (<https://learn.microsoft.com/dotnet/api/system.string>)

title

The title.

ColorCompletionFrameBuilder  
string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

The description.

ColorHelpFrameBuilder  
int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

ColorRegionMapBuilder  
int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

ColorRegionMapBuilder

Returns [ColorRegionMapFrameBuilder](#)

Type [BP.AdventureFramework.Renderer](#)

Description

ColorRoomMapBuilder  
IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

Provides a builder of color title frames.

ColorSceneFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorTitleFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorTransitionFrameBuilder

([BP.AdventureFramework.Renderer](#))

### + BP.AdventureFramework.

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▼

- + **BP.AdventureFramework.**
  - Logic**  
(**BP.AdventureFramework.Logic**)
  - + **BP.AdventureFramework.**
    - Rendering**  
(**BP.AdventureFramework.Render**)
    - + **BP.AdventureFramework.**
      - Rendering.FrameBuilders**  
(**BP.AdventureFramework.Render**)
  - **BP.AdventureFramework.**
    - Rendering.FrameBuilders.**
      - Color**  
(**BP.AdventureFramework.Render**)
      - AnsiColor  
(**BP.AdventureFramework.Render**)
      - ColorAboutFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorCompletionFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorConversationFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorGameOverFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorHelpFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorRegionMapBuilder  
(**BP.AdventureFramework.Render**)
      - ColorRegionMapFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorRoomMapBuilder  
(**BP.AdventureFramework.Render**)
      - ColorSceneFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorTitleFrameBuilder  
(**BP.AdventureFramework.Render**)
      - ColorTransitionFrameBuilder  
(**BP.AdventureFramework.Render**)

- + **BP.AdventureFramework.**
  - . . . -

# Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Logic** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Logic**

Implements

+ **BP.AdventureFramework.**

ITransitionFrameBuilder (<BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html>)

**Rendering**

Inherited Members

(**BP.AdventureFramework.Render**

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)))

**Rendering.FrameBuilders**

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>)

**Color**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Render**

Namespace: BP (<BP.html>).AdventureFramework (<BP.AdventureFramework.html>).Rendering

(<BP.AdventureFramework.Rendering.html>).FrameBuilders (<BP.AdventureFramework.Rendering.FrameBuilders.html>).Color

(<BP.AdventureFramework.Rendering.FrameBuilders.Color.html>)

(**BP.AdventureFramework.Renderir**

Assembly: BP.AdventureFramework.dll

Syntax

(**BP.AdventureFramework.Renderir**

    ColorCompletionFrameBuilder

    p(**BP.AdventureFramework.Renderir**) TransitionFrameBuilder : ITransitionFrameBuilder

    ColorConversationFrameBuilder

    (**BP.AdventureFramework.Renderir**

    ColorGameOverFrameBuilder

    (**BP.AdventureFramework.Renderir**

    ColorHelpFrameBuilder

    (**BP.AdventureFramework.Renderir**

    ColorRegionMapBuilder

**ColorTransitionFrameBuilder(GridStringBuilder)**

(**BP.AdventureFramework.Renderir**

Initializes a new instance of the ColorTransitionFrameBuilder class.

    ColorRegionMapFrameBuilder

Declaration

(**BP.AdventureFramework.Renderir**

    ColorRoomMapBuilder

    p(**BP.AdventureFramework.Renderir**) ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)

    ColorSceneFrameBuilder

    (**BP.AdventureFramework.Renderir**

Parameters

    ColorTitleFrameBuilder

Type	Name	Description
BP.AdventureFramework.Renderir	gridStringBuilder	A builder to use for the string layout.

+ **BP.AdventureFramework.**

# Properties

## BackgroundColor

Get or set the background color.

Declaration

+ **BP.AdventureFramework.**

**Logic**

```
public AnsiColor BackgroundColor { get; set; }
```

(BP.AdventureFramework.Logic)

Property Value

Type **Rendering**

(BP.AdventureFramework.Rendering)

AnsiColor

+ **BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

- **BP.AdventureFramework.**

**BorderColor**

Rendering.FrameBuilders.

Get the border color.

Type **Color**

(BP.AdventureFramework.Rendering)

Declaration

AnsiColor

```
public AnsiColor BorderColor { get; set; }
```

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderer)

Property Value

ColorCompletionFrameBuilder

Type **Rendering**

(BP.AdventureFramework.Rendering)

AnsiColor

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer)

**MessageColor**

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

Declaration

ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)

```
public AnsiColor MessageColor { get; set; }
```

(BP.AdventureFramework.Renderer)

ColorTitleFrameBuilder

(BP.AdventureFramework.Renderer)

ColorTransitionFrameBuilder

(BP.AdventureFramework.Renderer)

+ **BP.AdventureFramework.**

- - - -

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.h ml)	Provides a builder of color transition frames.

▼

## + BP.AdventureFramework.

### Logic

Get or set the title color.

**(BP.AdventureFramework.Logic.**

Declaration

+ **BP.AdventureFramework.**

### Rendering

public AnsiColor TitleColor { get; set; }

**(BP.AdventureFramework.Render**

## + BP.AdventureFramework.

Property value

### Rendering.FrameBuilders

Type

**(BP.AdventureFramework.Render**

AnsiColor

## - BP.AdventureFramework.

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.h  
ml)

### Rendering.FrameBuilders.

#### Color

**(BP.AdventureFramework.Render**

AnsiColor

## Methods

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

### Build(string, string, int, int)

(BP.AdventureFramework.Renderin

Build a frame

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

public IFrame Build(string title, string message, int width, int height)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

title

The title to display to the user.

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

string (<https://learn.microsoft.com/dotnet/api/system.string>)

message

The message to display to the user.

(BP.AdventureFramework.Renderin

ColorScreenFrameBuilder

(BP.AdventureFramework.Renderin

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

(BP.AdventureFramework.Renderin

ColorTitleFrameBuilder

(BP.AdventureFramework.Renderin

height

The height of the frame.

(BP.AdventureFramework.Renderin

Returns

ColorTransitionFrameBuilder

(BP.AdventureFramework.Renderin

## + BP.AdventureFramework.

- . . . -

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Provides a builder of color transition frames.

## Implements

+ **BP.AdventureFramework.**  
ITransitionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html)  
**Logic**  
(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**  
Rendering  
(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**  
Rendering.FrameBuilders  
(BP.AdventureFramework.Rendering.FrameBuilders)

- **BP.AdventureFramework.**  
Rendering.FrameBuilders.  
**Color**  
(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)  
ColorAboutFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)  
ColorCompletionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)  
ColorConversationFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)  
ColorGameOverFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)  
ColorHelpFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)  
ColorRegionMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)  
ColorRegionMapFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)  
ColorRoomMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder)  
ColorSceneFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorSceneFrameBuilder)  
ColorTitleFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorTitleFrameBuilder)  
ColorTransitionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ColorTransitionFrameBuilder)

+ **BP.AdventureFramework.**

- - - - -

# Namespace BP.AdventureFramework.Rendering.Frames

▼ Filter by title

## Classes

+ BP.AdventureFramework.

**GridTextFrame** (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)  
(BP.AdventureFramework.Exte

Provides a grid based frame for displaying a command based interface.

+ BP.AdventureFramework.

**TextFrame** (BP.AdventureFramework.Rendering.Frames.TextFrame.html)  
(BP.AdventureFramework.Interpretation

Provides a simple text based frame for displaying a command based interface.

+ BP.AdventureFramework.

## Interfaces

(BP.AdventureFramework.Logical)

**IFrame** (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Represents any object that is a frame that can display a command based interface.

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

GridTextFrame

(BP.AdventureFramework.Rendering.Frames.GridTextFrame)

IFrame

(BP.AdventureFramework.Rendering.Frames.IFrame)

TextFrame

(BP.AdventureFramework.Rendering.Frames.TextFrame)

+ BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilities)

+ BP.AdventureFramework.

Utilities.Generation

-----

# Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

+ [BP.AdventureFramework](#)(com/dotnet/api/system.object)

GridTextFrame

([BP.AdventureFramework.Exte](#)

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

+ [BP.AdventureFramework.](#)

Inherited Members

Interpretation

([BP.AdventureFramework.Inter](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ [BP.AdventureFramework.](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

Logic

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ [BP.AdventureFramework.](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

Rendering

Namespace: BP (BP.html), AdventureFramework (BP.AdventureFramework.html), Rendering

(BP.AdventureFramework.Rendering.html), Frames (BP.AdventureFramework.Rendering.Frames.html)

Assembly: BP.AdventureFramework.dll

+ [BP.AdventureFramework.](#)

Rendering.FrameBuilders

([BP.AdventureFramework.Ren](#)

public sealed class GridTextFrame : IFrame

+ [BP.AdventureFramework.](#)

Rendering.FrameBuilders.

Color

Constructors

([BP.AdventureFramework.Ren](#)

- [BP.AdventureFramework.](#)

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

Rendering.Frames

Initializes a new instance of the GridTextFrame class.

Declaration

(BP.AdventureFramework.Renderin

IFrame

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiC  
(BP.AdventureFramework.Renderin  
olor backgroundColor)

TextFrame

(BP.AdventureFramework.Renderin

Parameters

+ [BP.AdventureFramework.](#)

Type

Utilities

([BP.AdventureFramework.Utili](#)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridString

Builder.html)

Utilities.Generation

-----

Name

Description

builder

The builder that creates  
the frame.

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>cursorLeft</i>	The cursor left position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>cursorTop</i>	The cursor top position.
AnsiColor ↳ <a href="#">(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)</a>	<i>backgroundColor</i>	The background color.

## + BP.AdventureFramework.

### Extensions

## Properties

### + BP.AdventureFramework.

#### Interpretation

#### AcceptsInput

([BP.AdventureFramework.Interpreter](#))

Get or set if this Frame accepts input.

## + BP.AdventureFramework.

### Logic

#### (BP.AdventureFramework.Logic)

public bool AcceptsInput { get; set; }

### + BP.AdventureFramework.

#### Rendering

#### (BP.AdventureFramework.Rendering)

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### ([BP.AdventureFramework.Renderer](#))

### Description

Provides a grid based frame for displaying a command based interface.

### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

### Color

#### BackgroundColor

#### ([BP.AdventureFramework.Rendering](#))

Get the background color.

## - BP.AdventureFramework.

### Rendering.Frames

#### (BP.AdventureFramework.Renderer)

public AnsiColor BackgroundColor { get; }

GridTextFrame

([BP.AdventureFramework.Renderer](#))

#### Properties

#### Value

#### (BP.AdventureFramework.Renderer)

### Type

TextFrame

### Description

#### (BP.AdventureFramework.Renderer)

#### ([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))

#### .AnsiColor.html)

### Description

Provides a grid based frame for displaying a command based interface.

### + BP.AdventureFramework.

#### Utilities

#### (BP.AdventureFramework.Utilities)

## + BP.AdventureFramework.

### CursorLeft

#### Utilities.Generation

-----

Get the cursor left position.

Declaration

```
public int CursorLeft { get; }
```

Property Value

Type	Description
+ <b>BP.AdventureFramework.Extensions</b> <a href="https://learn.microsoft.com/dotnet/api/system.int32">(BP.AdventureFramework.Extensions)</a>	Provides a grid based frame for displaying a command based interface.

+ **BP.AdventureFramework.**

Interpretation

**CursorTop**  
[\(BP.AdventureFramework.Interpretation.CursorTop\)](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Interpretation.CursorTop)

+ **BP.AdventureFramework.**

Get the cursor top position.

Logic

Declaration  
[\(BP.AdventureFramework.Logic\)](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**  
get; }

Rendering

**(BP.AdventureFramework.Rendering)**  
Property Value

Type	Description
+ <b>BP.AdventureFramework.Renderers</b> <b>Rendering.FrameBuilders</b> int <a href="https://learn.microsoft.com/dotnet/api/system.int32">(BP.AdventureFramework.Renderers)</a>	Provides a grid based frame for displaying a command based interface.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

**Shade**  
[\(BP.AdventureFramework.Rendering.Shade\)](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Shade)

**BP.AdventureFramework.**

Get the cursor shade shown.

Rendering.Frames

Declaration  
[\(BP.AdventureFramework.Rendering.Frames\)](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames)

```
public bool ShowCursor { get; set; }
```

[BP.AdventureFramework.Rendering.Frames](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames)

IFrame

Property Value  
[BP.AdventureFramework.Rendering.Frames](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames)

Type	Description
+ <b>BP.AdventureFramework.Renderers</b> <a href="https://learn.microsoft.com/dotnet/api/system.boolean">(BP.AdventureFramework.Renderers)</a>	Provides a grid based frame for displaying a command based interface.

+ **BP.AdventureFramework.**

Utilities.Generation

# Methods

## Render(TextWriter)

Render this frame on a writer.

Declaration  
`

+ **BP.AdventureFramework.**  
public void Render(TextWriter writer)

### Extensions

(**BP.AdventureFramework.Extensions**)  
Parameters

+ **BP.AdventureFramework.**  
Type

### Interpretation

TextWriter (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Name	Description
writer	The writer.

+ **BP.AdventureFramework.**

### Logic

ToSring()  
(**BP.AdventureFramework.Logic**)

Returns a string that represents the current object.

+ **BP.AdventureFramework.**

Declaration

### Rendering

(**BP.AdventureFramework.Rendering**)  
public override string ToString()

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Returns

(**BP.AdventureFramework.Rendering**)

Type

+ **BP.AdventureFramework.**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Rendering.FrameBuilders

Color

Overrides

(**BP.AdventureFramework.Rendering**)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Rendering**)

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

GridTextFrame

(BP.AdventureFramework.Rendering

IFrame

(BP.AdventureFramework.Rendering

TextFrame

(BP.AdventureFramework.Rendering

+ **BP.AdventureFramework.**

### Utilities

(**BP.AdventureFramework.Utilities**)

+ **BP.AdventureFramework.**

### Utilities.Generation

# Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

**+ BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

**Extensions**

Syntax

**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Properties**

Logic

**(BP.AdventureFramework.Logi**

**AcceptsInput**

+ **BP.AdventureFramework.**

**Rendering**

Get or Set if this Frame accepts input.

**(BP.AdventureFramework.Render**

Declaration

+ **BP.AdventureFramework.**

**RenderingFrameBuilders** set; }

**(BP.AdventureFramework.Render**

Property Value

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**.

**Description**

**Color**

bool  
**(BP.AdventureFramework.Render**  
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Represents any object that is a frame that can display a command based interface.

- **BP.AdventureFramework.**

**Rendering.Frames**

**(BP.AdventureFramework.Render**

**CursorLeft**

GridTextFrame  
**(BP.AdventureFramework.Render**  
Get the cursor left position.

IFrame

Declaration  
**(BP.AdventureFramework.Render**  
TextFrame

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Property Value

**Utilities**

**(BP.AdventureFramework.Utilit**

+ **BP.AdventureFramework.**

**Utilities.Generation**

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	Represents any object that is a frame that can display a command based interface.

▼

## CursorTop

+ **BP.AdventureFramework.**

Get the cursor top position.

### Extensions

Declaration  
[\(BP.AdventureFramework.CursorTop\)](https://learn.microsoft.com/dotnet/api/bp.adventureframework.cursortop)

+ **BP.AdventureFramework.**

int CursorTop { get; }

### Interpretation

(BP.AdventureFramework.Interpretation)

Property Value

+ **BP.AdventureFramework.**

Type  
Logic

int  
(BP.AdventureFramework.Logic)

(<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **BP.AdventureFramework.**

### Rendering

(BP.AdventureFramework.Rendering)

## ShowCursorFramework.

**Rendering.FrameBuilders**

Get or set if the cursor should be shown.

(BP.AdventureFramework.Rendering)

Declaration

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

bool Showcursor { get; set; }

### Color

(BP.AdventureFramework.Rendering)

Property Value

- **BP.AdventureFramework.**

Type  
Rendering.Frames

**Rendering.Frames**

bool  
(BP.AdventureFramework.Rendering)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Rendering)

IFrame

(BP.AdventureFramework.Rendering)

TextFrame

(BP.AdventureFramework.Rendering)

## Methods

+ **BP.AdventureFramework.**

**Render(TextWriter)**

(BP.AdventureFramework.Util)

Render this frame on a writer.

+ **BP.AdventureFramework.**

Declaration

**Utilities.Generation**

```
void Render(TextWriter writer)
```

#### Parameters

Type		Name	Description
TextWriter ( <a href="https://learn.microsoft.com/dotnet/api/system.io.textwriter">https://learn.microsoft.com/dotnet/api/system.io.textwriter</a> )		writer	The writer.

#### + BP.AdventureFramework.

##### Extensions

(BP.AdventureFramework.Extensions)

#### + BP.AdventureFramework.

##### Interpretation

(BP.AdventureFramework.Interpretation)

#### + BP.AdventureFramework.

##### Logic

(BP.AdventureFramework.Logic)

#### + BP.AdventureFramework.

##### Rendering

(BP.AdventureFramework.Rendering)

#### + BP.AdventureFramework.

##### Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

#### + BP.AdventureFramework.

##### Rendering.FrameBuilders.

##### Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

#### - BP.AdventureFramework.

##### Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

GridTextFrame

(BP.AdventureFramework.Rendering.Frames.GridTextFrame)

IFrame

(BP.AdventureFramework.Rendering.Frames.IFrame)

TextFrame

(BP.AdventureFramework.Rendering.Frames.TextFrame)

#### + BP.AdventureFramework.

##### Utilities

(BP.AdventureFramework.Utilities)

#### + BP.AdventureFramework.

##### Utilities.Generation

-----

# Class TextFrame

Provides a simple text based frame for displaying a command based interface.

Filter by title

Inheritance

+ **BP.AdventureFramework** (https://learn.microsoft.com/dotnet/api/system.object)

## Extensions

(**BP.AdventureFramework.Exte**

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

+ **BP.AdventureFramework.**

Inherited Members

## Interpretation

(**BP.AdventureFramework.Inter**

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ **BP.AdventureFramework.**

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

+ **BP.AdventureFramework.**

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

## Rendering

(**BP.AdventureFramework.Re**

Namespace: BP (BP.html), AdventureFramework (BP.AdventureFramework.html), Rendering (BP.AdventureFramework.Rendering.html), Frames (BP.AdventureFramework.Rendering.Frames.html)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

public sealed class TextFrame : IFrame

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders.

Color

Constructors

(**BP.AdventureFramework.Re**

- **BP.AdventureFramework.**

TextFrame(string, int, int)

Rendering.Frames

Initializes a new instance of the TextFrame class.

GridTextFrame

Declaration

(BP.AdventureFramework.Renderin

IFrame

public TextFrame(string frameData, int cursorLeft, int cursorTop)

(BP.AdventureFramework.Renderin

TextFrame

Para(BP.html), AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Utilities

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

(**BP.AdventureFramework.Utili**

int (https://learn.microsoft.com/dotnet/api/system.int32)

frameData

The data the frame provides.

+ **BP.AdventureFramework.**

int (https://learn.microsoft.com/dotnet/api/system.int32)

cursorLeft

The cursor left position.

Utilities.Generation

cursorTop

The cursor top position.

-- -- - . - . - ..



Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	Provides a simple text based frame for displaying a command based interface.

▼

## ShowCursor

### + BP.AdventureFramework.

Get or set if the cursor should be shown.

#### Extensions

##### (BP.AdventureFramework.Exte

### + BP.AdventureFramework.

```
public bool ShowCursor { get; set; }
```

#### Interpretation

##### (BP.AdventureFramework.Inter

Property Value

### + BP.AdventureFramework.

#### Type

#### Logic

##### (BP.AdventureFramework.Logi

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

### + BP.AdventureFramework.

#### Rendering

##### (BP.AdventureFramework.Render

### + BP.AdventureFramework.

#### Methods

##### Rendering.FrameBuilders

##### (BP.AdventureFramework.Render

### Render(TextWriter)

#### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

Render this frame on a writer.

#### Color

Declaration

##### (BP.AdventureFramework.Render

### - BP.AdventureFramework.

```
public void Render(TextWriter writer)
```

#### Rendering.Frames

##### (BP.AdventureFramework.Render

Parameters

Type	Name	Description
GridTextFrame (BP.AdventureFramework.Renderin		

TextWriter(<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

writer The writer.

(BP.AdventureFramework.Renderin

TextFrame

(BP.AdventureFramework.Renderin

## ToString()

### + BP.AdventureFramework.

Returns a string that represents the current object.

#### Utilities

##### (BP.AdventureFramework.Utilit

### + BP.AdventureFramework.

#### Utilities.Generation

-----

```
public override string ToString()
```

Returns

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	A string that represents the current object.

+ **BP.AdventureFramework.**

Overrides

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Extensions**)

- **Implementation**

**Interpretation**

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

**Logic**

(**BP.AdventureFramework.Logic**)

+ **BP.AdventureFramework.**

**Rendering**

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

(**BP.AdventureFramework.Rendering.FrameBuilders**)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

(**BP.AdventureFramework.Rendering.FrameBuilders.Color**)

- **BP.AdventureFramework.**

**Rendering.Frames**

(**BP.AdventureFramework.Rendering.Frames**)

GridTextFrame

(**BP.AdventureFramework.Rendering.Frames.GridTextFrame**)

IFrame

(**BP.AdventureFramework.Rendering.Frames.IFrame**)

TextFrame

(**BP.AdventureFramework.Rendering.Frames.TextFrame**)

+ **BP.AdventureFramework.**

**Utilities**

(**BP.AdventureFramework.Utilities**)

+ **BP.AdventureFramework.**

**Utilities.Generation**

(**BP.AdventureFramework.Utilities.Generation**)

# Namespace BP.AdventureFramework.Utilities

▼ Filter by title

## Classes

(BP.AdventureFramework.External)

+ BP.AdventureFramework.

OverworldMaker (BP.AdventureFramework.Utilities.OverworldMaker.html)

(BP.AdventureFramework.Interpreter)

(BP.AdventureFramework.InterpreterRegions)

+ BP.AdventureFramework.

RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)

(BP.AdventureFramework.InterpreterRegions)

+ BP.AdventureFramework.

Interfaces

Rendering

(BP.AdventureFramework.Rendering)

IAssetTemplate<T> (BP.AdventureFramework.Utilities.IAssetTemplate-1.html)

RenderingFrameBuilders

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering)

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilities)

IAssetTemplate<T>

(BP.AdventureFramework.Utilities.IAssetTemplate-1.html)

OverworldMaker

(BP.AdventureFramework.Utilities.OverworldMaker)

RegionMaker

(BP.AdventureFramework.Utilities.RegionMaker)

+ BP.AdventureFramework.

Utilities.Generation

# Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

**Assembly:** BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

## Syntax

(**BP.AdventureFramework.Exte**

    public interface IAssetTemplate<out T>

+ **BP.AdventureFramework.**

**Interpretation**

Type Parameters

(**BP.AdventureFramework.Inter**

Name Description

+ **BP.AdventureFramework.**

T Logic The type of asset being templated.

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

## Methods

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Instantiate a new instance of the templated asset.

(**BP.AdventureFramework.Ren**

Declaration

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

    + Instantiate()

**Color**

(**BP.AdventureFramework.Ren**

Returns

+ **BP.AdventureFramework.**

Type Description

**Rendering.Frames**

T(**BP.AdventureFramework.Ren**

The asset.

- **BP.AdventureFramework.**

## Utilities

(**BP.AdventureFramework.Utili**

IAssetTemplate<T>

(**BP.AdventureFramework.Utilities.I**

1.html)

OverworldMaker

(**BP.AdventureFramework.Utilities.O**

RegionMaker

(**BP.AdventureFramework.Utilities.R**

+ **BP.AdventureFramework.**

    + Utilities Generation

# Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ **BP.AdventureFramework**([com/dotnet/api/system.object](#))

**Extensions**

(**BP.AdventureFramework.Exte**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

**Interpretation**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ **BP.AdventureFramework**([com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ **BP.AdventureFramework**.

**Rendering**

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Ren**

Syntax

+ **BP.AdventureFramework.**

**RenderingFrameBuilders**

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

**Constructors**

(**BP.AdventureFramework.Ren**

Color

**OverworldMaker**([Identifier Identifier, params RegionMaker\[\]](#))

+ **BP.AdventureFramework**.

Initializes a new instance of the OverworldMaker class.

**Rendering.Frames**

Declaration

(**BP.AdventureFramework.Ren**

- **BP.AdventureFramework**([Identifier identifier, Description description, params RegionM](#)

aker[] regionMakers)

**Utilities**

(**BP.AdventureFramework.Utili**

Parameters

Identifier Identifier<T>

Type		Name	Description
Identifier<T>	( <a href="#">BP.AdventureFramework.Utilities.Identifier.html</a> )		
Identifier	( <a href="#">OverworldMaker</a> )	identifier	An identifier for the region.
RegionMaker	( <a href="#">BP.AdventureFramework.Assets.Identifier.html</a> )	description	A description for the region.

+ **BP.AdventureFramework.**

**Utilities**

Type	Name	Description
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html) []	<i>regionMakers</i>	The region makes to use to construct regions.

三

**OverworldMaker(string, string, params RegionMaker[])**

+ BP.AdventureFramework.

**InitializeOverworldFramework**  
Initializes a new instance of the OverworldMaker class.  
**Extensions**

## Extensions

## **(BPAdventureFramework.Exte**

+ BP.AdventureFramework.

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regions)
{
    foreach (RegionMaker maker in regions)
    {
        regionMakers.Add(maker);
    }
}
```

+ **BP Adventure Framework**.

Logic Type		Name	Description
<b>(BP.AdventureFramework.Logi</b> string <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a>	<i>identifier</i>		An identifier for the region.
<b>+ BP.AdventureFramework.</b> <b>Rendering</b> string <b>(BP.AdventureFramework.Ren</b> <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a>	<i>description</i>		A description for the region.
<b>+ BP.AdventureFramework.</b> RegionMaker <b>Rendering_FrameBuilders</b> (BP.AdventureFramework.Utilities.RegionMaker.html) [](BP.AdventureFramework.Render	<i>regionMakers</i>		The region makes to use to construct regions.

+ BP.AdventureFramework.

## Rendering.FrameBuilders.

# Color Methods

## METHODS

### (BP.AdventureFramework.Render)

+ BP.AdventureFramework.

**DIY Adventurer Ram**  
**Make()**  
Borderline Frames

VRAdventureFramework Reference

Design Patterns Framework

## Utilities

#### (BPEAdventureFramework.Util)

## IAssetTemplate<T>

Returns `BPAdventureFramework.Utilities.I`

Type	Description
OverworldMaker (BP.AdventureFramework.Utilities.Overworld)	The created overworld.
RegionMaker (BP.AdventureFramework.Utilities.Region)	The created region.

+ BP.AdventureFramework.

▼

- + **BP.AdventureFramework.**  
Extensions  
(BP.AdventureFramework.Exte...)
- + **BP.AdventureFramework.**  
Interpretation  
(BP.AdventureFramework.Inter...)
- + **BP.AdventureFramework.**  
Logic  
(BP.AdventureFramework.Logi...)
- + **BP.AdventureFramework.**  
Rendering  
(BP.AdventureFramework.Render...)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders  
(BP.AdventureFramework.Render...)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders.  
Color  
(BP.AdventureFramework.Render...)
- + **BP.AdventureFramework.**  
Rendering.Frames  
(BP.AdventureFramework.Render...)
- **BP.AdventureFramework.**  
Utilities  
(BP.AdventureFramework.Utilit...)
  - IAssetTemplate<T>  
(BP.AdventureFramework.Utilities.I...  
1.html)
  - OverworldMaker  
(BP.AdventureFramework.Utilities.O...)
  - RegionMaker  
(BP.AdventureFramework.Utilities.R...)
- + **BP.AdventureFramework.**  
Utilities.Generation

# Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ **BP.AdventureFramework**([com/dotnet/api/system.object](#))

**RegionMaker**

**(BP.AdventureFramework.Exte**

  object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

**Interpretation**

  object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

**(BP.AdventureFramework.html)**

**Logic**

  object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

  object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ **BP.AdventureFramework**

  Namespace: [BP\(BP.html\).AdventureFramework](#) ([BP.AdventureFramework.html](#)).Utilities ([BP.AdventureFramework.Utilities.html](#))

**Rendering**

  Assembly: [BP.AdventureFramework.dll](#)

**(BP.AdventureFramework.Render**

  Syntax

+ **BP.AdventureFramework.**

**RenderingFrameBuilders**

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

**Constructors**

**RenderingFrameBuilders.**

**Color**

**RegionMaker(Identifier, Description)**

+ **BP.AdventureFramework**

  Initializes a new instance of the RegionMaker class.

**Rendering.Frames**

  Declaration

**(BP.AdventureFramework.Render**

- **BP.AdventureFramework**

**Identifier identifier, Description description)**

**Utilities**

**(BP.AdventureFramework.Utilit**

  Parameters

Type		Name	Description
IAssetTemplate<T>	( <a href="#">BP.AdventureFramework.Utilities.I</a>		
Identifier	( <a href="#">BP.AdventureFramework.Assets.Identifier.html</a> )	identifier	An identifier for the region.

  OverworldMaker

  Description ([BP.AdventureFramework.Assets.Description.html](#))

  ([BP.AdventureFramework.Utilities.C](#)

  RegionMaker

  ([BP.AdventureFramework.Utilities.R](#)

**RegionMaker(string, string)**

+ **BP.AdventureFramework.**

**RegionGeneration**

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

Type	Name	Description
+ <b>BP.AdventureFramework.Extensions</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>identifier</i>	An identifier for the region.
+ <b>BP.AdventureFramework.Extensions</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	A description for the region.

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interpretation**  
**Properties**

+ **BP.AdventureFramework.**

Logic

this[int, int]  
(**BP.AdventureFramework.Logic**

Get or set the room at a location.

+ **BP.AdventureFramework.**

Rendering

Declaration

(**BP.AdventureFramework.Rendering**

```
public Room this[int x, int y, int z] { get; set; }
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters

(**BP.AdventureFramework.Rendering.FrameBuilders**

Type	Name	Description
+ <b>BP.AdventureFramework.</b>		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The x position.
Color int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position.
+ <b>BP.AdventureFramework.</b>		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	z	The z position.

+ **BP.AdventureFramework.**

Rendering.Frames

Property Value

(**BP.AdventureFramework.Rendering.Frames**

Type	Description
- <b>BP.AdventureFramework.</b>	

Room ( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.room.html">https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.room.html</a> )	The room.
--	-----------

Utilities

(**BP.AdventureFramework.Utilities**

IAssetTemplate<T>

(**BP.AdventureFramework.Utilities.IAssetTemplate**

1.html)

OverworldMaker

CanPlaceRoom(int, int)

RegionMaker

Determine if a room can be placed at a location

(**BP.AdventureFramework.Utilities.ICanPlaceRoom**

Declaration

+ **BP.AdventureFramework.**

Utilities Generation

Utilities Generation	Utilities Generation
----------------------	----------------------

```
public bool CanPlaceRoom(int x, int y, int z)
```

## Parameters

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The X position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The Y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	z	The Z position.

## (BP.AdventureFramework.Extensions)

### Returns

## + BP.AdventureFramework.

### Type

### Interpretation

### (BP.AdventureFramework.Interfaces.IRoomPosition)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

### Description

True if the room can be placed, else false.

## + BP.AdventureFramework.

### Logic

## GetRoomPositions()

## - BP.AdventureFramework.

### Rendering

#### Declaration

### (BP.AdventureFramework.Rendering.IRegionBuilder)

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### Return

### (BP.AdventureFramework.Rendering.IRegionBuilder)

## + BP.AdventureFramework.

### Rendering.FrameBuilders

RoomPosition[] (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.roomposition.html>)[]

### Description

The room positions.

## Maker()

## - BP.AdventureFramework.

### Rendering.Frames

#### Make a region:

### (BP.AdventureFramework.Rendering.IGenerator)

#### Declaration

## - BP.AdventureFramework.

### Utilities

public Region Make()

### (BP.AdventureFramework.Utilities.IGenerator)

#### Returns

IAssetTemplate<T> (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.igenerator>)

### Type

### .html

### Description

The created region.

## + BP.AdventureFramework.

### OverworldMaker

Region (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.region.html>)

(BP.AdventureFramework.Utilities.IGenerator)

### RegionMaker

(BP.AdventureFramework.Utilities.IGenerator)

## Make(RoomPosition)

## + BP.AdventureFramework.

### Utilities Generation

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

Type	Name	Description
+ BP.AdventureFramework. RoomPosition <b>Extensions</b> (BP.AdventureFramework.Assets.Locations.RoomPosition.html) (BP.AdventureFramework.Exten	<i>startPosition</i>	The start position.

+ BP.AdventureFramework.

Interpretation	Description
Type (BP.AdventureFramework.Interpretation)	

Region (BP.AdventureFramework.Assets.Locations.Region.html)

The created region.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)  
**Make(int, int, int)**

+ BP.AdventureFramework.

Make a region.

Rendering

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

public Region Make(int x, int y, int z)

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

Parameters

Type	Name	Description
Rendering.FrameBuilders.		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The start x position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The start y position.

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Renderin

Type	Description
+ BP.AdventureFramework.	

Utilities

Region (BP.AdventureFramework.Assets.Locations.Region.html)

The created region.

(BP.AdventureFramework.Utilit

IAssetTemplate<T>  
(BP.AdventureFramework.Utilities.I  
1.html)  
OverworldMaker  
(BP.AdventureFramework.Utilities.O  
RegionMaker  
(BP.AdventureFramework.Utilities.R

+ BP.AdventureFramework.

Utilities Generation

# Namespace BP.AdventureFramework. Utilities.Generation

▼ Filter by title

## Classes

+ BP.AdventureFramework.

Interpretation

GameGenerationOptions

(BP.AdventureFramework.Utilities.Generation.GameGenerationOptions.html)

+ BP.AdventureFramework.

Logic

GameGenerator

(BP.AdventureFramework.Utilities.Generation.GameGenerator.html)

+ BP.AdventureFramework.

Represents a class for generating games.

Rendering

(BP.AdventureFramework.Render

## Interfaces

+ BP.AdventureFramework.

Rendering.FrameBuilders

IDescriptionGenerator

(BP.AdventureFramework.Utilities.Generation.IDescriptionGenerator.html)

+ BP.AdventureFramework.

Represents a generator for descriptions.

Rendering.FrameBuilders.

Color

IExaminableGenerator

(BP.AdventureFramework.Utilities.Generation.IExaminableGenerator.html)

+ BP.AdventureFramework.

Represents any object that provides examinable generation.

Rendering.Frames

(BP.AdventureFramework.Render

IIItemGenerator (BP.AdventureFramework.Utilities.Generation.IItemGenerator.html)

+ BP.AdventureFramework.

Represents any object that can generate items.

Utilities

(BP.AdventureFramework.Utilit

IRegionGenerator

(BP.AdventureFramework.

Utilities.Generation

Represents any object that can generate a region.

(BP.AdventureFramework.Utilit

GameGenerationOptions

IRoomGenerator

(BP.AdventureFramework.Utilities.Generat

ion.RoomGenerator

Represents any object that is a room generator.

IDescriptionGenerator

(BP.AdventureFramework.Utilities.Generat

IExaminableGenerator

(BP.AdventureFramework.Utilities.Generat

IItemGenerator

▼

- + **BP.AdventureFramework.**  
Interpretation  
(BP.AdventureFramework.Interpretation)
- + **BP.AdventureFramework.**  
Logic  
(BP.AdventureFramework.Logic)
- + **BP.AdventureFramework.**  
Rendering  
(BP.AdventureFramework.Rendering)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders  
(BP.AdventureFramework.Rendering.FrameBuilders)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders.  
Color  
(BP.AdventureFramework.Rendering.FrameBuilders.Color)
- + **BP.AdventureFramework.**  
Rendering.Frames  
(BP.AdventureFramework.Rendering.Frames)
- + **BP.AdventureFramework.**  
Utilities  
(BP.AdventureFramework.Utilities)
- **BP.AdventureFramework.**  
Utilities.Generation  
(BP.AdventureFramework.Utilities.Generation)
  - GameGenerationOptions  
(BP.AdventureFramework.Utilities.Generation.GameGenerationOptions)
  - GameGenerator  
(BP.AdventureFramework.Utilities.Generation.GameGenerator)
  - IDescriptionGenerator  
(BP.AdventureFramework.Utilities.Generation.IDescriptionGenerator)
  - IExaminableGenerator  
(BP.AdventureFramework.Utilities.Generation.IExaminableGenerator)
  - IItemGenerator  
(BP.AdventureFramework.Utilities.Generation.IItemGenerator)

# Class GameGenerationOptions

Provides options for generating games.

Filter by title

Inheritance

+ **BP.AdventureFramework** (https://learn.microsoft.com/dotnet/api/system.object)

**InterpretationOptions**

**(BP.AdventureFramework.InterpretationOptions)**

  object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

**Logic**

  object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

**BP.AdventureFramework** (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

  object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

  object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

  object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

+ **BP.AdventureFramework**

  Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities

  (BP.AdventureFramework.Utilities) Generation (BP.AdventureFramework.Utilities.Generation.html)

  Assemblies: BP (BP.html)

  Syntax: **BP.AdventureFramework**.

**Rendering.FrameBuilders**

    public sealed class GameGenerationOptions

**Color**

**(BP.AdventureFramework.Rendering.FrameBuilders.Color)**

+ **BP.AdventureFramework**.

**Rendering.Frames**

**(BP.AdventureFramework.Rendering.Frames)**

+ **BP.AdventureFramework**.

**MaximumRegions**

**Utilities**

    Get MaximumRegions

**(BP.AdventureFramework.Utilities)**

    Declaration:

- **BP.AdventureFramework**.

**Utilities.Generation**

    public uint MaximumRegions { get; set; }

**(BP.AdventureFramework.Utilities)**

    GameGenerationOptions

    Property Value:

**(BP.AdventureFramework.Utilities.GameGenerationOptions)**

    Type: GameGenerator

**(BP.AdventureFramework.Utilities.GameGenerator)**

    uint (https://learn.microsoft.com/dotnet/api/system.uint32)

    Description

    Provides options for generating games.

    (BP.AdventureFramework.Utilities.GameGenerator)

    IExaminableGenerator

    (BP.AdventureFramework.Utilities.IExaminableGenerator)

    ItemGenerator

**MaximumRooms**

Get the maximum rooms.

Declaration

```
public uint MaximumRooms { get; set; }
```



Property Value

Type	Description
+ <b>BP.AdventureFramework.</b> Interpretation <a href="https://learn.microsoft.com/dotnet/api/system.uint32">uint (https://learn.microsoft.com/dotnet/api/system.uint32)</a>	Provides options for generating games.

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**  
MinimumRegions  
Logic

Get the minimum regions logic.

Declaration

Rendering

```
(BP.AdventureFramework.Rendering)
```

+ **BP.AdventureFramework.**

Property Value

Rendering.FrameBuilders

Type	Description
+ <b>BP.AdventureFramework.</b> Rendering.FrameBuilders <a href="https://learn.microsoft.com/dotnet/api/system.uint32">uint (https://learn.microsoft.com/dotnet/api/system.uint32)</a>	Provides options for generating games.

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Color

MaximumRooms

Declaration

Rendering.Frames

Declaration

(**BP.AdventureFramework.Rendering.Frames**)

+ **BP.AdventureFramework.**

Utilities

Property Value

- **BP.AdventureFramework.**

Utilities.Generation

Type	Description
+ <b>BP.AdventureFramework.</b> Utilities.Generation <a href="https://learn.microsoft.com/dotnet/api/system.uint32">uint (https://learn.microsoft.com/dotnet/api/system.uint32)</a>	Provides options for generating games.

(**BP.AdventureFramework.Utilities.Generation**)

GameGenerationOptions

(**BP.AdventureFramework.Utilities.GameGenerationOptions**)

GameGenerator

Get the game generator.

Declaration

(**BP.AdventureFramework.Utilities.GameGenerator**)

IDescriptionGenerator

Declaration

(**BP.AdventureFramework.Utilities.IDescriptionGenerator**)

IExaminableGenerator

Declaration

(**BP.AdventureFramework.Utilities.IExaminableGenerator**)

IItemGenerator

Get the item generator.

```
public uint RegionComplexity { get; set; }
```

(**BP.AdventureFramework.Utilities.RegionComplexity**)

Property Value

Type	Description
uint ( <a href="https://learn.microsoft.com/dotnet/api/system.uint32">https://learn.microsoft.com/dotnet/api/system.uint32</a> )	Provides options for generating games.

## RoomToltemRatio

Get and set the room-to-toltem ratio.

### Interpretation

Declaration  
**(BP.AdventureFramework.Interpretation)**

+ **BP.AdventureFramework.**

### Logic

Property Value  
**(BP.AdventureFramework.Logic)**

+ **BP.AdventureFramework.**

### Rendering

double (<https://learn.microsoft.com/dotnet/api/system.double>)

**(BP.AdventureFramework.Rendering)**

+ **BP.AdventureFramework.**

### Rendering.FrameBuilders

**(BP.AdventureFramework.Rendering.FrameBuilders)**

+ **BP.AdventureFramework.**

### Rendering.FrameBuilders.

#### Color

**(BP.AdventureFramework.Rendering.FrameBuilders.Color)**

+ **BP.AdventureFramework.**

### Rendering.Frames

**(BP.AdventureFramework.Rendering.Frames)**

+ **BP.AdventureFramework.**

### Utilities

**(BP.AdventureFramework.Utilities)**

- **BP.AdventureFramework.**

### Utilities.Generation

**(BP.AdventureFramework.Utilities.Generation)**

GameGenerationOptions

**(BP.AdventureFramework.Utilities.Generation.GameGenerationOptions)**

GameGenerator

**(BP.AdventureFramework.Utilities.Generation.GameGenerator)**

IDescriptionGenerator

**(BP.AdventureFramework.Utilities.Generation.IDescriptionGenerator)**

IExaminableGenerator

**(BP.AdventureFramework.Utilities.Generation.IExaminableGenerator)**

IItemGenerator

# Class GameGenerator

Represents a class for generating games.

Filter by title

Inheritance

+ **BP.AdventureFramework** (https://learn.microsoft.com/dotnet/api/system.object)

**Interpretation**

**(BP.AdventureFramework.Inter**

**object** (https://learn.microsoft.com/microsoft/com/dotnet/api/system.object.equals#system-object-equals(system-object))

**Logic**

**object.Equals(object, object)** (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

**BP.AdventureFramework**

**Rendering**

**object.GetHashCode()** (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

**object.GetType()** (https://learn.microsoft.com/dotnet/api/system.object.gettype)

**object.ReferenceEquals(object, object)** (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

**object.ToString()** (https://learn.microsoft.com/dotnet/api/system.object.tostring)

+ **BP.AdventureFramework**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities

(BP.AdventureFramework.OverworldGeneration (BP.AdventureFramework.Utilities.Generation.html))

Assemblies: BP (BP.html)

Syntax

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

    public sealed class GameGenerator

**Color**

**(BP.AdventureFramework.Ren**

Constructors

**Rendering.Frames**

**(BP.AdventureFramework.Ren**

**GameGenerator(Identifier, Description)**

+ **BP.AdventureFramework.**

  Initializes a new instance of the OverworldMaker class.

**Utilities**

**(BP.AdventureFramework.Utili**

- **BP.AdventureFramework.**

  public GameGenerator(Identifier identifier, Description description)

**Utilities.Generation**

**(BP.AdventureFramework.Utili**

Parameters

  GameGenerationOptions

Type	Name	Description
GameGenerator Identifier (BP.AdventureFramework.Assets.Identifier.html) (BP.AdventureFramework.Utilities.Identifier)	identifier	An identifier for the region.
Description (BP.AdventureFramework.Assets.Description.html) (BP.AdventureFramework.Utilities.Description)	description	A description for the region.

IExaminableGenerator

(BP.AdventureFramework.Utilities.IExaminableGenerator)

GameGenerator(string, string)

ItemGenerator

Initializes a new instance of the GameGenerator class.

Declaration

```
public GameGenerator(string identifier, string description)
```

Parameters

Type	Name	Description
+ <b>BP.AdventureFramework.</b> <b>String</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>identifier</i>	An identifier for the region.
+ <b>BP.AdventureFramework.</b> <b>String</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	A description for the region.

+ **BP.AdventureFramework.**

Logic

**Methods**

+ **BP.AdventureFramework.**

Rendering

**Generate(GameGenerationOptions, ITheme, out int)**

Generates OverworldMakers.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**  
public OverworldMaker Generate(GameGenerationOptions options, ITheme theme, out int  
seed)

Rendering.FrameBuilders.

Color

Parameters

**(BP.AdventureFramework.Render**

Type

+ **BP.AdventureFramework.**

GameGenerationOptions

**Rendering.Frames**

**(BP.AdventureFramework.Render**

Utilities

ITheme (BP.AdventureFramework.Utilities.Generation.Simple.ITheme.html)

**Utilities**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

**(BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

Utilities.Generation

Returns

**(BP.AdventureFramework.Utilities**

Type

GameGenerationOptions

OverworldMaker (BP.AdventureFramework.Utilities.OverworldMaker.html)

**(BP.AdventureFramework.Utilities**

GameGenerator

(BP.AdventureFramework.Utilities.C

IDescriptionGenerator

**Generate(int, GameGenerationOptions, ITheme)**

(BP.AdventureFramework.Utilities.C

GenerateOverworldMaker

(BP.AdventureFramework.Utilities.C

ItemGenerator

```
public OverworldMaker Generate(int seed, GameGenerationOptions options, ITheme theme)
e)
```

#### Parameters

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	seed	The seed to use for generation.
+ <b>BP.AdventureFramework.</b>		
<b>Interpretation</b> GameGenerationOptions ( <a href="#">BP.AdventureFramework.Interpretation</a> )	options	The generation options.
+) <b>BP.AdventureFramework.</b>		
<b>Logic</b> ITheme ( <a href="#">BP.AdventureFramework.Utilities.Generation.Simple.ITheme.html</a> ) ( <a href="#">BP.AdventureFramework.Logic</a> )	theme	The theme.

#### Returns

Type	Description
<b>Rendering</b>	
<b>(BP.AdventureFramework.Rendering.OverworldMaker)</b>	The created overworld maker.
+ <b>BP.AdventureFramework.</b>	
<b>Rendering.FrameBuilders</b>	
<b>(BP.AdventureFramework.Rendering.FrameBuilders)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Rendering.FrameBuilders.</b>	
<b>Color</b>	
<b>(BP.AdventureFramework.Rendering.Color)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Rendering.Frames</b>	
<b>(BP.AdventureFramework.Rendering.Frames)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Utilities</b>	
<b>(BP.AdventureFramework.Utilities)</b>	
- <b>BP.AdventureFramework.</b>	
<b>Utilities.Generation</b>	
<b>(BP.AdventureFramework.Utilities.Generation)</b>	
GameGenerationOptions	
( <a href="#">BP.AdventureFramework.Utilities.GameGenerationOptions</a> )	
GameGenerator	
( <a href="#">BP.AdventureFramework.Utilities.GameGenerator</a> )	
IDescriptionGenerator	
( <a href="#">BP.AdventureFramework.Utilities.IDescriptionGenerator</a> )	
IExaminableGenerator	
( <a href="#">BP.AdventureFramework.Utilities.IExaminableGenerator</a> )	
IItemGenerator	

# Interface IDescriptionGenerator

Represents a generator for descriptions.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html).Generation (BP.AdventureFramework.Utilities.Generation.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

**Interpretation**

Syntax

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.IDescriptionGenerator**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Methods

Rendering

(BP.AdventureFramework.Rendering)

Generate(Identifier)

(BP.AdventureFramework.Rendering)

FrameBuilders

Generate a description.

(BP.AdventureFramework.Rendering)

Declaration

+ **BP.AdventureFramework.**

RenderingFrameBuilders

(BP.AdventureFramework.RenderingFrameBuilders Identifier identifier)

Color

(BP.AdventureFramework.Rendering)

Parameters

+ **BP.AdventureFramework.**

RenderingFrames

Identifier

(BP.AdventureFramework.RenderingFrames Identifier)

(BP.AdventureFramework.Assets.Identifier.html)

Name	Description
identifier	The identifier to generate the description for.

+ **BP.AdventureFramework.**

Returns

Utilities

Type (BP.AdventureFramework.Utilities)

Description

- **BP.AdventureFramework.**

BP.AdventureFramework (BP.AdventureFramework.Assets.Description.html)

The description.

Utilities.Generation

(BP.AdventureFramework.Utilities)

GameGenerationOptions

(BP.AdventureFramework.Utilities.GameGenerationOptions)

GameGenerator

(BP.AdventureFramework.Utilities.GameGenerator)

IDescriptionGenerator

(BP.AdventureFramework.Utilities.IDescriptionGenerator)

IExaminableGenerator

(BP.AdventureFramework.Utilities.IExaminableGenerator)

ItemGenerator

# Interface IExaminableGenerator

Represents any object that provides examinable generation.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html).Generation (BP.AdventureFramework.Utilities.Generation.html)

**+ BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

**Interpretation**

Syntax

(BP.AdventureFramework.Interfaces.IExaminableGenerator)

+ BP.AdventureFramework.Interfaces.IExaminableGenerator

Logic

(BP.AdventureFramework.Interfaces.IExaminableGenerator.Logic)

+ BP.AdventureFramework.Interfaces.IExaminableGenerator

Rendering

(BP.AdventureFramework.Interfaces.IExaminableGenerator.Rendering)

Generate(Random)

(BP.AdventureFramework.Interfaces.IExaminableGenerator)

**RenderingFrameBuilders**

Generate an examinable.

(BP.AdventureFramework.Interfaces.IExaminableGenerator.RenderingFrameBuilders)

Declaration

+ BP.AdventureFramework.Interfaces.IExaminableGenerator

RenderingFrameBuilders(Random generator)

Color

(BP.AdventureFramework.Interfaces.IExaminableGenerator)

Parameters

+ BP.AdventureFramework.Interfaces.IExaminableGenerator

RenderingFrames

Random (<https://learn.microsoft.com/dotnet/api/system.random>)

(BP.AdventureFramework.Interfaces.IExaminableGenerator)

Return Value

(BP.AdventureFramework.Interfaces.IExaminableGenerator)

Type

(BP.AdventureFramework.Interfaces.IExaminableGenerator)

IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

Name	Description
generator	The generator.

- BP.AdventureFramework.

**Utilities**

(BP.AdventureFramework.Interfaces.IExaminableGenerator)

IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

Type	Description
	The generated examinable.

- BP.AdventureFramework.

**Utilities.Generation**

(BP.AdventureFramework.Interfaces.IExaminableGenerator)

GameGenerationOptions

(BP.AdventureFramework.Interfaces.IExaminableGenerator)

GameGenerator

(BP.AdventureFramework.Interfaces.IExaminableGenerator)

IDescriptionGenerator

(BP.AdventureFramework.Interfaces.IExaminableGenerator)

IExaminableGenerator

(BP.AdventureFramework.Interfaces.IExaminableGenerator)

IItemGenerator

# Interface IItemGenerator

Represents any object that can generate items.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html).Generation (BP.AdventureFramework.Utilities.Generation.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

**Interpretation**

Syntax

(BP.AdventureFramework.Interfaces.IItemGenerator)

+ **BP.AdventureFramework.IItemGenerator**

Logic

(BP.AdventureFramework.Logic.IItemGenerator)

+ **BP.AdventureFramework.IItemGenerator**

Methods

Rendering

(BP.AdventureFramework.Rendering.IItemGenerator)

Generate(Random)

(BP.AdventureFramework.RenderedItem)

Generate an item.

RenderingFrameBuilders

Declaration

+ **BP.AdventureFramework.**

RenderingFrameBuilders(IItemGenerator)

Color

(BP.AdventureFramework.Rendering.IItemGenerator)

Parameters

+ **BP.AdventureFramework.**

RenderingFrames

Random (<https://learn.microsoft.com/dotnet/api/system.random>)

(BP.AdventureFramework.Rendering.IItemGenerator)

Return Type

Type

(BP.AdventureFramework.Utilities.IItemGenerator)

Item (BP.AdventureFramework.Assets.Item.html)

Name	Description
generator	The generator.

- **BP.AdventureFramework.**

Utilities

(BP.AdventureFramework.Utilities.IItemGenerator)

Item (BP.AdventureFramework.Assets.Item.html)

Type	Description
	The generated item.

- **BP.AdventureFramework.**

Utilities

(BP.AdventureFramework.Utilities.IItemGenerator)

Item (BP.AdventureFramework.Assets.Item.html)

- **BP.AdventureFramework.**

Utilities

(BP.AdventureFramework.Utilities.IItemGenerator)

Item (BP.AdventureFramework.Assets.Item.html)

GameGenerationOptions

(BP.AdventureFramework.Utilities.GameGenerationOptions)

GameGenerator

(BP.AdventureFramework.Utilities.GameGenerator)

IDescriptionGenerator

(BP.AdventureFramework.Utilities.IDescriptionGenerator)

IExaminableGenerator

(BP.AdventureFramework.Utilities.IExaminableGenerator)

IItemGenerator

# Interface IRegionGenerator

Represents any object that can generate a region.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html).Generation (BP.AdventureFramework.Utilities.Generation.html)

+ **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

**Interpretation**

Syntax

(BP.AdventureFramework.Interfaces.IRegionGenerator)

+ **BP.AdventureFramework.IRegionGenerator**

**Logic**

(BP.AdventureFramework.Logic.IRegionGenerator)

+ **BP.AdventureFramework.IRegionGenerator**

**Rendering**

(BP.AdventureFramework.Rendering.IRegionGenerator)

**GenerateRegion(Identifier, Description, Random, IRoomGenerator, IItemGenerator, IItemGenerator, GameGenerationOptions)**

BP.AdventureFramework.Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionGenerator)

GenerateRegion(Identifier identifier, Description description, Random random, IRoomGenerator roomGenerator, IItemGenerator takeableItemGenerator, IItemGenerator nonTakeableItemGenerator, GameGenerationOptions options)

+ **BP.AdventureFramework.IRegionGenerator**

**Rendering.FrameBuilders**

RegionMaker GenerateRegion(Identifier identifier, Description description, Random generator, IRoomGenerator roomGenerator, IItemGenerator takeableItemGenerator, IItemGenerator nonTakeableItemGenerator, GameGenerationOptions options)

+ **BP.AdventureFramework.IRegionGenerator**

**Rendering.Frames**

Parameters

(BP.AdventureFramework.Rendering.Frames.IRegionGenerator)

Type

+ **BP.AdventureFramework.IRegionGenerator**

Identifier

(BP.AdventureFramework.Assets.Identifier.html)

(BP.AdventureFramework.Utilities.Identifier)

Description

(BP.AdventureFramework.Assets.Description.html)

**Utilities.Generation**

Random

(BP.AdventureFramework.Utilities.Random)

GameGenerationOptions

(BP.AdventureFramework.Utilities.GameGenerationOptions)

IRoomGenerator

GameGenerator

(BP.AdventureFramework.Utilities.Generation.IRoomGenerator)

(BP.AdventureFramework.Utilities.Generation.IRegionGenerator)

DescriptionGenerator

(BP.AdventureFramework.Utilities.Generation.DescriptionGenerator)

IItemGenerator

(BP.AdventureFramework.Utilities.Generation.IItemGenerator)

(BP.AdventureFramework.Utilities.Generation.ExamitableGenerator)

(BP.AdventureFramework.Utilities.Generation.IItemGenerator)

ItemGenerator

Type	Name	Description
+ <b>BP.AdventureFramework.IRegionGenerator</b>	identifier	The region identifier.
- <b>BP.AdventureFramework.IRegionGenerator</b>	description	The region description.
+ <b>BP.AdventureFramework.IRegionGenerator</b>	generator	The generator.
+ <b>BP.AdventureFramework.IRegionGenerator</b>	roomGenerator	The room generator.
+ <b>BP.AdventureFramework.IRegionGenerator</b>	takeableItemGenerator	The item generator for takeable items.

Type	Name	Description
IItemGenerator (BP.AdventureFramework.Utilities.Generation.IItemGenerator.html)	<i>nonTakeableItemGenerator</i>	The item generator for non-takeable items.
GameGenerationOptions (BP.AdventureFramework.Utilities.Generation.GameGenerationOptions.html)	<i>options</i>	The generation options.

+ **BP.AdventureFramework.**

**Interpretation**

Type	Description
+ <b>BP.AdventureFramework.RegionLogic</b> RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)	The generated region maker.

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

**Rendering**

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ **BP.AdventureFramework.**

**Rendering.Frames**

(BP.AdventureFramework.Rendering.Frames)

+ **BP.AdventureFramework.**

**Utilities**

(BP.AdventureFramework.Utilities)

- **BP.AdventureFramework.**

**Utilities.Generation**

(BP.AdventureFramework.Utilities.Generation)

GameGenerationOptions

(BP.AdventureFramework.Utilities.Generation.GameGenerationOptions)

GameGenerator

(BP.AdventureFramework.Utilities.Generation.GameGenerator)

IDescriptionGenerator

(BP.AdventureFramework.Utilities.Generation.IDescriptionGenerator)

IExaminableGenerator

(BP.AdventureFramework.Utilities.Generation.IExaminableGenerator)

IItemGenerator

# Interface IRoomGenerator

Represents any object that is a room generator.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html).Generation (BP.AdventureFramework.Utilities.Generation.html)

+ **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

**Interpretation**

Syntax

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.IRoomGenerator**

**Logic**

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.IRoomGenerator**

**Methods**

Rendering

(BP.AdventureFramework.Rendering)

**GenerateRooms(RegionMaker, Random, GameGenerationOptions)**

(BP.AdventureFramework)

**RenderingFrameBuilders**

Generate the rooms.

(BP.AdventureFramework.RenderingFrameBuilders)

Declaration

+ **BP.AdventureFramework**

**RenderingFrameBuilders**

RegionMaker regionMaker, Random generator, GameGenerationOptions options)

Color

(BP.AdventureFramework.RenderingFrameBuilders)

Parameters

+ **BP.AdventureFramework**

**Rendering.Frames**

(BP.AdventureFramework.Rendering.Frames)

RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)

**Name**

**Description**

regionMaker

The region maker.

+ **BP.AdventureFramework**

**Random**

Random (https://learn.microsoft.com/dotnet/api/system.random)

generator

The generator.

**Utilities**

GameGenerationOptions

(BP.AdventureFramework.Utilities.Generation.GameGenerationOptions.html)

options

The game generation options.

- **BP.AdventureFramework**

**Utilities.Generation**

(BP.AdventureFramework.Utilities.Generation)

GameGenerationOptions

(BP.AdventureFramework.Utilities.Generation.GameGenerationOptions)

GameGenerator

(BP.AdventureFramework.Utilities.Generation.GameGenerator)

IDescriptionGenerator

(BP.AdventureFramework.Utilities.Generation.IDescriptionGenerator)

IExaminableGenerator

(BP.AdventureFramework.Utilities.Generation.IExaminableGenerator)

IItemGenerator

# Namespace BP.AdventureFramework. Utilities.Generation.Simple

▼ Filter by title

## Classes

+ [BP.AdventureFramework.](#)

  Extensions

[ExaminableGenerator](#)

([BP.AdventureFramework.Utilities.Generation.Simple.ExaminableGenerator.html](#))

+ [BP.AdventureFramework.](#)

  Provides a examinable generator.

  Interpretation

([BP.AdventureFramework.Interpreter](#))

[ItemGenerator](#)

+ [BP.AdventureFramework.](#)

([BP.AdventureFramework.Utilities.Generation.Simple.ItemGenerator.html](#))

  Logic

  Provides an item generator.

([BP.AdventureFramework.Logic](#))

+ [BP.AdventureFramework.](#)

  RegionGenerator

    Rendering

([BP.AdventureFramework.Utilities.Generation.Simple.RegionGenerator.html](#))

    ([BP.AdventureFramework.Rendering](#))

      Provides a region generator.

+ [BP.AdventureFramework.](#)

  Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders](#))

+ [BP.AdventureFramework.](#)

  ITheme

([BP.AdventureFramework.Utilities.Generation.Simple.ITheme.html](#))

    ([BP.AdventureFramework.Rendering.FrameBuilders](#))

      Represents a theme that can be used for simple generation.

    Color

([BP.AdventureFramework.Rendering.Color](#))

+ [BP.AdventureFramework.](#)

  Rendering.Frames

([BP.AdventureFramework.Rendering.Frames](#))

+ [BP.AdventureFramework.](#)

  Utilities

([BP.AdventureFramework.Utilities](#))

+ [BP.AdventureFramework.](#)

  Utilities.Generation

([BP.AdventureFramework.Utilities.Generation](#))

- [BP.AdventureFramework.](#)

  Utilities.Generation.Simple

([BP.AdventureFramework.Utilities.Generation.Simple](#))

  ExaminableGenerator

([BP.AdventureFramework.Utilities.Generation.Simple.ExaminableGenerator](#))

# Class ExaminableGenerator

Provides a examinable generator.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableGenerator  
**(BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IExaminableGenerator ([BP.AdventureFramework.Utilities.Generation.IExaminableGenerator.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Utilities.Generation.IExaminableGenerator.html))

**Interpretation**

Inherited Members

**(BP.AdventureFramework.Inte**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

**Logic**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

**Rendering**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**(BP.AdventureFramework.Re**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**

RenderingFrameBuilders (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Utilities.RenderingFrameBuilders>)

(BP.AdventureFramework.Utilities.RenderingFrameBuilders)

Assembly: BP.AdventureFramework

Syntax

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

public sealed class ExaminableGenerator : IExaminableGenerator

**Color**

**(BP.AdventureFramework.Re**

+ **BP.AdventureFramework.**

**Constructors**

Rendering.Frames

**(BP.AdventureFramework.Re**

ExaminableGenerator(IEnumerable<string>, IEnumerable<string>,

+ **BP.AdventureFramework.**

DescriptionGenerator, bool)

Utilities

Initializes a new instance of the ExaminableGenerator class.

**(BP.AdventureFramework.Utility**

Declaration

+ **BP.AdventureFramework.**

**Utilities.Generation**

public ExaminableGenerator(IEnumerable<string> nouns, IEnumerable<string> adjective

s, IDescriptionGenerator descriptionGenerator, bool allowReuse)

- **BP.AdventureFramework.**

**Utilities.Generation.Simple**

Parameters

**(BP.AdventureFramework.Utility**

ExaminableGenerator

(BP.AdventureFramework.Utilities.C

Type	Name	Description
IEnumerable ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1</a> ) <string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )> ▼ IEnumerable + <b>BP.AdventureFramework.Extensions</b> + <b>(BP.AdventureFramework.Extensions)</b> <string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )>	<i>nouns</i>	The nouns.
IEnumerable + <b>BP.AdventureFramework.Extensions</b> + <b>(BP.AdventureFramework.Extensions)</b> <string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )>	<i>adjectives</i>	The adjectives.
IDescriptionGenerator + <b>BP.AdventureFramework.</b> ( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.generation.idescriptiongenerator.html">https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.generation.idescriptiongenerator.html</a> ) <b>(BP.AdventureFramework.Interpretation)</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) + <b>BP.AdventureFramework.</b> Logic <b>(BP.AdventureFramework.Logic)</b>	<i>descriptionGenerator</i>	A generator to use for generating descriptions.
+ <b>BP.AdventureFramework.</b> <b>Methods</b> Rendering <b>(BP.AdventureFramework.Rendering)</b> Generate(Random) <b>(BP.AdventureFramework.Render)</b> GenerateFrameBuilders Generate an examinable. <b>(BP.AdventureFramework.Render)</b> Declaration + <b>BP.AdventureFramework.</b> RenderingFrameBuilders GenerateFrameBuilders(Random generator) Color <b>(BP.AdventureFramework.Render)</b> Parameters	<i>allowReuse</i>	If reuse of nouns or adjectives are used.
+ <b>BP.AdventureFramework.</b> Type Rendering.Frames Random ( <a href="https://learn.microsoft.com/dotnet/api/system.random">https://learn.microsoft.com/dotnet/api/system.random</a> ) <b>(BP.AdventureFramework.Render)</b>		
+ <b>BP.AdventureFramework.</b> Utilities IExaminable (BP.AdventureFramework.Assets.IExaminable.html) + <b>BP.AdventureFramework.</b> Utilities.Generation Implementation UtilitiesFramework.Utili	Name	Description
+ <b>BP.AdventureFramework.</b> Utilities.Generation IExaminableGenerator ( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.generation.iexaminablegenerator.html">https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.generation.iexaminablegenerator.html</a> ) <b>(BP.AdventureFramework.Utilities.Generat</b> Utilities.Generation.Simple <b>(BP.AdventureFramework.Utilities.Generat</b> ExaminableGenerator (BP.AdventureFramework.Utilities.Generat		

▼

- + **BP.AdventureFramework.**  
Extensions  
(BP.AdventureFramework.Extensions)
- + **BP.AdventureFramework.**  
Interpretation  
(BP.AdventureFramework.Interpretation)
- + **BP.AdventureFramework.**  
Logic  
(BP.AdventureFramework.Logic)
- + **BP.AdventureFramework.**  
Rendering  
(BP.AdventureFramework.Rendering)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders  
(BP.AdventureFramework.Rendering.FrameBuilders)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders.  
Color  
(BP.AdventureFramework.Rendering.FrameBuilders.Color)
- + **BP.AdventureFramework.**  
Rendering.Frames  
(BP.AdventureFramework.Rendering.Frames)
- + **BP.AdventureFramework.**  
Utilities  
(BP.AdventureFramework.Utilities)
- + **BP.AdventureFramework.**  
Utilities.Generation  
(BP.AdventureFramework.Utilities.Generation)
- **BP.AdventureFramework.**  
Utilities.Generation.Simple  
(BP.AdventureFramework.Utilities.Generation.Simple)  
ExaminableGenerator  
(BP.AdventureFramework.Utilities.ExaminableGenerator)

# Interface ITheme

Represents a theme that can be used for simple generation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities  
(BP.AdventureFramework.Utilities.Generator.html).Generation (BP.AdventureFramework.Utilities.Generation.html).Simple  
(BP.AdventureFramework.Utilities.Generation.Simple.html)

## Extensions

Assembly: BPAdventureFramework.dll  
**(BP.AdventureFramework.Extensions)**

Syntax

+ **BP.AdventureFramework.**

### Interpretation

public interface ITheme  
**(BP.AdventureFramework.Interpreter)**

+ **BP.AdventureFramework.**

### Logic

**Properties**  
Properties (BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

### Rendering

**Properties**  
Properties (BP.AdventureFramework.Rendering)

Get the name.

+ **BP.AdventureFramework.**

Declaration

### Rendering.FrameBuilders

**Properties**  
Properties (BP.AdventureFramework.Rendering.FrameBuilders)

#### Color

Type  
(BP.AdventureFramework.Rendering.FrameBuilders)

string  
+ **BP.AdventureFramework.**

(https://learn.microsoft.com/dotnet/api/system.string)

**Rendering.Frames**

**Properties**  
Properties (BP.AdventureFramework.Rendering.Frames)

## NonTakeableItemAdjectives

### Utilities

Get the non-takeable item adjectives.  
(BP.AdventureFramework.Utilities)

Declaration

+ **BP.AdventureFramework.**

### Utilities.Generation

String[] NonTakeableItemAdjectives { get; }

**Properties**  
Properties (BP.AdventureFramework.Utilities)

**Properties**  
Properties (BP.AdventureFramework.Utilities)

### Utilities.Generation.Simple

**Properties**  
Properties (BP.AdventureFramework.Utilities)

ExaminableGenerator

(BP.AdventureFramework.Utilities)

Type	Description
String	Represents a theme that can be used for simple generation.

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) []	Represents a theme that can be used for simple generation.

▼

## NonTakeableItemNouns

### Extensions

Get the non-takeable item nouns.  
**(BP.AdventureFramework.Extensions)**

Declaration

+ **BP.AdventureFramework.**

### Interpretation

string[] NonTakeableItemNouns { get; }  
**(BP.AdventureFramework.Interpretation)**

+ **BP.AdventureFramework.**

Property Value

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) []	Represents a theme that can be used for simple generation.

+ **BP.AdventureFramework.**

RoomAdjectives

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)  
Get the room adjectives.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders.

### Color

string[] RoomAdjectives { get; }  
**(BP.AdventureFramework.Rendering.FrameBuilders)**

+ **BP.AdventureFramework.**

Properties

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Rendering.Frames**)  
string

+ **BP.AdventureFramework.**

Utilities

(**BP.AdventureFramework.Utilities**)  
ExaminableGenerator

+ **BP.AdventureFramework.**

RoomNouns

Utilities.Generation

(**BP.AdventureFramework.Utilities.Generation**)  
Get the room nouns.

+ **BP.AdventureFramework.**

Declaration

Utilities.Generation.Simple

(**BP.AdventureFramework.Utilities.Generation.Simple**)  
Proprietary

Proprietary

(**BP.AdventureFramework.Utilities.Proprietary**)  
Proprietary

Type	Description
string <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> <span style="font-size: small;">[]</span>	Represents a theme that can be used for simple generation.

▼

## TakeableItemAdjectives

### Extensions

Get the takeable item adjectives.  
**(BP.AdventureFramework.Exte**

Declaration

+ **BP.AdventureFramework.**

### Interpretation

string[] TakeableItemAdjectives { get; }  
**(BP.AdventureFramework.Inte**

+ **BP.AdventureFramework.**

Property Value

Logic	Description
Type <b>(BP.AdventureFramework.Logi</b> string + <b>BP.AdventureFramework.</b> <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> <span style="font-size: small;">[]</span> <b>Rendering</b> <b>(BP.AdventureFramework.Render</b>	Represents a theme that can be used for simple generation.

+ **BP.AdventureFramework.**

## TakeableItemNouns

### Rendering.FrameBuilders

(BP.AdventureFramework.Render  
Get the takeable item nouns.

+ **BP.AdventureFramework.**

Declaration  
**Rendering.FrameBuilders.**

### Color

string[] TakeableItemNouns { get; }  
**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

### Rendering.Frames

Frames	Description
Type <b>(BP.AdventureFramework.Render</b> string + <b>BP.AdventureFramework.</b> <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> <span style="font-size: small;">[]</span> <b>Utilities</b> <b>(BP.AdventureFramework.Utilit</b>	Represents a theme that can be used for simple generation.

+ **BP.AdventureFramework.**

### Utilities.Generation

(BP.AdventureFramework.Utilit

- **BP.AdventureFramework.**

### Utilities.Generation.Simple

(BP.AdventureFramework.Utilit

ExaminableGenerator

(BP.AdventureFramework.Utilities.C

# Class ItemGenerator

Provides an item generator.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ **(BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IItemGenerator (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.generation.iitemgenerator.html>)

**Interpretation**

Inherited Members

**(BP.AdventureFramework.Inte**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

**Logic**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

**Rendering**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**(BP.AdventureFramework.Re**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**

RenderingFrameBuilders (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.renderingframebuilders>)

(BP.AdventureFramework.RenderingFrameBuilders)

Syntax

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

public sealed class ItemGenerator : IItemGenerator

**Color**

**(BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Constructors (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.itemgenerator>)

Rendering.Frames

**(BP.AdventureFramework.Ren**

**ItemGenerator(IExaminableGenerator, bool)**

+ **BP.AdventureFramework.**

Utilities new instance of the ItemGenerator class.

**(BP.AdventureFramework.Utili**

Declaration

+ **BP.AdventureFramework.**

public ItemGenerator(IExaminableGenerator examinableGenerator, bool isTakeable)

**(BP.AdventureFramework.Utili**

Parameters

- **BP.AdventureFramework.**

Type **Utilities.Generation.Simple**

**(BP.AdventureFramework.Utili**

IExaminableGenerator (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.generation.iexaminablegenerator>)

(BP.AdventureFramework.Utilities.Generation.IExami

nableGenerator)

**(BP.AdventureFramework.Utilities.C**

Type	Name	Description
<b>Utilities.Generation.Simple</b>	<b>examinableGenerator</b>	An examinable generator.

Type	Name	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	<i>isTakeable</i>	True if the generated items are takeable, else false.

▼

## + BP.AdventureFramework.

### Methods

Extensions

**(BP.AdventureFramework.Exte**

## Generate(Random)

### Interpretation

Generate an item.

**(BP.AdventureFramework.Inter**

Declaration

## + BP.AdventureFramework.

### Logic

public Item Generate(Random generator)

**(BP.AdventureFramework.Logi**

## + BP.AdventureFramework.

### Rendering

Type

**(BP.AdventureFramework.Render**

Random (<https://learn.microsoft.com/dotnet/api/system.random>)

Name

Description

generator

The generator.

## + BP.AdventureFramework.

### Rendering.FrameBuilders

Return type

**(BP.AdventureFramework.Render**

Type

Description

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### Color

## Implementations

## + BP.AdventureFramework.

ItemGenerator ([BP.AdventureFramework.Utilities.Generation.IItemGenerator.html](#))

### Rendering.Frames

**(BP.AdventureFramework.Render**

## + BP.AdventureFramework.

### Utilities

**(BP.AdventureFramework.Utilit**

## + BP.AdventureFramework.

### Utilities.Generation

**(BP.AdventureFramework.Utilit**

## - BP.AdventureFramework.

### Utilities.Generation.Simple

**(BP.AdventureFramework.Utilit**

ExaminableGenerator

**(BP.AdventureFramework.Utilities.C**

# Class RegionGenerator

Provides a region generator.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ RegionGenerator

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IRegionGenerator ([BP.AdventureFramework.Utilities.Generation.IRegionGenerator.html](#))

**Interpretation**

Inherited Members

(**BP.AdventureFramework.Inte**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

**Logic**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

**Rendering**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Re**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**

RenderingFrameBuilders ([BP.AdventureFramework.html](#)).Utilities

([BP.AdventureFramework.Utilities.html](#)).Generation ([BP.AdventureFramework.Utilities.Generation.html](#)).Simple

([BP.AdventureFramework.Utilities.Generation.Simple.html](#))

(**BP.AdventureFramework.Renderin**

Syntax

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

public sealed class RegionGenerator : IRegionGenerator

**Color**

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

Rendering.Frames

**Methods**

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

GenerateRegion(Identifier, Description, Random, IRoomGenerator, IItemGenerator,

Utilities.IItemGenerator, GameGenerationOptions)

(**BP.AdventureFramework.Utili**

Generate a region.

+ **BP.AdventureFramework.**

Declaration

**Utilities.Generation**

(**BP.AdventureFramework.Utili**

public RegionMaker GenerateRegion(Identifier identifier, Description description, Ra

- **BP.AdventureFramework.**

GenerateRegion(IRoomGenerator roomGenerator, IItemGenerator takeableItemGenerator,

Utilities.IItemGenerator nonTakeableItemGenerator, GameGenerationOptions options)

(**BP.AdventureFramework.Utili**

Parameters

ExamineableGenerator

(**BP.AdventureFramework.Utilities.C**

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	The region identifier.
Description (BP.AdventureFramework.Assets.Description.html)	<i>description</i>	The region description.
Random + <b>BP.AdventureFramework.Extensions</b> (https://learn.microsoft.com/dotnet/api/system.random) <b>(BP.AdventureFramework.Extensions)</b>	<i>generator</i>	The generator.
IRoomGenerator + <b>BP.AdventureFramework.Interpretation</b> (BP.AdventureFramework.Utillies.Generation.IRoomGenerator.html)	<i>roomGenerator</i>	The room generator.
ItemGenerator + <b>BP.AdventureFramework.Logic</b> (BP.AdventureFramework.Utillies.Generation.IItemGenerator.html)	<i>takeableItemGenerator</i>	The item generator for takeable items.
ItemGenerator (BP.AdventureFramework.Utillies.Generation.IItemGenerator.html)	<i>nonTakeableItemGenerator</i>	The item generator for non-takeable items.
GameGenerationOptions <b>(BP.AdventureFramework.Rendering)</b> (BP.AdventureFramework.Utillies.Generation.GameGenerationOptions.html)	<i>options</i>	The generation options.
+ <b>BP.AdventureFramework.Rendering.FrameBuilders</b> Ref: <a href="#">(BP.AdventureFramework.Rendering.FrameBuilders)</a>		

Type	Description
+ <b>BP.AdventureFramework.Rendering.FrameBuilders</b> RegionMaker (BP.AdventureFramework.Utillies.RegionMaker.html)	The generated region maker.
Color (BP.AdventureFramework.Rendering.FrameBuilders)	
IRandomFrames (BP.AdventureFramework.Utillies.Generation.IRegionGenerator.html)	
(BP.AdventureFramework.Rendering.FrameBuilders)	
+ <b>BP.AdventureFramework.Utilities</b> (BP.AdventureFramework.Utillies)	
+ <b>BP.AdventureFramework.Utilities.Generation</b> (BP.AdventureFramework.Utillies.Generation)	
- <b>BP.AdventureFramework.Utilities.Generation.Simple</b> (BP.AdventureFramework.Utillies.Generation.Simple)	
ExaminableGenerator (BP.AdventureFramework.Utillies.ExaminableGenerator)	

# Namespace BP.AdventureFramework. Utilities.Generation.Themes

▼ Filter by title

## Classes

### Extensions

(BP.AdventureFramework.Extensions.Castle) (BP.AdventureFramework.Utilities.Generation.Themes.Castle.html)

+ **BP.AdventureFramework.**

    Provides the Castle theme.

### Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

### Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

### Rendering

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

### Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.**

### Rendering.FrameBuilders.

#### Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ **BP.AdventureFramework.**

### Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

+ **BP.AdventureFramework.**

### Utilities

(BP.AdventureFramework.Utilities)

+ **BP.AdventureFramework.**

### Utilities.Generation

(BP.AdventureFramework.Utilities.Generation)

+ **BP.AdventureFramework.**

### Utilities.Generation.Simple

(BP.AdventureFramework.Utilities.Generation.Simple)

# Class Castle

Provides the castle theme.

Filter by title

Inheritance

## Conversations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ Castle

## + BP.AdventureFramework.

Implements

## Extensions

ITheme (<https://BP.AdventureFramework.Utilities.Generation.Simple.ITheme.html>)

## (BP.AdventureFramework.Extensions)

Inherited Members

## + BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## Interpretation

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## + BP.AdventureFramework.

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

## Logic

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

## (BP.AdventureFramework.Logic)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## + BP.AdventureFramework.

## Rendering

Namespace: BP(BP.html).AdventureFramework (<BP.AdventureFramework.html>).Utilities

(BP.AdventureFramework.Utilities.html).Generation (<BP.AdventureFramework.Utilities.Generation.html>).Themes

(BP.AdventureFramework.Utilities.Generation.Themes.html)

## (BP.AdventureFramework.Rendering)

Assembly: BP.AdventureFramework.dll

## + BP.AdventureFramework.

Syntax

## Rendering.FrameBuilders

### (BP.AdventureFramework.Rendering.FrameBuilders)

public sealed class Castle : ITheme

## + BP.AdventureFramework.

## Rendering.FrameBuilders.

## Color

### (BP.AdventureFramework.Rendering.FrameBuilders.Color)

## Properties

## + BP.AdventureFramework.

## Rendering.Frames

## Name

### (BP.AdventureFramework.Rendering.FrameBuilders.Name)

Get the name.

## + BP.AdventureFramework.

Declaration

## Utilities

### (BP.AdventureFramework.Utilities)

public string Name { get; }

## + BP.AdventureFramework.

## Utilities.Generation

Property Value

### (BP.AdventureFramework.Utilities.Generation)

## Type

## + BP.AdventureFramework.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

## Utilities.Generation.Simple

## Description

Provides the castle theme.

## (BP.AdventureFramework.Utilities)

## NonTakeableItemAdjectives

Get the non-takeable item adjectives.

Declaration

```
public string[] NonTakeableItemAdjectives { get; }
```

### Conversations

Property Value

(**BP.AdventureFramework.Conversations**)

Type

+ **BP.AdventureFramework.**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

Provides the castle theme.

### NonTakeableItemNouns

#### Interpretation

Get the non-takeable item nouns.

(**BP.AdventureFramework.Interpretation**)

Declaration

+ **BP.AdventureFramework.**

#### Logic

```
public string[] NonTakeableItemNouns { get; }
```

(**BP.AdventureFramework.Logic**)

### NonTakeableItemNouns

Property Value

**Rendering**

(**BP.AdventureFramework.Rendering**)

Description

Provides the castle theme.

+ **BP.AdventureFramework.**

#### Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

#### RoomAdjectives

+ **BP.AdventureFramework.**

Get the room adjectives.

**Rendering.FrameBuilders.**

Declaration

(**BP.AdventureFramework.Rendering.FrameBuilders**)

```
public string[] RoomAdjectives { get; }
```

+ **BP.AdventureFramework.**

#### Rendering.Frames

Property Value

(**BP.AdventureFramework.Rendering.Frames**)

Description

Provides the castle theme.

+ **BP.AdventureFramework.**

#### Utilities

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Utilities**)

### RoomNouns

#### Utilities.Generation

(**BP.AdventureFramework.Utilities.Generation**)

Get the room nouns.

Declaration

**Utilities.Generation.Simple**

(**BP.AdventureFramework.Utilities.Generation.Simple**)

```
public string[] RoomNouns { get; }
```

#### Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)[]	Provides the castle theme.

#### Conversations

##### (BP.AdventureFramework.Conversations)

#### TakeableItemAdjectives

##### (BP.AdventureFramework.TakeableItemAdjectives)

#### Extensions

Get the takeable item adjectives.

##### (BP.AdventureFramework.Extensions)

Declaration

#### + BP.AdventureFramework.

#### Interpretation

```
public string[] TakeableItemAdjectives { get; }
```

##### (BP.AdventureFramework.Interpretation)

#### Property Value

#### BP.AdventureFramework.

#### Logic

##### (BP.AdventureFramework.Logic)

string (https://learn.microsoft.com/dotnet/api/system.string)[]

#### Description

Provides the castle theme.

#### + BP.AdventureFramework.

#### Rendering

##### (BP.AdventureFramework.Rendering)

#### + BP.AdventureFramework.

Get the takeable item nouns.

#### Rendering.FrameBuilders

Declaration

##### (BP.AdventureFramework.Rendering.FrameBuilders)

#### + BP.AdventureFramework.

```
public string[] TakeableItemNouns { get; }
```

#### Rendering.FrameBuilders.

#### Color

Property Value

##### (BP.AdventureFramework.Rendering.Color)

#### Type

#### + BP.AdventureFramework.

string (https://learn.microsoft.com/dotnet/api/system.string)[]

#### Description

Provides the castle theme.

#### Rendering.Frames

##### (BP.AdventureFramework.Rendering.Frames)

#### Implementation

#### BP.AdventureFramework.

#### Utilities

ITheme (BP.AdventureFramework.Utilities.Generation.Simple.ITheme.html)

##### (BP.AdventureFramework.Utilities)

#### + BP.AdventureFramework.

#### Utilities.Generation

##### (BP.AdventureFramework.Utilities.Generation)

#### + BP.AdventureFramework.

#### Utilities.Generation.Simple

##### (BP.AdventureFramework.Utilities.Generation.Simple)