

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

### (BP.AdventureFramework.Assets)

Inherited Members

Description (BP.AdventureFramework.Assets.C

Description.Empty

Description

([BP\\_AdventureFramework\\_Assets\\_Description\\_Empty](BP_AdventureFramework_Assets_Description.html#BP_AdventureFramework_Assets_Description_Empty))

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

([BP\\_AdventureFramework\\_Assets\\_Description\\_Equals](BP_AdventureFramework_Assets_Description.html#BP_AdventureFramework_Assets_Description_Equals))

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

([BP\\_AdventureFramework\\_Assets\\_Equals\\_ExaminableObject](BP_AdventureFramework_Assets_Equals.html#BP_AdventureFramework_Assets_Equals_ExaminableObject))

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\\_Assets\\_Equals\\_ExaminationCallback](BP_AdventureFramework_Assets_Equals.html#BP_AdventureFramework_Assets_Equals_ExaminationCallback))

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

([BP\\_AdventureFramework\\_Assets\\_Equals\\_GetHashCode](BP_AdventureFramework_Assets_Equals.html#BP_AdventureFramework_Assets_Equals_GetHashCode))

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

([BP\\_AdventureFramework\\_Assets\\_Equals\\_ExaminationResult](BP_AdventureFramework_Assets_Equals.html#BP_AdventureFramework_Assets_Equals_ExaminationResult))

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

([BP\\_AdventureFramework\\_Assets\\_Equals\\_ReferenceEquals](BP_AdventureFramework_Assets_Equals.html#BP_AdventureFramework_Assets_Equals_ReferenceEquals))

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

([BP\\_AdventureFramework\\_Assets\\_Equals\\_ToString](BP_AdventureFramework_Assets_Equals.html#BP_AdventureFramework_Assets_Equals_ToString))

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

([BP\\_AdventureFramework\\_Assets\\_Equals\\_IExaminable](BP_AdventureFramework_Assets_Equals.html#BP_AdventureFramework_Assets_Equals_IExaminable))

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

([BP\\_AdventureFramework\\_Assets\\_Equals\\_IPlayerVisible](BP_AdventureFramework_Assets_Equals.html#BP_AdventureFramework_Assets_Equals_IPlayerVisible))

Assets (BP.AdventureFramework)

(BP.AdventureFramework)

Syntax

Identifier (BP.AdventureFramework.Assets.I)

Item public sealed class ConditionalDescription : Description

(BP.AdventureFramework.Assets.I)

Size

(BP.AdventureFramework.Assets.S)

## Constructors

### + BP.AdventureFramework.

Assets.Characters

### C(ConditionalDescription)(String, String, Condition)

#### + BP.AdventureFramework.

Initializes a new instance of the ConditionalDescription class.

Assets.Interaction

Declaration

(BP.AdventureFramework)

#### + BP.AdventureFramework.

Initializes a new instance of the ConditionalDescription class.

Assets.Locations

(BP.AdventureFramework)

Parameters

#### + BP.AdventureFramework.

Type Commands

(BP.AdventureFramework)

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

trueDescription

The true description.

(BP.AdventureFramework)

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

falseDescription

The false description.

Conversations

Type	Name	Description
Commands	trueDescription	The true description.
Commands	falseDescription	The false description.

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

## Properties

### - BP.AdventureFramework.

#### Condition

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

ConditionalDescription

Declaration  
(BP.AdventureFramework.Assets.Condition)

Description

public AdventureFramework.Condition { get; set; }

ExaminableObject

Property Value  
(BP.AdventureFramework.Assets.ExaminationCallback)

Type  
(BP.AdventureFramework.Assets.ExaminationCallback)

Description

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

## Methods

### + BP.AdventureFramework.

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

Identifier  
(BP.AdventureFramework.Assets.Identifier)

### GetDescription()

Item  
(BP.AdventureFramework.Assets.Item)

Get the description.

Size

Declaration  
(BP.AdventureFramework.Assets.Item)

### + BP.AdventureFramework.

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

Returns  
(BP.AdventureFramework.Assets.Identifier)

### + BP.AdventureFramework.

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

String  
(BP.AdventureFramework.Assets.Interaction)

Description

The description.

### + BP.AdventureFramework.

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

Description.GetDescription()

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

### BP.AdventureFramework.

Commands  
(BP.AdventureFramework.Commands)

### + BP.AdventureFramework.

Conversations  
(BP.AdventureFramework.Conversations)



- **BP.AdventureFramework.**

### **Assets**

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

ConditionalDescription

(BP.AdventureFramework.Assets.ConditionalDescription)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

- + **BP.AdventureFramework.**

### **Assets.Characters**

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

- + **BP.AdventureFramework.**

### **Assets.Interaction**

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

- + **BP.AdventureFramework.**

### **Assets.Locations**

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

- + **BP.AdventureFramework.**

### **Commands**

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

- + **BP.AdventureFramework.**

### **Conversations**

# Class Description

Represents a description of an object.

Filter by title

Inheritance

**BP.AdventureFramework.**

**Assets**

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

**(BP.AdventureFramework.Assets)**

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

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

Description

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

ExaminableObject

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

ExaminationCallback

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

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

ExaminationResult

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

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

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

(BP.AdventureFramework.Assets.IF)

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

PlayerVisible

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

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

public class Description

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.SizeType)

## Constructors

+ **BP.AdventureFramework.**

**Assets.Characters**

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

+ **BP.AdventureFramework.**

Initializes a new instance of the Description class

**Assets.Interaction**

Declaration

**(BP.AdventureFramework.Assets)**

+ **BP.AdventureFramework.**

**Assets.Locations**

**(BP.AdventureFramework.Assets)**

+ **BP.AdventureFramework.**

**Commands**

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

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

Name	Description
description	The description

# Properties

## DefaultDescription

Get or set the description.

Declaration

- **BP.AdventureFramework.**

### Assets

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

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

Property Value

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

Type Description

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

Description

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

ExaminationCallback

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

ExaminationResult

Get an empty description.

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

Declaration

(**BP.AdventureFramework.Assets.IEmpty**)

IPlayerVisible

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

(**BP.AdventureFramework.Assets.IEmpty**)

Identifier

Property Value

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

Type

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

Description

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

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

## + BP.AdventureFramework.

Assets.Characters

## Methods

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

## + BP.AdventureFramework.

GetDescription()

Assets.Interaction

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

Get the description.

## + BP.AdventureFramework.

Declaration

Assets.Locations

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

## + BP.AdventureFramework.

Returns

Commands

(**BP.AdventureFramework.Commands**)

Description

(**BP.AdventureFramework.Commands**)

The description.

Conversations

(**BP.AdventureFramework.Conversations**)



- **BP.AdventureFramework.**

**Assets**

**(BP.AdventureFramework.Assets)**

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

+ **BP.AdventureFramework.**

**Assets.Characters**

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

+ **BP.AdventureFramework.**

**Assets.Interaction**

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

# Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

## Assets

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

↳ ExaminableObject

↳ ConditionalDescription

↳ Character ([BP.AdventureFramework.Assets.Characters.Character.html](#))

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

↳ Description

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

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

↳ ExaminableObject

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

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

↳ ExaminationCallback

Implements

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

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

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

↳ IExaminable

Inherited Members

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

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

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

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

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

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

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

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

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

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

Syntax

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

+ [BP AdventureFramework](#)

public class ExaminableObject : IExaminable, IPlayerVisible

↳ [Assets.Interaction](#)

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

+ [BP.AdventureFramework.](#)

Properties

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

↳ [\(BP.AdventureFramework.](#)

Commands

Get or set this objects commands.

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

Declaration

+ [BP AdventureFramework](#).

Conversations

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

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

#### Property Value

Type	Description
CustomCommand (BP.AdventureFramework.Commands.CustomCommand.html)	

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

(BP.AdventureFramework.Assets.Interaction.html)

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

**Locations** Locations  
(BP.AdventureFramework.Identifiable.Locations.html)

Get this objects identifier.

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

Declaration  
Commands

(BP.AdventureFramework.Commands.html)

Identifier Identifier { get; protected set; }

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

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

(BP.AdventureFramework.Conversations.html)



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

Overrides

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

## Implements

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

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

ConditionalDescription

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

(BP.AdventureFramework.Assets.ConditionedObject)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.SizeType)

## + BP.AdventureFramework.

### Assets.Characters

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

## + BP.AdventureFramework.

### Assets.Interaction

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

## + BP.AdventureFramework.

### Assets.Locations

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

## + BP.AdventureFramework.

### Commands

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

## + BP.AdventureFramework.

### Conversations

### (BP.AdventureFramework.Conversations.IConversations)

# Delegate ExaminationCallback

Represents the callback for examinations.

▼ Filter by title

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

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

Assembly: BP.AdventureFramework.dll

ConditionalDescription

Syntax

(BP.AdventureFramework.Assets.ExaminationCallback)

Description

public delegate ExaminationResult ExaminationCallback(IExaminable obj)

ExaminableObject

Parameters

ExaminationCallback

Type

(BP.AdventureFramework.Assets.IExaminable)

Name

Description

ExaminationResult

IExaminable

(BP.AdventureFramework.Assets.IExaminable.html)

obj

The object to examine.

Returns

ExaminationResult

Type

PlayerVisible

Description

ExaminationResult

Identifier

(BP.AdventureFramework.Assets.ExaminationResult.html)

(BP.AdventureFramework.Assets.Identifier)

A string representing the result of the examination.

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.SizeType)

+ **BP.AdventureFramework.**

**Assets.Characters**

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

+ **BP.AdventureFramework.**

**Assets.Interaction**

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**ExaminationCallback**

# 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.CResult">https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.CResult</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.CResult">https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.CResult</a> )
↳ ExaminationResult	( <a href="https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.CResult">https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.CResult</a> )
Inherited Members	object
↳ (BP.AdventureFramework.Assets.ExResult)	Description
↳ ExaminationCallback	( <a href="https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Interaction_Result_D">https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Interaction_Result_D</a> )
↳ (BP.AdventureFramework.Assets.Interaction.Result.html#BP_AdventureFramework_Assets_Interaction_Result_D)	Description
↳ (BP.AdventureFramework.Assets.ExResult)	ExaminationResult
object.Equals(object)	( <a href="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)</a> )
object.Equals(object, object)	( <a href="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)</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  
(**BP.AdventureFramework.Assets.Characters.ExaminationResult**)

+ **BP.AdventureFramework.**

**Assets.Interaction**

**Constructors**

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

+ **BP.AdventureFramework.**

**ExaminationResult(string)**

Assets.Locations

Initializes a new instance of the ExaminationResult class.

+ **BP.AdventureFramework.**

**Commands**

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

+ **BP.AdventureFramework.**

Parameters

**Conversations**

Type	Name	Description
Type: ( <b>BP.AdventureFramework.Conversations.ExaminationResult</b> )	description	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.C

IPlayerVisible, IsPlayerVisible

Description

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

sible)

ExaminableObject

Name (BP\_AdventureFramework\_Assets\_E

Assembly) AdventureFramework.dll

(BP.AdventureFramework.Assets.E

Syntax

ExaminationResult

```
public interface IExaminable : IPlayerVisible
    IExaminable
```

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

(BP.AdventureFramework.Assets.Id

Item

(BP.AdventureFramework.Assets.It

Size

Get objects commands

(BP\_AdventureFramework\_Assets\_S

BPAdventureFramework.

Assets.Characters

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

+ BPAdventureFramework.

Assets.Characters

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

Property Value

Assets.Interaction

Type (BPAdventureFramework\_Assets\_Interaction)

Description

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

Assets.Locations

(BPAdventureFramework\_Assets\_Locations)

Description

+ BPAdventureFramework.

Get description of this object.

(BPAdventureFramework\_Commands)

Declaration

+ BPAdventureFramework.

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

Conversations

(BPAdventureFramework\_Conversations)

Property Value

+ BPAdventureFramework.

Extensions

(BPAdventureFramework\_Extra)

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

## Identifier

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

Declaration  
 (BP.AdventureFramework.Assets.D

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

ExaminationCallback  
 Property Value  
 (BP.AdventureFramework.Assets.E

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

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

## Methods

(BP.AdventureFramework.Assets.I  
 Item

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

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

Declaration

+ BP.AdventureFramework.

**Assets.Characters**

ExaminationResult Examine()

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.  
 Returns

**Assets.Interaction**

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

+ BP.AdventureFramework.

(BP.AdventureFramework.Assets.ExaminationResult.html)

**Assets.Locations**

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

**Commands**

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

**Conversations**

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

**Extensions**

(BP.AdventureFramework.Exte

# Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

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

**Syntax**  
ExaminableObject

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

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

```
    IExaminable
```

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

```
    IPlayerVisible
```

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

```
    Identifier
```

**Get** `IPlayerVisible` `BP.AdventureFramework.IPlayerVisible`

```
    Item
```

**Declaration:**  
(BP.AdventureFramework.Assets.II

```
    Size
```

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

## + BP.AdventureFramework.

**Assets.Characters**

Type	Description
<code>BP.AdventureFramework.Assets.ICharacter</code> <code>bp://learn.microsoft.com/dotnet/api/system.boolean)</code>	

**Assets.Interaction**

**(BP.AdventureFramework.Assets.IInteraction)**

## + BP.AdventureFramework.

**Assets.Locations**

**(BP.AdventureFramework.Assets.ILocation)**

## + BP.AdventureFramework.

**Commands**

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

## + BP.AdventureFramework.

**Conversations**

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

## + BP.AdventureFramework.

**Extensions**

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



# Properties

## Empty

Get an empty identifier.

Declaration

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

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationResult

Description

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

(BP.AdventureFramework.Assets.II

IPlayerVisible

## IdentifiableName

(BP.AdventureFramework.Assets.II

Identifier

Get the name as a case insensitive identifier.

(BP.AdventureFramework.Assets.II

Declaration

(BP.AdventureFramework.Assets.II

Size

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

(BP.AdventureFramework.Assets.S

## + BP.AdventureFramework.

Property Value

### Assets.Characters

Type

(BP.AdventureFramework.Assets.C

Description

string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	
--	--

## + BP.AdventureFramework.

### Assets.Interaction

(BP.AdventureFramework.Assets.II

## Name

## + BP.AdventureFramework.

Get the name.

### Assets.Locations

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

## + BP.AdventureFramework.

public string Name { get; }

### Commands

(BP.AdventureFramework.Com

Property Value

## + BP.AdventureFramework.

Type

### Conversations

String

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

Description

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Exte

## Methods

## + BP.AdventureFramework.

## **Equals(Identifier)**

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

## Declaration

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

**Equals(string)** Framework.Assets.S

+ **BP Adventure Framework**: The state of an object is equal to another object of the same type

### **Assets, Characters**

## **Assets.** Declaration

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

+ **BRAAdventureFramework**(working other)

## Assets.Interaction

## **(BPAdventureFramework.Ass**

I-RR Adventure Framework

Type	Name	Description
<b>AssetsLocations</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	other	An object to compare with this object.
<b>(BPAdventureFramework.Ass</b>		

返回AdventureFramework。

Type	Commands	Description
bool	<b>(BP.AdventureFramework.Com)</b> + <b>(BP.AdventureFramework.Com)</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 value 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> ). + <b>(BP.AdventureFramework.Com)</b>
bool	<b>(BP.AdventureFramework.Com)</b> + <b>(BP.AdventureFramework.Com)</b>	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> ). + <b>(BP.AdventureFramework.Com)</b>
bool	<b>(BP.AdventureFramework.Com)</b> + <b>(BP.AdventureFramework.Com)</b>	ean)

## + BP.AdventureFramework.

## Extensions

# ToIdentifiableString(string)

+ BP.AdventureFramework.

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.ILocations)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.



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

## Constructors

### Item(Identifier, Description, bool)

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

Declaration

ExaminableObject  
(BP.AdventureFramework.Assets.E

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

IPlayerVisible

Parameters  
(BP.AdventureFramework.Assets.II

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

### + BP.AdventureFramework.

#### Assets.Characters

### Item(string, string, bool)

Initializes a new instance of the Item class.  
(BP.AdventureFramework.Assets.II

### + 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.ExaminationCallback)	(BP.AdventureFramework.Assets.Interaction.InteractionCallback.html) ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationResult)

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

Get `get` if this is takeable.  
(BP.AdventureFramework.Assets.IPlayerVisible)

Declaration  
(BP.AdventureFramework.Assets.Identifier)

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

(BP.AdventureFramework.Assets.Item)

Property Value

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

## + BP.AdventureFramework.

### Assets.Characters

(BP.AdventureFramework.Assets.Characters)

## Methods

### Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

### Interact(Item)

+ BP.AdventureFramework.

Interact with an item.

### Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Declaration

### + BP.AdventureFramework.

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

### Commands

(BP.AdventureFramework.Commands)

Parameters

### + BP.AdventureFramework.

#### Type Conversations

(BP.AdventureFramework.Conversations)

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

*item*

The item to interact with.

Name	Description
<i>item</i>	The item to interact with.

>Returns	Description

### Extensions

(BP.AdventureFramework.Extensions)

InteractionResult

### + BP.AdventureFramework.

(BP.AdventureFramework.Assets.Interaction.InteractionResult)

### Interpretation

Description
The result of the interaction.

## Morph(Item)

Handle item morphing.

Declaration

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

Parameters

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

## Implements

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

### + BP.AdventureFramework.

#### Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

### + BP.AdventureFramework.

#### Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

### + BP.AdventureFramework.

#### Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

### + BP.AdventureFramework.

#### Commands

(BP.AdventureFramework.Commands.html)

### + BP.AdventureFramework.

#### Conversations

(BP.AdventureFramework.Conversations.html)

### + BP.AdventureFramework.

#### Extensions

(BP.AdventureFramework.Extensions.html)

### + BP.AdventureFramework.

#### Interpretation

# Struct Size

Represents a size.

Filter by title

Inherited Members .

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

+ **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.**Size**

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

+ **BP.AdventureFramework.**

**Properties**

Extensions

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

Height.**Size**

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

Interpretation

Get the height.  
(BP.AdventureFramework.Interpretation.**Size**)



# Namespace BP.AdventureFramework. Assets.Characters

▼ Filter by title

## Classes

+ BP.AdventureFramework.

  Assets

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

      (BP.AdventureFramework.Assets.Character)

      Represents a generic in game character.

- BP.AdventureFramework.

  Assets.Characters

    NonPlayableCharacter

      (BP.AdventureFramework.Assets.Character)

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

      Character

      Represents a non-playable character.

      (BP.AdventureFramework.Assets.Character)

      IConverser

      (BP.AdventureFramework.Assets.Character)

      NonPlayableCharacter

      (BP.AdventureFramework.Assets.Character)

      Represents a playable character.

      PlayableCharacter

      (BP.AdventureFramework.Assets.Character)

      (BP.AdventureFramework.Assets.Character)

## Interfaces

+ BP.AdventureFramework.

  Assets.Interaction

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

+ BP.AdventureFramework.

  Assets.Locations

    (BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

  Commands

    (BP.AdventureFramework.Command)

+ BP.AdventureFramework.

  Conversations

    (BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

  Extensions

    (BP.AdventureFramework.Extension)

+ BP.AdventureFramework.

  Interpretation

    (BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

  Logic

# Class Character

Represents a generic in game character.

Filter by title

Inheritance

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

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

- **BP.AdventureFramework**

**Assets.Characters**

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

↳ NonPlayableCharacter ([BP\\_AdventureFramework\\_Assets\\_Characters\\_NonPlayableCharacter.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Characters_NonPlayableCharacter.html))

↳ PlayableCharacter ([BP\\_AdventureFramework\\_Assets\\_Characters\\_PlayableCharacter.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Characters_PlayableCharacter.html))

Character

Implementation

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

IExaminableObject ([BP\\_AdventureFramework\\_Assets\\_IExaminable.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_IExaminable.html))

IPlayerVisibleObject ([BP\\_AdventureFramework\\_Assets\\_IPlayerVisible.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_IPlayerVisible.html))

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

NonPlayableCharacter

Inherited Members

PlayableObject

ExamitableObject

ToString()

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

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP\_AdventureFramework\_Assets\_ExaminableObject\_

+ **BP.AdventureFramework.**

**Assets.Interaction**

ExaminableObject.ToString()

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

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP\_AdventureFramework\_Assets\_ExaminableObject\_

Tostring())

+ **BP.AdventureFramework.**

ExaminableObject.Identifier

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

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP\_AdventureFramework\_Assets\_ExaminableObject\_

Identifier)

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

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP\_AdventureFramework\_Assets\_ExaminableObject\_

Description)

(**BP.AdventureFramework.Commands**)

ExaminableObject.Commands

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

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP\_AdventureFramework\_Assets\_ExaminableObject\_

Commands)

(**BP.AdventureFramework.Conversations**)

ExaminableObject.Examine()

(**BP.AdventureFramework.Conversations**)

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Conversations.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject_Conversations.html)#BP\_AdventureFramework\_Assets\_ExaminableObject\_Conversations\_

Examine())

+ **BP.AdventureFramework.**

ExaminableObject.IsPlayerVisible

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

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP\_AdventureFramework\_Assets\_ExaminableObject\_

IsPlayerVisible)

(**BP.AdventureFramework.Object**)

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

(**BP.AdventureFramework.Object**)

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

(**BP.AdventureFramework.Object**)

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

(**BP.AdventureFramework.Object**)

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

(**BP.AdventureFramework.Object**)

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

+ **BP.AdventureFramework.**

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

**Assembly:** BP.AdventureFramework.dll

Syntax

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

(BP.AdventureFramework.Assets.Characters.Character)

- **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.Character)

Character

(BP.AdventureFramework.Assets.Characters.Character)

IConverser

Get or set the interaction.

(BP.AdventureFramework.Assets.Characters.Character)

DeclaresPlaye

Character

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Character)

InteractionCallback

Interaction { get; set; }

(BP.AdventureFramework.Assets.Characters.Character)

+ **BP.AdventureFramework.**

Property Value

Assets.Interaction

Type

(BP.AdventureFramework.Assets.Characters.Character)

Description

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Characters.Character)

IsAlive

+ **BP.AdventureFramework.**

Get if this character is alive.

Commands

DeclaresPlaye

(BP.AdventureFramework.Characters.Character)

+ **BP.AdventureFramework.**

public bool IsAlive { get; protected set; }

Conversations

(BP.AdventureFramework.Characters.Character)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

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

(BP.AdventureFramework.Extensions.Character)

+ **BP.AdventureFramework.**

Interpretation

Items

(BP.AdventureFramework.Characters.Character)

Get the items this Character holds.

+ **BP.AdventureFramework.**

Logon

(BP.AdventureFramework.Characters.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>	

## - BP.AdventureFramework.

### Assets.Characters

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

Character

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

IConverser

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

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

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

#### + BP.AdventureFramework.

Parameters

### Assets.Interaction

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

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

Name

Description

*item*

The item to acquire.

#### + BP.AdventureFramework.

### Assets.Locations

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

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

#### + BP.AdventureFramework.

De-acquires an item.

### Commands

#### (BP.AdventureFramework.Commands)

#### + BP.AdventureFramework.

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

#### (BP.AdventureFramework.Commands)

Parameters

#### + BP.AdventureFramework.

### Extensions

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

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

Name

Description

*item*

The item to de-acquire.

#### + BP.AdventureFramework.

### Interpretation

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

Find an item.

#### + BP.AdventureFramework.

### Logic

Decision

#### (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.Item.html)</a>	itemName	The items name.
bool Character <a href="https://learn.microsoft.com/dotnet/api/system.boolean">(BP.AdventureFramework.Assets.Character.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

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

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

#### Extensions

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

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

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

### + BP.AdventureFramework.

#### HasItem(Item, bool)

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

Determine if the PlayerCharacter has an item.

### + BP.AdventureFramework.

## Declaration

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

### Parameters

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

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

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

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

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

Interact(Item)

+ BP.AdventureFramework.

Interact with an item.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.Interaction.html)

+ BP.AdventureFramework Interact(Item item)

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Parameters

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

Return BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversation.html)

InteractionResult

(BP.AdventureFramework.Conversation.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)

IEPlayerVisible

(BP.AdventureFramework.

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

ICharacter

(BP.AdventureFramework.Assets.C

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

IConverser

IExaminable.Examine

(BP.AdventureFramework.Assets.C

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

INonPlayableCharacter

(BP.AdventureFramework.Assets.C

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

IPlayerVisible

(BP.AdventureFramework.Assets.C

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

IPlayableCharacter

(BP.AdventureFramework.Assets.C

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

IPerformer

(BP.AdventureFramework.Assets.C

(BP.AdventureFramework.Assets.IPerformer.html#BP\_AdventureFramework\_Assets\_IPerformer\_IsPerformer)

## + BP.AdventureFramework.

public interface IConverser : IExaminable, IPlayerVisible

**Assets.Locations**

(BP.AdventureFramework.

## + BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

## + BP.AdventureFramework.

Conversation

Conversations

Get or set the conversation.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Extensions

Conversation Conversation { get; set; }

(BP.AdventureFramework.Exte

## + BP.AdventureFramework.

Property Value

Interpretation

Type (BP.AdventureFramework.Inter

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

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

## + BP.AdventureFramework.

Rendering

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

▼

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

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

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

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

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

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

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

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

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

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



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.html**)

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

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

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

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

### + BP.AdventureFramework.

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

### + BP.AdventureFramework.

#### Parameters

Type	Name	Description
<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> Commands Description (BP.AdventureFramework.Commands.Description.html)	<i>description</i>	The description of this NonPlayableCharacter.
- <b>BP.AdventureFramework.</b> Conversation Conversation (BP.AdventureFramework.Conversations.Conversation.html)	<i>conversation</i>	The conversation.
- <b>BP.AdventureFramework.</b> Extensions (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> Interpretation (BP.AdventureFramework.Interpretation.html)		

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

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

### + BP.AdventureFramework.

Declaration

#### Rendering

(BP.AdventureFramework.Rendering.html)

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

## Parameters

Type	Name	Description
- <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.Con**

```
public NonPlayableCharacter(string identifier, string description, Conversation conv
```

## + BP.AdventureFramework.

### Extensions

#### **(BP.AdventureFramework.Exte**

### Parameters

Type	Name	Description
- <b>BP.AdventureFramework.</b> <b>Interpretation</b> <b>(BP.AdventureFramework.Inter</b>	<i>identifier</i>	This NonPlayableCharacter's identifier.
- <b>BP.AdventureFramework.</b> <b>Logic</b> <b>(BP.AdventureFramework.Logi</b>	<i>description</i>	The description of this NonPlayableCharacter.
- <b>BP.AdventureFramework.</b> <b>Rendering</b> <b>(BP.AdventureFramework.Ren</b>	<i>conversation</i>	The conversation.

# Properties

## Conversation

Get or set the conversation.

Declaration  
- **BP.AdventureFramework.**

### Assets.Characters

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

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

Property Character

Type (BP.AdventureFramework.Assets.C

Type Converser

Description

Property	Type	Description
Character	(BP.AdventureFramework.Assets.Characters)	
Converser	(BP.AdventureFramework.Assets.Converser)	

NonPlayableCharacter

(BP.AdventureFramework.Assets.C

PlayableCharacter

(BP.AdventureFramework.Assets.C

## Implements

+ **BP.AdventureFramework.**

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

### Assets.Interaction

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

(**BP.AdventureFramework.Assets**)

+ **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**)

+ **BP.AdventureFramework.**

### Interpretation

(**BP.AdventureFramework.Inter**)

+ **BP.AdventureFramework.**

### Logic

(**BP.AdventureFramework.Logi**)

+ **BP.AdventureFramework.**

### Rendering

(**BP.AdventureFramework.Render**)

# Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

**Assets.Characters**

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

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

Implements

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

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

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

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

Inherited Members

+ **BP\_AdventureFramework.**

Character.ISALIVE

**Assets\_Interaction**

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

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

Character.Interaction

+ **BP\_AdventureFramework.**

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

**Assets\_Locations**

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

Character.Items

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

+ **BP\_AdventureFramework.**

Character.Kill()

**(BP\_AdventureFramework.Character)**

Character.Kill()

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

+ **BP\_AdventureFramework.**

Character.AcquireItem(Item)

**(BP\_AdventureFramework.Conversation)**

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

Character.RequireItem(Item)

**(BP\_AdventureFramework.Extension)**

Character.HasItem(item, bool)

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

+ **BP\_AdventureFramework.**

Character.FindItem(string, out Item, bool)

**(BP\_AdventureFramework.Interpretation)**

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

+ **BP\_AdventureFramework.**

Character.Give(Item, Character)

**(BP\_AdventureFramework.Logic)**

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

Character.Interact(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>)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
+ BP.AdventureFramework.  
**Commands**  
NameSpace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Assets  
(BP.AdventureFramework.Assets.html).Characters (BP.AdventureFramework.Assets.Characters.html)

AsBP.AdventureFramework.dll

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

## Parameters

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

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

## + BP.AdventureFramework.

### Commands

## Methods

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

### UseItem(Item, IInteractWithItem)

(BP.AdventureFramework.Commands)

Use an item.

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

### Parameters

## Interpretation

Type	Name	Description
BP.AdventureFramework.Interaction	item	The item to use.
IInteractWithItem	targetObject	A target object to use the item on.

## + BP.AdventureFramework.

### Rendering

Returns

(BP.AdventureFramework.Rendering)

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

## Implements

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

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

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

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

(BP.AdventureFramework.Assets.Characters)

IConverser

(BP.AdventureFramework.Assets.Characters)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

**Assets.Interaction**

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpretation)**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logic)**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rendering)**

# Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

## Classes

(BP.AdventureFramework.Assets.Interaction.Result)

+ BP.AdventureFramework.  
InteractionResult

Assets.Characters

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result of an interaction.

- BP.AdventureFramework.

Assets.Interaction

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

(BP.AdventureFramework.Assets.Interaction.Reaction)

Represents a reaction.

Condition

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

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result.

InteractionCallback

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

InteractionEffect

InteractionResult

(BP.AdventureFramework.Assets.Interaction.Result)

IIInteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents any object that can interact with an item.

ReactionResult

(BP.AdventureFramework.Assets.Interaction.Result)

Result

(BP.AdventureFramework.Assets.Interaction.Result)

InteractionEffect

InteractionResult

(BP.AdventureFramework.Assets.Interaction.Result)

(BP.AdventureFramework.Assets.Interaction.Result)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.ComplexTypes)

+ BP.AdventureFramework.

Delegates

Conversations

(BP.AdventureFramework.Conversations)

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

(BP.AdventureFramework.Condition)

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 InteractWithItem

(BP.AdventureFramework.Assets.Ir

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

Description

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



# Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

- **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

**Assets.Interaction**

Syntax

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

`public delegate InteractionResult InteractionCallback(Item item)`

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

`IInteractWithItem`

Parameters

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

**Type** `InteractionCallback`

**Name**

**Description**

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

`item`

The item to interact with.

Returns `InteractionResult`

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

**Description**

`Reaction`

`InteractionResult`

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

The result of the interaction.

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

`Result`

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

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

+ **BP.AdventureFramework.**

**Conversations**

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

+ **BP.AdventureFramework.**

**Extensions**

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

+ **BP.AdventureFramework.**

**Interpretation**

# Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.InteractionEffect)

Condition

(BP.AdventureFramework.Assets.InteractionEffect)

IInteractWithItem

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionCallback

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionEffect

(BP.AdventureFramework.Assets.InteractionEffect)

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

# Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

## Assets.Interaction

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

Inherited Members

## InteractWithItem

Result (BP.AdventureFramework.Assets.Interaction)

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

## InteractionResult

InteractionResult (BP.AdventureFramework.Assets.Interaction)

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

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

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

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

Result

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

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

## Assembly: BP.AdventureFramework.dll

### Assets.Locations

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

public sealed class InteractionResult : Result

#### + BP.AdventureFramework.

##### Commands

#### (BP.AdventureFramework.Commands)

##### Constructors

#### + BP.AdventureFramework.

##### Conversations

#### InteractionResult(InteractionEffect, Item)

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

Initializes a new instance of the InteractionResult class.

#### + BP.AdventureFramework.

##### Extensions

#### (BP.AdventureFramework.Extensions)

public InteractionResult(InteractionEffect effect, Item item)

#### + BP.AdventureFramework.

##### Interpretation

#### (BP.AdventureFramework.Interpretation)

Type

#### + BP.AdventureFramework.

InteractionEffect

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

Type	Name	Description
InteractionEffect	effect	The effect of this interaction.

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

## InteractionResult(InteractionEffect, Item, string)

### Assets.Interaction

Initializes a new instance of the InteractionResult class.

(BP.AdventureFramework.Assets.InteractionResult)

#### Declaration

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

#### InteractionCallback

(BP.AdventureFramework.Assets.InteractionCallback)

#### Parameters

##### InteractionEffect

Type (BP.AdventureFramework.Assets.InteractionEffect)

##### Name

##### Description

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

### + BP.AdventureFramework.

#### Assets.Locations

(BP.AdventureFramework.Assets.Locations)

### + BP.AdventureFramework.

#### Commands

(BP.AdventureFramework.Commands)

Get the effect.

### + BP.AdventureFramework.

#### Declaration

#### Conversations

(BP.AdventureFramework.Conversations)

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

### + BP.AdventureFramework.

#### Extensions

Property Value

(BP.AdventureFramework.Extensions)

#### Description

### + BP.AdventureFramework.

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

#### Interpretation

(BP.AdventureFramework.Interpretations)

### Item

#### Logic

Get the item used in the interaction.

(BP.AdventureFramework.Logic)

## Declaration

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

### Property Value

Type	Description
Item	(BP.AdventureFramework.Items.Item)
<b>(BP.AdventureFramework.Assets.Interaction)</b>	
Condition	
(BP.AdventureFramework.Assets.Interactions.Condition)	
IInteractWithItem	
(BP.AdventureFramework.Assets.Interactions.IInteractWithItem)	
InteractionCallback	
(BP.AdventureFramework.Assets.Interactions.InteractionCallback)	
InteractionEffect	
(BP.AdventureFramework.Assets.Interactions.InteractionEffect)	
InteractionResult	
(BP.AdventureFramework.Assets.Interactions.InteractionResult)	
Reaction	
(BP.AdventureFramework.Assets.Interactions.Reaction)	
ReactionResult	
(BP.AdventureFramework.Assets.Interactions.ReactionResult)	
Result	
(BP.AdventureFramework.Assets.Interactions.Result)	
<b>+ BP.AdventureFramework.</b>	
<b>Assets.Locations</b>	
<b>(BP.AdventureFramework.Assets.Locations)</b>	
<b>+ BP.AdventureFramework.</b>	
<b>Commands</b>	
<b>(BP.AdventureFramework.Commands)</b>	
<b>+ BP.AdventureFramework.</b>	
<b>Conversations</b>	
<b>(BP.AdventureFramework.Conversations)</b>	
<b>+ BP.AdventureFramework.</b>	
<b>Extensions</b>	
<b>(BP.AdventureFramework.Extensions)</b>	
<b>+ BP.AdventureFramework.</b>	
<b>Interpretation</b>	
<b>(BP.AdventureFramework.Interpretation)</b>	
<b>+ BP.AdventureFramework.</b>	
<b>Logic</b>	
<b>(BP.AdventureFramework.Logic)</b>	

# 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

Description

(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>)

String

(BP.AdventureFramework.Logic.html)

+ **BP.AdventureFramework.**

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

# Properties

## Description

Get a description of the result.

Declaration

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

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

Condition

(BP.AdventureFramework.Assets.InteractionResult)

Property Value

(BP.AdventureFramework.Assets.InteractionResult)

Type InteractionCallback

Description

(BP.AdventureFramework.Assets.InteractionResult)

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

InteractionEffect

(BP.AdventureFramework.Assets.InteractionResult)

InteractionResult

**Result**

(BP.AdventureFramework.Assets.InteractionResult)

Reaction

Get the result.

(BP.AdventureFramework.Assets.InteractionResult)

Declaration

ReactionResult

(BP.AdventureFramework.Assets.InteractionResult)

Result ReactionResult Result { get; }

(BP.AdventureFramework.Assets.InteractionResult)

## + BP.AdventureFramework.

Property Value

**Assets.Locations**

Type

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

Description

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

# Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

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

**Syntax**

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

## Fields

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

+ **BP.AdventureFramework.**

OK OK.

**Assets.Locations**

(BP.AdventureFramework.Assets.Locat

+ **BP.AdventureFramework.**

**Commands**

(BP.AdventureFramework.Comman

+ **BP.AdventureFramework.**

**Conversations**

(BP.AdventureFramework.Conver

+ **BP.AdventureFramework.**

**Extensions**

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

**Interpretation**

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

**Logic**

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

**Rendering**

# Class Result

Represents a result.

Filter by title

## Inheritance

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

## Inherited Members

### InteractionEffect

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

## Namespaces

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

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

## Assets.Locations

Assembly: BP.AdventureFramework.dll

## (BP.AdventureFramework.Assets.IResult)

Syntax

### + BP.AdventureFramework.

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

### + BP.AdventureFramework.

#### Constructors

Conversations  
(BP.AdventureFramework.Con

## Result (BP.AdventureFramework).

### Extensions

Initializes a new instance of the Result class.

(BP.AdventureFramework.Exte

Declaration

### + BP.AdventureFramework.

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

### + BP.AdventureFramework.

#### Logic

Properties  
(BP.AdventureFramework.Logi

### + BP.AdventureFramework.

#### Description

(BP.AdventureFramework.Des

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.Interfaces.IInteractionResult)	

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

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

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

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

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

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

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

# Namespace BP.AdventureFramework. Assets.Locations

▼ Filter by title

## Classes

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

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

+ BP.AdventureFramework.

Represents an exit from a GameLocation.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

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

+ BP.AdventureFramework.

Represents a matrix of rooms.

(BP.AdventureFramework.Assets.Matrix)

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

(BP.AdventureFramework.Assets.Overworld)

Represents an entire overworld.

Exit

(BP.AdventureFramework.Assets.Overworld.Exit)

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

+ BP.AdventureFramework.Assets.Region

Represents a region.

Overworld

(BP.AdventureFramework.Assets.Region.Overworld)

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

(BP.AdventureFramework.Assets.Room)

Represents a room

Room

(BP.AdventureFramework.Assets.Room.Room)

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

(BP.AdventureFramework.Assets.RoomPosition)

Represents a room position.

ViewPoint

(BP.AdventureFramework.Assets.RoomPosition.ViewPoint)

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

+ BP.AdventureFramework.

Represents a view point from a room.

(BP.AdventureFramework.ComplexViewPoint)

## Enums

+ BP.AdventureFramework.

Conversations

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretations)

# Enum Direction

Enumeration of directions.

Filter by title

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

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

Assets Interaction

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

- **BP.AdventureFramework.**

public enum Direction

**Assets.Locations**

(BP.AdventureFramework.Assets.Locations.Direction)

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

## Fields

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

ViewPoint

(BP.AdventureFramework.Assets.Locations.Direction)

## Extension Methods

+ **BP.AdventureFramework.**

Commands

Extensions.Inverse(Direction)

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

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

# Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

## **Assets.Interaction**

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

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

## - **BP.AdventureFramework.**

Implements

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

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

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

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

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

Exit Members

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

ExaminableObject.Examination

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

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

Examination)

Overworld

ExaminableObject.ToString()

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

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

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

ExaminableObject.Identifier

Room

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

dentifer)

RoomPosition

ExaminableObject.Description

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

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

iewPoint

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

ExaminableObject.Commands

**+ BP.AdventureFramework.** ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Commands

Commands

ExaminableObject.Examine()

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

## **- BP.AdventureFramework.**

ExaminableObject.IPlayerVisible

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

sPlayerVisible)

## **+ BP.AdventureFramework.**

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

## **+ BP.AdventureFramework.**

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

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

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

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

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

Assembly: BP.AdventureFramework.dll

## **(BP.AdventureFramework.Logi**

## Syntax

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

# Constructors

## Assets.Interaction

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

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

(BPAAdventureFramework-Ass

```
Direction  
public Exit(Direction direction, bool isLocked = false, Identifier identifier = null,  
1_ Identifier description = null)  
Exit
```

## BaroMatrix

(RB\_AdventureFramework\_Assets)

Type		Name	Description
Overworld			
(BP_AdventureFramework_Assets_L)	Direction (BP_AdventureFramework_Assets.Locations.Direction.html)	<i>direction</i>	The direction of the exit.
Region			
bool ( <a href="http://msdn.microsoft.com/en-us/library/system.boolean">http://msdn.microsoft.com/en-us/library/system.boolean</a> )		<i>isLocked</i>	If this exit is locked.
Room			
Identifier (BP_AdventureFramework_Assets.Identifier.html)		<i>identifier</i>	An identifier for the exit.
(BP_AdventureFramework_Assets.L)			
Description (BP_AdventureFramework_Assets.Description.html)		<i>description</i>	A description of the exit.

# Properties

## Commands

**Direction** (BP\_AdventureFramework.Com)

+ BP.AdventureF  
Get the direction of t  
S. 2011

# Conversations

## Declaration (BPF:AdventureFramework.Con)

+ BPAdventureFramework  
public Direction direction { get; }

## Extensions

## (BP.AdventureFramework.External) Property Value

+BP\_AdventureFramework.  
Type  
- Interpretation  
Direction (BP\_AdventureFramework.Assets.Locations.Direction.html)  
(BP\_AdventureFramework.Inter)

+ BP.AdventureFramework.

Logic  
Integers

## Interaction (BP.AdventureFramework.Logi

Get or set the interaction.

## Declaration

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

### Property Value

Type	Description
<b>BP.AdventureFramework.Assets.Interaction</b> ( <a href="#">BP.AdventureFramework.Assets.Interaction.InteractionCallback.html</a> )	

## - BP.AdventureFramework.

### Assets.Locations

## IsLocked

### Direction

Get if this Exit is locked.

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

## Declaration

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

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

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

Overworld

### Property Value

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

### Type

Region

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

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

### Room

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

RoomPosition

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

## Methods

### Interact(Item)

#### Commands

## (BP.AdventureFramework.Com

## Declaration

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

### Conversations

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

### Extensions

#### Parameters

#### Extensions

## Type

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

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

Name

Description

item

The item to interact with.

## + BP.AdventureFramework.

#### Interpretation

#### Returns

## (BP.AdventureFramework.Inter

### Type

## + BP.AdventureFramework.

#### InteractionResult

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

Description

The result of the interaction.

#### Logic

## (BP.AdventureFramework.Logi

## **Lock()**

Lock this exit.

Declaration

```
public void Lock()
```

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

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

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

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

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

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

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

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

# Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

- **BP.AdventureFramework.**

**Assets.Locations**

(**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

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

## Depth

Get the depth of the matrix.

## Declaration

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

(BPAdventureFramework.Ass

- <b>TPR_AdventureFramework.</b>	Description
<b>Assets_Locations</b> int ( <a href="https://team.microsoft.com/dotnet/api/system.int32">https://team.microsoft.com/dotnet/api/system.int32</a> )	
<b>(TPR_AdventureFramework_Asse</b>	

## Direction

# Height

Get the height of the matrix.

# Matrix Declaration (BP.AdventureFramework.Assets.L

## Overworld

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

## Region

(BP.AdventureFramework.Assets.L  
Property Value  
Room

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

ViewPoint

(BP.AdventureFramework.Assets.L

this[int, int, int]  
+ BP.AdventureF

Get Commands from this matrix.

# (BP\_AdventureFramework.Com) Declaration

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Com)

## Parameters

+ BP.AdventureFramework		Name	Description
Type	Extensions		
(BP.AdventureFramework.Exte	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The x position.
+ BP.AdventureFramework	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position.
Interpretation	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.Inte			

Project Adventure Framework.

Type	Description
(BP.AdventureFramework.Logic.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> )	

## Methods

(BP.AdventureFramework.Assets.Locations)

Matrix

ToRooms()

Overworld

Returns this matrix as a one dimensional array of rooms.

Region  
Declaration

(BP.AdventureFramework.Assets.Locations)

Room

public Room[] ToRooms()

(BP.AdventureFramework.Assets.Locations)

RoomPosition

Returns the room position.

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

The rooms, as a one dimensional array.



# Constructors

## Overworld(Identifier, Description)

Initializes a new instance of the overworld class.

Declaration  

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

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

### Assets.Locations

(BPAdventureFramework.Assets.Locations)

Parameters

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

(BP.AdventureFramework.Assets.Locations.Overworld)

Overworld

(BPAdventureFramework.Assets.Locations.Overworld)

Region

Initializes a new instance of the overworld class.

(BPAdventureFramework.Assets.Locations.Overworld)

Room

(BP.AdventureFramework.Assets.Locations.Room)

RoomPosition

public Overworld(string identifier, string description)

(BP.AdventureFramework.Assets.Locations.RoomPosition)

ViewPoint

(BPAdventureFramework.Assets.Locations.ViewPoint)

Parameters

(BPAdventureFramework.Assets.Locations.Overworld)

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

### Commands

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

(BPAdventureFramework.Commands)

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

(BPAdventureFramework.Commands)

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

### Conversations

(BPAdventureFramework.Conversations)

### Properties

+ **BPAdventureFramework.CurrentRegion**

Extensions

(BPAdventureFramework.Extensions)

CurrentRegion

+ **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)	

## Regions

Get the regions in this overworld:

### BP.AdventureFramework.

Declaration

#### Assets.Locations

(BP.AdventureFramework.Assets; )

Direction

Property Value

Exit

Type

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

Overworld

(BP.AdventureFramework.Assets.L

Region

## Methods

(BP.AdventureFramework.Assets.L

Room

(BP.AdventureFramework.Assets.L

AddRegion(Region)

RoomPosition

Add a region to this overworld.

ViewPoint

Declaration

(BP.AdventureFramework.Assets.L

### + BP.AdventureFramework.

public void AddRegion(Region region)

#### Commands

(BP.AdventureFramework.Com

Parameters

### + BP.AdventureFramework.

Type

#### Conversations

(BP.AdventureFramework.Assets.L

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

Name

Description

region

The region to add.

### + BP.AdventureFramework.

#### Extensions

Examine()

(BP.AdventureFramework.Exte

Examine this object.

### + BP.AdventureFramework.

Declaration

#### Interpretation

(BP.AdventureFramework.Inter

public override ExaminationResult Examine()

### + BP.AdventureFramework.

#### Logic

Returns

(BP.AdventureFramework.Logi

### + BP.AdventureFramework.

-

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

Overrides

ExaminableObject.Examine()

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

## - BP.AdventureFramework.

### Assets.Locations

#### + BP.AdventureFramework.Asset

Direction

Find a region.

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

Matrix

public bool FindRegion(string regionName, out Region region)

(BP.AdventureFramework.Assets.L

Overworld

Parameters

(BP.AdventureFramework.Assets.L

Type Region

(BP.AdventureFramework.Assets.L

string regionName

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

Name

Description

The regions name.

Type Region

(BP.AdventureFramework.Assets.L

region

The region.

RoomPosition

(BP.AdventureFramework.Assets.L

Returns

ViewPoint

Type

(BP.AdventureFramework.Assets.L

Description

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

True if the region was found.

### Commands

#### (BP.AdventureFramework.Com

#### + BP.AdventureFramework.

Conversations

Move to a region.

#### (BP.AdventureFramework.Con

Declaration

#### + BP.AdventureFramework.

### Extensions

Move(Region region)

#### (BP.AdventureFramework.Exte

Parameters

#### + BP.AdventureFramework.

Type Interpretation

(BP.AdventureFramework.Inter

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

Name

Description

The region to move to.

#### + BP.AdventureFramework.

Returns

Logic

Type (BP.AdventureFramework.Logi

Description

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

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

## RemoveRegion(Region)

Remove a region from this overworld.

Declaration

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

Parameters

- **BP.AdventureFramework.**

Type **Assets.Locations**

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

Name

Description

*region*

The region to remove.

Direction

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

Implements

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

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

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

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.**

Nodes

(**BP.AdventureFramework.Nodes**)



# Constructors

## Region(Identifier, Description)

Initializes a new instance of the Region class.

Declaration

### - BP.AdventureFramework.

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

(BP.AdventureFramework.Assets.

Parameters

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

Overworld

(BP.AdventureFramework.Assets.L

## Region(string, string)

(BP.AdventureFramework.Assets.L

Initializes a new instance of the Region class.

Room

Declaration

RoomPosition

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

ViewPoint

(BP.AdventureFramework.Assets.L

Parameters

### + BP.AdventureFramework.

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

### + BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Con

## Properties

Extensions

(BP.AdventureFramework.Exte

## CurrentRoom

+ BP.AdventureFramework.

Interpretation

Get the current room.

(BP.AdventureFramework.Inter

Declaration

### + BP.AdventureFramework.

```
Logic Room CurrentRoom { get; }
```

(BP.AdventureFramework.Logi

Property Value

### + BP.AdventureFramework.

Rendering

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

**this[int, int, int]**

Get a room at a specified location.

- **BP.AdventureFramework.**

## Assets.Locations

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

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

Direction

(BP.AdventureFramework.Assets.Locations)

Exit

Parameters

(BP.AdventureFramework.Assets.Locations)

Type Matrix

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

Name

Description

x

The x position.

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

y

The y position.

int (https://learn.microsoft.com/dotnet/api/system.int32)  
(BP.AdventureFramework.Assets.Locations)

z

The z position.

Room

Property Value  
(BP.AdventureFramework.Assets.Locations)

Type RoomPosition

(BP.AdventureFramework.Assets.Locations)

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

ViewPoint

Description

The room.

(BP.AdventureFramework.Assets.Locations)

## + BP.AdventureFramework.

### Rooms

#### Commands

### (BP.AdventureFramework.Commands)

## - BP.AdventureFramework.

### Conversations

### (BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

Property Value

### Extensions

### Type BP.AdventureFramework.Exten

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

## + BP.AdventureFramework.

### Interpretation

### (BP.AdventureFramework.Interpretation)

## VisibleWithoutDiscovery

### + BP.AdventureFramework.

Get if the current region is visible without discovery.

### (BP.AdventureFramework.Logical)

Declaration

## + BP.AdventureFramework.

### Rendering

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

## Property Value

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

## - **BP.AdventureFramework.**

### **Assets.Locations**

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

## Methods

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

**AddRoom(Room, int, int, int)**  
Add a Room to this region.  
(BP.AdventureFramework.Assets.Locations)

Declaration

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

```
public bool AddRoom(Room room, int x, int y, int z)  
(BP.AdventureFramework.Assets.Locations)
```

Room

Parameters  
(BP.AdventureFramework.Assets.Locations)

Type	Name	Description
RoomPosition (BP.AdventureFramework.Assets.Locations)	room	The room to add.
ViewPoint (BP.AdventureFramework.Assets.Locations.Room.html)	x	The x position within the region.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position within the region.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	z	The z position within the region.

## + **BP.AdventureFramework.**

### **Conversations**

Type	Description
(BP.AdventureFramework.Conversation)	

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

## + **BP.AdventureFramework.**

### **Extensions**

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

**Examine()**  
+ **BP.AdventureFramework.**  
Examine this object.  
**Interpretation**  
Declaration  
(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**  
public override ExaminationResult Examine()  
**Logic**

(BP.AdventureFramework.Logic)  
Returns

## + **BP.AdventureFramework.**

### **Rendering**

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

Overrides

ExaminableObject.Examine()

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

## + BP.AdventureFramework. Assets.Locations

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

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Get an adjoining room to the Region.CurrentRoom property.

Exit

Declaration

Matrix

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

Overworld

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Parameters

Region

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

Return

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

Type	Description
Room	The adjoining Room.

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

#### Conversations

Get an adjoining room to a room

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

Declaration

#### + BP.AdventureFramework.

#### Extensions

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

(BP.AdventureFramework.Extensions.GetAdjoiningRoom)

#### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Interpretations.GetAdjoiningRoom)

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

#### Logic

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

(BP.AdventureFramework.Logics.GetAdjoiningRoom)

#### + BP.AdventureFramework.

#### Rendering

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

## GetPositionOfRoom(Room)

Get the position of a room.

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

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

Parameters

(BP.AdventureFramework.Assets.Locations)

Type Matrix

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

Overworld

(BP.AdventureFramework.Assets.Locations)

Returns Region

Type BP.AdventureFramework.Assets.Locations

Room

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

RoomPosition

(BP.AdventureFramework.Assets.Locations)

## JumpToRoom(int, int, int)

(BP.AdventureFramework.Assets.Locations)

Jump to a room.

+ **BP.AdventureFramework.**

Declaration

Commands

(BP.AdventureFramework.Commands)

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

+ **BP.AdventureFramework.**

Conversations

Parameters

(BP.AdventureFramework.Conversations)

Type

+ **BP.AdventureFramework.**

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

Extensions

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

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

+ **BP.AdventureFramework.**

Interpretation

Returns

(BP.AdventureFramework.Interpretations)

Type

+ **BP.AdventureFramework.**

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the room could be jumped to, else false.

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

+ **BP.AdventureFramework.**

Move(Direction)

Rendering

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	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

+ **BPAdventureFramework.**

Name

Description

**Commands**

Room ( <a href="#">BPAdventureFramework.Assets.Locations.Room.html</a> )	<i>room</i>	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 ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>x</i>	The x position.
---	----------	-----------------

+ **BPAdventureFramework.**

**Logic**

int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>y</i>	The y position.
---	----------	-----------------

(BPAdventureFramework.Logi

int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>z</i>	The z position.
---	----------	-----------------

+ **BPAdventureFramework.**

**Rendering**

## ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

### - BP.AdventureFramework.

Returns

#### Assets.Locations

Type

(BP.AdventureFramework.Assets.Locati

Matrix

(BP.AdventureFramework.Assets.Locati

Direction

(BP.AdventureFramework.Assets.Locati

Exit

(BP.AdventureFramework.Assets.Locati

Matrix

## UnlockDoorPair(Direction)

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

Overworld

Declaration

(BP.AdventureFramework.Assets.Locati

Region

(BP.AdventureFramework.Assets.Locati

Room

(BP.AdventureFramework.Assets.Locati

Parameters

RoomPosition

Type

(BP.AdventureFramework.Assets.Locati

Description

ViewPoint

Direction

(BP.AdventureFramework.Assets.Locati

This region, as a 3D matrix.

Name

Description

direction

The direction to unlock in.

## BP.AdventureFramework.

### Commands

Type

(BP.AdventureFramework.Com

bool

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

Description

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

### + BP.AdventureFramework.

#### Conversations

## Implements

### IExaminable

(BP.AdventureFramework.Assets.IExaminable.html)

### 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>)

↳ Room

↳ (<BP.AdventureFramework.Assets.L>)

Implements

↳ Exit

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

↳ (<BP.AdventureFramework.Assets.L>)

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

↳ Matrix

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

↳ (<BP.AdventureFramework.Assets.L>)

Over members

↳ (<BP.AdventureFramework.Assets.L>)

ExaminableObject.Examination

↳ Region

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

↳ (<BP.AdventureFramework.Assets.L>)

Examination

↳ Room

ExaminableObject.ToString()

↳ (<BP.AdventureFramework.Assets.L>)

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

ToString

↳ (<BP.AdventureFramework.Assets.L>)

ExaminableObject.Identifier

↳ ViewPoint

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

↳ (<BP.AdventureFramework.Assets.L>)

identifier

↳ **BP.AdventureFramework.**

Commands

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

ExaminableObject.Commands

↳ **BP.AdventureFramework.**

Conversations

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

ExaminableObject.Conversations

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

ExaminableObject.Conversation

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

↳ (<BP.AdventureFramework.Assets.L>)

PlayerVisible

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

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

↳ **BP.AdventureFramework.Exte**

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

↳ ([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Equals\(system-object-system-object\)](BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Equals(system-object-system-object)))

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

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

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

↳ **BP.AdventureFramework.**

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

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

↳ **BP.AdventureFramework.Logi**

Assembly: BP.AdventureFramework

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

(BP.AdventureFramework.Assets.Locations.Identifier)

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

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

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

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

(BP.AdventureFramework.Assets.Locations.Exit)

ViewPoint

(BP.AdventureFramework.Assets.Locations.ViewPoint)

Name

Description

identifier

This rooms identifier.

description

This rooms description.

exits

The exits from this room.

#### 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

```
public Room(Identifier identifier, Description description, Exit[] exits = null, params Item[] items)
```

(BP.AdventureFramework.Conversations.Room)

+ BP.AdventureFramework.

Parameters

Extensions

Type (BP.AdventureFramework.Extensions)

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

+ BP.AdventureFramework.

Interpretation

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

(BP.AdventureFramework.Interpretation)

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

(BP.AdventureFramework.Extensions.Exit)

Name

Description

identifier

This rooms identifier.

description

This rooms description.

exits

The exits from this room.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

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

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	Exits	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  
(BP.AdventureFramework.Assets.L

Parameters  
ViewPoint  
(BP.AdventureFramework.Assets.L

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

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

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

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

Conversations  
(BP.AdventureFramework.Con

+ BP.AdventureFramework.  
Properties

Extensions  
(BP.AdventureFramework.Exte

Characters  
+ BP.AdventureFramework.

Interpretation  
Get the Characters in this Room.

(BP.AdventureFramework.Inter  
Declaration

+ BP.AdventureFramework.  
Logic

NonPlayableCharacter[] characters { get; }  
(BP.AdventureFramework.Logi

Property Value  
+ BP.AdventureFramework.

Rendering  
(BP.AdventureFramework.Ren

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

## EnteredFrom

### Assets.Locations

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

Declaration  
Direction

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

Matrix  
Property Value

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

Type  
Overworld

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

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

Room

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

RoomPosition  
Get the exits.

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

Declaration  
ViewPoint

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

+ BP.AdventureFramework.

### Commands

Properties (BP.AdventureFramework.Commands)

+ Type BP.AdventureFramework.

### Conversations

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

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

### HasBeenVisited

(BP.AdventureFramework.HasBeenVisited)

Get if this location has been visited.

+ BP.AdventureFramework.

Declaration  
Interpretation

(BP.AdventureFramework.Interpretation)
public bool HasBeenVisited { get; }

+ BP.AdventureFramework.

Properties (BP.AdventureFramework.Logic)

Type (BP.AdventureFramework.Logic)

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

### Rendering

(BP.AdventureFramework.Rendering)

## Interaction

Get or set the interaction.

Declaration

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

### Assets Locations

Property Value

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

Exit

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

### this[Direction]

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

Get an Exit

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

Declaration

Region

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

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

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

Parameters

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

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

## + BP.AdventureFramework.

### Commands

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

### Conversations

### (BP.AdventureFramework.Conversations.html)

### Items

### (BP.AdventureFramework.Items.html)

### Extensions

Get the items in this Room.

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

Declaration

## + BP.AdventureFramework.

### Interpretation

[Items] Items { get; }

### (BP.AdventureFramework.Interpretation.html)

Property Value

### (BP.AdventureFramework.Items.html)

Logic

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

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

## + BP.AdventureFramework.

### Rendering

### (BP.AdventureFramework.Rendering.html)

## UnlockedExits

Get all unlocked exits.

Declaration

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

## AssetsLocations

Property value

(BP.AdventureFramework.Assets.L

Type

Direction

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

Description

Exit

(BP.AdventureFramework.Assets.L

Matrix

(BP.AdventureFramework.Assets.L

Overworld

(BP.AdventureFramework.Assets.L

## Methods

### AddCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Assets.L

Add **Character** to this room.

Room

Declaration

RoomPosition

(BP.AdventureFramework.Assets.L

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

ViewPoint

(BP.AdventureFramework.Assets.L

Parameters

+ BP.AdventureFramework.

#### Commands

(BP.AdventureFramework.Com

NonPlayableCharacter

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

Name

Description

character

The character to add.

#### Conversations

(BP.AdventureFramework.Con

#### AddExit(Exit)

+ BP.AdventureFramework.

Add an exit to this room.

#### Extensions

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

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

#### Interpretation

(BP.AdventureFramework.Inter

Parameters

+ BP.AdventureFramework.

#### Type

Logic

(BP.AdventureFramework.Logi

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

Name

Description

exit

The exit to add.

+ BP.AdventureFramework.

#### Rendering

(BP.AdventureFramework.Ren

Add an item to this room.

#### Declaration

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

#### Parameters

Type	Name	Description
(BP.AdventureFramework.Items.Item) (BP.AdventureFramework.Items.Item.html)	item	The item to add.

Direction

(BP.AdventureFramework.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.

##### Extensions

#### Declaration

(BP.AdventureFramework.Extensions)

```
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.

##### Rendering

(BP.AdventureFramework.Renderer)

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.Location)

Exit

(BP.AdventureFramework.Assets.Location)

Get in this Room contains a character.

(BP.AdventureFramework.Assets.Location)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Location)

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

(BP.AdventureFramework.Assets.Location)

Room

(BP.AdventureFramework.Assets.Location)

Parameters

RoomPosition

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

ContainSExit(Direction, bool)

Interpretation

Get if this Room contains an exit.

(BP.AdventureFramework.Interpretations)

Declaration

+ BP.AdventureFramework.

Logic

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

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Parameters

Rendering

(BP.AdventureFramework.Rendering)

Type	Name	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	<i>direction</i>	The direction of the exit to check for.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) <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)	True if the exit exists, else false.

Matrix

(BP.AdventureFramework.Assets.Locations)

### ContainsExit(bool)

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

Region

Declaration  
Room

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

(BP.AdventureFramework.Assets.Locations)

Parameters

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

### + BP.AdventureFramework.

Returns  
Conversations

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

### Extensions

(BP.AdventureFramework.Extensions)

### ContainsInteractionTarget(string)

+ BP.AdventureFramework.

Interpretation

Declaration  
(BP.AdventureFramework.Interpretation)

### + BP.AdventureFramework.

Logic

(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
+ <a href="#">BP.AdventureFramework.</a>	

ContainsItem  
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.locations.containsitem>)

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.locations.containsitem>)

Conversations  
 Get if this Room contains an item.  
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.locations.containsitem>)

+ [BP.AdventureFramework.](#)

Extensions  
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.extensions>)

+ [BP.AdventureFramework.](#)

Interpretation  
 Parameters  
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation>)

Type	Name	Description
+ <a href="#">BP.AdventureFramework.</a>	itemName	The item name to check for.

Logic  
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.logic>)

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.logic>)

Type	Name	Description
+ <a href="#">BP.AdventureFramework.</a>	includeInvisibleItems	Specify if invisible items should be included.

Rendering  
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering>)

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering>)

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering>)

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

ExaminationResult

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

The result of this examination.

Region

(BP.AdventureFramework.Assets.Locations.Region)

Overrides

Room

### ExaminableObject.Examine()

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

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

Examine()

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

ViewPoint

(BP.AdventureFramework.Assets.Locations.ViewPoint)

## FindCharacter(string, out NonPlayableCharacter)

### + BP.AdventureFramework.

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

#### Commands

Declaration

(BP.AdventureFramework.Commands)

### + BP.AdventureFramework.

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

#### Conversations

(BP.AdventureFramework.Conversations)

Parameters

### + BP.AdventureFramework.

Type

Extensions

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

Name

Description

characterName

The character.

(BP.AdventureFramework.Extensions)

character

The character name.

### + BP.AdventureFramework.

NonPlayableCharacter

(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.

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

Name

Description

String

itemName

The items name. This is case insensitive

+ BP.AdventureFramework.

Item

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
Direction ( <a href="https://learn.microsoft.com/dotnet/api/system.direction">https://learn.microsoft.com/dotnet/api/system.direction</a> ) Logic	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)

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

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Locations.OverWorld)

Region bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)

(BP.AdventureFramework.Assets.Locations.OverWorld.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.
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.

Commands

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

+ BP.AdventureFramework.

bool

Extensions

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

(BP.AdventureFramework.Extensions)

If there is a unlocked exit in the specified direction.

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

Type	Description

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.Locations)</b>	The result of the interaction.

Direction  
(BP.AdventureFramework.Assets.Location)  
**Movedinto(Direction?)**

Exit  
(BP.AdventureFramework.Assets.Location)  
Handle movement into this GameLocation.

Matrix  
Declaration  
(BP.AdventureFramework.Assets.Location)

Overworld  
(BP.AdventureFramework.Movement.Assistant)  
fromDirection

Region  
(BP.AdventureFramework.Assets.Location)  
Parameters

Room

Type	Name	Description
BP.AdventureFramework.Assets.Location RoomPosition Direction (BP.AdventureFramework.Assets.Location) (BP.AdventureFramework.Assets.Location) ViewPoint s.Direction.html ?	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.Interpretation)  
(BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html)

Type	Name	Description
NonPlayableCharacter (BP.AdventureFramework.Interpretation) (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html)	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>ConditionalDescription</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

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

Object

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

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

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

RoomPosition

Namespace: BP ([BP.html](https://BP.html)).AdventureFramework ([BP.html](https://BP.html)).Assets

([BP.html](https://BP.html)).AdventureFramework.Assets ([BP.html](https://BP.html).Assets.Locations.html)

View Point

Assembly: BP.AdventureFramework.dll

([BP.html](https://BP.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 ([BP.html](https://BP.html).Assets.Locations.Room.html)

Name

Description

room The room/

+ **BP.AdventureFramework.**

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

x

The x position of the room.

**Rendering**

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

y

The y position of the room.

+ **BP.AdventureFramework.**

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

## Properties

(BP.AdventureFramework.Assets.Room)

### Room

(BP.AdventureFramework.Assets.Location)

Get the room.

Exit

(BP.AdventureFramework.Assets.Location)

Declaration

Matrix

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

Overworld

(BP.AdventureFramework.Assets.Location)

### Property Value

Type	Description
Room	

(BP.AdventureFramework.Assets.Location)

RoomPosition

(BP.AdventureFramework.Assets.Location)

ViewPoint

(BP.AdventureFramework.Assets.Location)

Get the X position of the room.

## BP.AdventureFramework.

### Commands

Declaration

(BP.AdventureFramework.Commands)

```
public int X { get; }
```

### + BP.AdventureFramework.

#### Conversations

### Property Value

(BP.AdventureFramework.Conversation)

### + BP.AdventureFramework.

Type	Description
Room	

(BP.AdventureFramework.Room)

(BP.AdventureFramework.Room)

### + BP.AdventureFramework.

#### Y Interpretation

(BP.AdventureFramework.Interpretation)

Get the Y position of the room.

### + BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Interpretation)

#### Logic

(BP.AdventureFramework.Logic)

### + BP.AdventureFramework.

#### Property Value

(BP.AdventureFramework.Renderer)

### + BP.AdventureFramework.

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

## Z

Get the Z position of the room.  
**(BP.AdventureFramework.Assets.RoomPosition)**

Declaration  
 Direction

```
(BP.AdventureFramework.Assets.RoomPosition)
public int Z { get; }
```

Matrix  
 Property Value

```
(BP.AdventureFramework.Assets.RoomPosition)
public Matrix Z { get; }
```

Type  
 Overworld

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

Region  
 (BP.AdventureFramework.Assets.RoomPosition)
 Room

```
(BP.AdventureFramework.Assets.RoomPosition)
public Region Z { get; }
```

RoomPosition  
 (BP.AdventureFramework.Assets.RoomPosition)
 ViewPoint

```
(BP.AdventureFramework.Assets.RoomPosition)
public ViewPoint Z { get; }
```

**IsAtPosition(int, int, int)**  
 (BP.AdventureFramework.Assets.RoomPosition)

Get if this RoomPosition is at a position.

+ **BP.AdventureFramework.**

**Commands**  
 Declaration

**(BP.AdventureFramework.Commands)**

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

+ **BP.AdventureFramework.**

**Conversations**  
 Parameters

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.**

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

Name

Description

x The X position.

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

y The Y position.

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

z The Z position.

**Interpretation**  
 Returns

+ **BP.AdventureFramework.**

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

**(BP.AdventureFramework.Logic)**

Description

True if this is at the position, else false.

+ **BP.AdventureFramework.**

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

+ **BP.AdventureFramework.**

**Scene**  
 (BP.AdventureFramework.Scene)

+ **BP.AdventureFramework.**

**World**  
 (BP.AdventureFramework.World)

▼

## (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

↳ <b>object</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )
↳ <b>BP.AdventureFramework.Assets.Location</b>
↳ <b>ViewPoint</b>
↳ <b>Exit</b>
Inherited Members
( <b>BP.AdventureFramework.Assets.Location</b> )
object.Equals(object) ( <a href="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)</a> )
( <b>BP.AdventureFramework.Assets.Location</b> )
object.Equals(object, object) ( <a href="https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-object-object)">https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-object-object)</a> )
( <b>BP.AdventureFramework.Assets.Location</b> )
object.GetHashCode() ( <a href="https://learn.microsoft.com/dotnet/api/system.object.gethashcode">https://learn.microsoft.com/dotnet/api/system.object.gethashcode</a> )
( <b>BP.AdventureFramework.Assets.Location</b> )
object.GetType() ( <a href="https://learn.microsoft.com/dotnet/api/system.object.gettype">https://learn.microsoft.com/dotnet/api/system.object.gettype</a> )
( <b>BP.AdventureFramework.Assets.Location</b> )
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> )
( <b>BP.AdventureFramework.Assets.Location</b> )
object.ToString() ( <a href="https://learn.microsoft.com/dotnet/api/system.object.tostring">https://learn.microsoft.com/dotnet/api/system.object.tostring</a> )
( <b>BP.AdventureFramework.Assets.Location</b> )
RoomPosition
Namespace: BP (BP.html).AdventureFramework ( <b>BP.AdventureFramework.html</b> ).Assets
( <b>BP.AdventureFramework.html</b> ).Assets.Locations ( <b>BP.AdventureFramework.Assets.Locations.html</b> )

ViewPoint

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

Syntax

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

Conversations

**Properties**

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

Any

Extensions

(**BP.AdventureFramework.Extensions**)

Get if there is a view in any direction.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Interpretation**)

Property Value

Logic

(**BP.AdventureFramework.Logic**)

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

Rendering

(**BP.AdventureFramework.Rendering**)

AnyNotVisited

(**BP.AdventureFramework.AnyNotVisited**)

Rendering

Description

Get if there is a view in any direction.

#### Declaration

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

#### Property Value

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

Exit  
(BP.AdventureFramework.Assets.L

Matrix  
(BP.AdventureFramework.Assets.L

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

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

Region  
(BP.AdventureFramework.Assets.L

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

RoomPosition  
Property Value  
(BP.AdventureFramework.Assets.L

ViewPoint  
(BP.AdventureFramework.Assets.L

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

### + BPAdventureFramework.

#### Commands

(BPAdventureFramework.Com  
this[Direction])

### + BPAdventureFramework.

Get the room that lies in a specified direction.

#### Conversations

Declaration  
(BPAdventureFramework.Con

### + BPAdventureFramework.

public Room this[Direction direction] { get; }

#### Extensions

(BPAdventureFramework.Exte  
Parameters

+ BPAdventureFramework.  
Type

Interpretation  
Direction (BPAdventureFramework.Assets.Locations.Direction.html)

(BPAdventureFramework.Inter

Name	Description
direction	The direction to check.

### + BPAdventureFramework.

Property Value  
Logic  
(BPAdventureFramework.Logi

Room (BPAdventureFramework.Assets.Locations.Room.html)

### + BPAdventureFramework.

Rendering  
(BPAdventureFramework.Ren

NoView  
(BPAdventureFramework.NoView)

Rendering Framework Builders  
(BPAdventureFramework.RenderingFrameworkBuilders)

Get a view point representing no view.

Declaration

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

Property Value

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

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

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

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

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

## Methods

### Create(Region)

Create a new ViewPoint.  
(BP.AdventureFramework.Assets.LocationViewPoint.html)

Declaration  
RoomPosition  
(BP.AdventureFramework.Assets.LocationViewPoint.html)

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

(BP.AdventureFramework.Assets.LocationViewPoint.html)

Parent Type

## BP.AdventureFramework.

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

### Commands

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

+ BP.AdventureFramework.

Conversations

Region  
(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

Region  
(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

Region  
(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Region  
(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

Region  
(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering Framework

# Namespace BP.AdventureFramework.Commands

▼ Filter by title

## Classes

+ [BP.AdventureFramework.](#)

  Assets.Interaction

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

+ [BP.AdventureFramework.](#)

  Assets.Locations

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

- [BP.AdventureFramework.](#)

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

([BP.AdventureFramework.Com](#)

  CustomCommand

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

  CustomCommandCallback

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

+ [BP.AdventureFramework.](#)

  Conversations

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

+ [BP.AdventureFramework.](#)

  Extensions

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

+ [BP.AdventureFramework.](#)

  Interpretation

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

+ [BP.AdventureFramework.](#)

  Logic

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

+ [BP.AdventureFramework.](#)

  Rendering

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

+ [BP.AdventureFramework.](#)

  Rendering.FrameBuilders

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

+ [BP.AdventureFramework.](#)

# Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

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

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

↳ [CustomCommand](#)

**Assets.Locations**

Implements

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

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

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

**Commands**

Inherited Members

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

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

↳ ([BP.AdventureFramework.Comma](#))

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

↳ ([BP.AdventureFramework.Comma](#))

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

↳ [ICommand](#)

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

↳ ([BP.AdventureFramework.Comma](#))

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

+ [BP.AdventureFramework](#) ([object](#)) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

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

**Conversations**

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

Name ([BP.AdventureFramework.Com](#)) ([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, bool, CustomCommandCallback)**

+ [BP.AdventureFramework](#).CustomCommand class.

**Rendering**

Declaration

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

+ [BP.AdventureFramework](#).Rendering.CustomCommand class.

↳ ([CustomCommandCallback](#))

**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 CustomCommandCallback.html (BP.AdventureFramework.Commands.CustomCommand Callback.html)	callback	The callback to invoke when this command is invoked.

## - BP.AdventureFramework.

### Commands

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

CustomCommand

### Arguments

BP.AdventureFramework.Comma

CustomCommandCallback

Get or set the arguments

(BP.AdventureFramework.Comma

### ICommand

### Declaration

(BP.AdventureFramework.Comma

## + **BP.AdventureFramework.**

### Conversations

(BP.AdventureFramework.Con

Property Value

+ <b>BP.AdventureFramework.</b>	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	

## + 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

Property Type

+ <b>BP.AdventureFramework.</b>	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html) Rendering.FrameBuilders (BP.AdventureFramework.Ren	

## + **BP.AdventureFramework.**

### Rendering.FrameBuilders

Get or set if this is visible to the player.

### Color

+ <b>BP.AdventureFramework.</b>
---------------------------------

## Declaration

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

### Property Value

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

### + BP.AdventureFramework.

#### Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

### Methods

#### - BP.AdventureFramework.

#### Commands

#### In(BP.AdventureFramework.Com

##### CustomCommand

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

##### Declaration

ActionCommandCallback

(BP.AdventureFramework.Commands.ICommand.html)

player Reaction Invoke(Game game)

(BP.AdventureFramework.Commands.ICommand.html)

### + BP.AdventureFramework.

#### Conversations

#### (BP.AdventureFramework.Convo

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

### + BP.AdventureFramework.

#### Extensions

##### Returns

#### (BP.AdventureFramework.Exte

##### Type

##### Description

#### + BP.AdventureFramework.

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

The reaction.

#### Interpretation

(BP.AdventureFramework.Inter

### Implements

#### BP.AdventureFramework.

#### Logic

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

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

### + BP.AdventureFramework.

#### Rendering

(BP.AdventureFramework.Render

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

(BP.AdventureFramework.Render

### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

#### Color

# Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

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

- **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

+ **BP.AdventureFramework.**

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

**Description**

**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

**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.**

Conversations

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

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

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

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

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

NameSpace [BP.AdventureFramework.Convers](#)

LogItem

Assembly [BP.AdventureFramework.Convers](#)

Syntax

    (BP.AdventureFramework.Convers

        Participant

            public sealed class Conversation

            (BP.AdventureFramework.Convers

                Response

            (BP.AdventureFramework.Convers

                Constructors

+ **BP.AdventureFramework.**

Extensions

C<sub>o</sub>nversation([params Paragraph\[\]](#))

+ **BP.AdventureFramework.**

Conversation class.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

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

Logic

(BP.AdventureFramework.Logi

Parameters

+ **BP.AdventureFramework.**

Rendering

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

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Properties

(BP.AdventureFramework.Render

## CurrentParagraph

Get the current paragraph in the conversation.

Declaration

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

**ASSETS.LOCATIONS**  
Property Value  
**(BP.AdventureFramework.Ass**

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

**(BP.AdventureFramework.Com**

- BP.AdventureFramework.

**Log**  
Conversations

**(BP.AdventureFramework.Con**

Get the log.

Conversation  
Declaration  
(BP.AdventureFramework.Convers

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

LogItem

Property Value  
Paragraph

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

Response

(BP.AdventureFramework.Convers  
**Paragraphs**

+ BP.AdventureFramework.

Get the current paragraph in the conversation.

**Extensions**

**(BP.AdventureFramework.Exte**

+ BP.AdventureFramework.

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

**Interpretation**

**(BP.AdventureFramework.Inter**

Property Value

+ BP.AdventureFramework.

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

Property Value  
Paragraph (BP.AdventureFramework.Paragraph.html)[]

+ BP.AdventureFramework.

**Rendering**

**(BP.AdventureFramework.Ren**

**Methods**

+ BP.AdventureFramework.

**Rendering.FrameBuilders**

**Next(Game)**

**(BP.AdventureFramework.Ren**

Trigger the next line in this conversation.

Declaration

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



Parameters

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

Commands

Returns

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

Type

- BP.AdventureFramework.

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

Conversations

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

Conversation

Respond(Response, Game)

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

ConversationActionCallback

Respond to the conversation.

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

Declaration

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

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

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

Participant

Parameters

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

Type

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

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

+ BP.AdventureFramework.

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

Extensions

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

Returns

+ BP.AdventureFramework.

Type

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

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

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

The reaction to the response.

+ BP.AdventureFramework.

Logic

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

+ BP.AdventureFramework.

Rendering

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

+ BP.AdventureFramework.

Rendering.FrameBuilders

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

# Delegate ConversationActionCallback

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

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

**(BP.AdventureFramework.Com**

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

- **BP.AdventureFramework.**

**Conversations**

Parameters

**(BP.AdventureFramework.Con**

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

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

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

**RenderingFrameBuilders**

# Class LogItem

Provides a container for log items.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

**Commands**

↳ LogItem

**(BP.AdventureFramework.Com**

Inherited Members

- **BP.AdventureFramework.**

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

**Conversations**

**(BP.AdventureFramework.Con**

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

**Conversation**

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

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

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

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

**LogItem**

**NameSpace** BP.AdventureFramework.Convers

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html>).Conversations

**Paragraph**

**Assembly** BP.AdventureFramework.dll

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.Ren**

Participant (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Participant.html>)

+ **BP.AdventureFramework.**

**RenderingContextFrameBuilders**

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

**(BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

**RenderingContextFrameBuilders.**

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

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

Type	Description
Conversations	

Type	Description
Participant	

Type	Description
Extensions	

# Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

## Commands

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

## + BP.AdventureFramework.

### Conversations

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

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

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

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

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

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

### Paragraph

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

(BP.AdventureFramework.Convers

Assembly: BP.AdventureFramework.dll

Syntax: BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers  
public sealed class Paragraph

## + BP.AdventureFramework.

### Extensions

## CONSTRUCTORS

### + BP.AdventureFramework.

#### Paragraph(string)

(BP.AdventureFramework.Inte

Initializes a new instance of the Paragraph class.

### + BP.AdventureFramework.

Declaration

Logic

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

### + BP.AdventureFramework.

#### Rendering

Parameters

(BP.AdventureFramework.Ren

Type

### + BP.AdventureFramework.

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

#### Rendering.FrameBuilders

(BP.AdventureFramework.Ren

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

Rendering.FrameBuilders.

Initializes a new instance of the Paragraph class.

Color

	Name	Description
line		Specify the line.

## Declaration

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

## Parameters

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

## + BP.AdventureFramework.

### Extensions

#### Parameters

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

## + BP.AdventureFramework.

### Rendering

#### Properties

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### Action

#### (BP.AdventureFramework.Rendering)

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 (BP.AdventureFramework.Conversations.ConversationActionCallback.html)	

## Commands

**(BP.AdventureFramework.Com**

### CanRespond

**(BP.AdventureFramework.Com**

Get if response is possible.

**(BP.AdventureFramework.Com**

DeclareConversation

```
(BP.AdventureFramework.Convers  
pType bool CanRespond { get; }  
(BP.AdventureFramework.Convers
```

```
LogItem
```

Property Value

**(BP.AdventureFramework.Convers**

## Type

Paragraph

**(BP.AdventureFramework.Convers**

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

**(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> )	

## Responses

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

## Commands

## Declaration

[BP.AdventureFramework.Com](http://BP.AdventureFramework.Com)

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

## Conversations

(BP.AdventureFramework.Com)

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

- + BP.AdventureFramework

## Extensions

(BP.AdventureFramework.Exte

- + BPAdventureFramework.

## Interpretation

(BP.AdventureFramework.Inte

- + BP.AdventureFramework.

## Logic

(BP.AdventureFramework.Logging)

- + BPAdventureFramework-

## Rendering

(BP.AdventureFramework.Ren

- + BPAdventureFramework.

## Rendering.FrameBuilders

(BP.AdventureFramework.Ren

- + BP-AdventureFramework-

## Rendering.FrameBuilders

# Enum Participant

Enumeration of participants in a conversation.

Filter by title

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

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

Syntax

**Conversations**

**(BP.AdventureFramework.Com**

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

## Fields

LogItem

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

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rend**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rend**

+ **BP.AdventureFramework.**

# Class Response

Provides a response to a conversation.

Filter by title

Inheritance

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

↳ **Response**

- **BP.AdventureFramework.**

Inherited Members

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

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

Participant

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

Syntax

Response  
(BP.AdventureFramework.Convers

public sealed class Response

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

Constructors

+ **BP.AdventureFramework.**

Interpretation

Response(string line) (work.Inter

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

Logic

Declaration

(BP.AdventureFramework.Logi

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

Rendering

(BP.AdventureFramework.Rend

Parameters

+ <b>BP.AdventureFramework.</b>	Name	Description
Rendering.FrameBuilders	line	The line to trigger this response.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

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.

▼

#### Commands

## Properties

### - BP.AdventureFramework.

#### Conversations

##### (BP.AdventureFramework.Conver

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

Declaration

BP.AdventureFramework.Conver

ConversationActionCallback

(BP.AdventureFramework.Conver

LogItem

(BP.AdventureFramework.Conver

Property Value

Paragraph

Type	Description
BP.AdventureFramework.Conver	

Participant

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

(BP.AdventureFramework.Conver

Response

(BP.AdventureFramework.Conver

## Line

### + BP.AdventureFramework.

#### Extensions

Get the line.

##### (BP.AdventureFramework.Exte

Declaration

### + BP.AdventureFramework.

#### Interpretation

Line { get; }

##### (BP.AdventureFramework.Inter

#### Property Value

## BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Logi	

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

### + BP.AdventureFramework.

#### Rendering

##### (BP.AdventureFramework.Render

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

##### (BP.AdventureFramework.Render

### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

#### Color

##### (BP.AdventureFramework.Render

# Namespace BP.AdventureFramework.Extensions

▼ Filter by title

## Classes

(BP.AdventureFramework.Ass

## BP.AdventureFramework.

(BP.AdventureFramework.Extensions.DirectionExtensions.html)

(BP.AdventureFramework.Extensions.DirectionExtensions)

## + BP.AdventureFramework.

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

(BP.AdventureFramework.Extensions.StringExtensions)

Provides extension methods for strings.

## - BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Exte

DirectionExtensions

(BP.AdventureFramework.Exten

StringExtensions

(BP.AdventureFramework.Exten

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Inter

## + BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logi

## + BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Rende

## + BP.AdventureFramework.

### Rendering.FrameBuilders

(BP.AdventureFramework.Rende

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

(BP.AdventureFramework.Rende

# Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

**Assets.Locations**

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

↳ [DirectionExtensions](#)

+ **BP.AdventureFramework.**

Inherited Members

**Commands**

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

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

+ **BP.AdventureFramework.**

**Conversations**

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

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.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>)

Name [DirectionExtensions](#)

(BP.AdventureFramework.Extensions)

(BP.AdventureFramework.Extensions)

Assembly [BPAdventureFramework.dll](#)

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

+ **BP.AdventureFramework.**

public static class DirectionExtensions

**Interpretation**

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

**Methods**

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

**Inverse(Direction)**

Rendering

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

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

public static Direction Inverse(this Direction value)

+ **BP.AdventureFramework.**

Parameters

**Rendering.FrameBuilders.**

Type

Color

(BP.AdventureFramework.Rendering)

Direction ([\(BP.AdventureFramework.Resources.Locations.Direction.html\)](#))

Type	Name	Description
Color	value	The direction.

+ **BP.AdventureFramework.**

Returns

**Rendering.Frames**

(BP.AdventureFramework.Rendering)

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

▼

## ASSETS.LOCATIONS

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Conversations)

- BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Extensions)

DirectionExtensions

(BP.AdventureFramework.Extensions.DirectionExtensions)

StringExtensions

(BP.AdventureFramework.Extensions.StringExtensions)

+ BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

### Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

### Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

# Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

**ASSETS.LOCATIONS**

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

↳ [StringExtensions](#)

+ **BP.AdventureFramework.**

Inherited Members

**Commands**

↳ [\(BP.AdventureFramework.Com\) \(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)))

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

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

- **BP.AdventureFramework.**

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

**Extensions**

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

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

Name [StringExtensions](#)

([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.html)).Extensions

([BP.AdventureFramework.Extensions.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.extensions.html))

Assembly [BPAdventureFramework.dll](#)

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

+ **BP.AdventureFramework.**

[public static class StringExtensions](#)

**Interpretation**

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

+ **BP.AdventureFramework.**

Logic

**Methods**

([BP.AdventureFramework.Logi](https://learn.microsoft.com/dotnet/api/bp.adventureframework.logi))

+ **BP.AdventureFramework.**

**CASEINSENSITIVECONTAINS(string, string)**

Rendering

([BP.AdventureFramework.Re](https://learn.microsoft.com/dotnet/api/bp.adventureframework.ren))

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

**Rendering.FrameBuilders**

([BP.AdventureFramework.Re](https://learn.microsoft.com/dotnet/api/bp.adventureframework.ren))

[public static bool CaseInsensitiveContains\(this string value, string subString\)](#)

+ **BP.AdventureFramework.**

Parameters

**Rendering.FrameBuilders.**

Type

**Color**

([BP.AdventureFramework.Re](https://learn.microsoft.com/dotnet/api/bp.adventureframework.ren))

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

**Name**

**value**

**Description**

The value.

+ **BP.AdventureFramework.**

([BP.AdventureFramework.Re](https://learn.microsoft.com/dotnet/api/bp.adventureframework.ren))

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

**subString**

The string to seek.

**Rendering.Frames**

([BP.AdventureFramework.Re](https://learn.microsoft.com/dotnet/api/bp.adventureframework.ren))

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.

#### ASSETS.LOCATIONS

### EnsureFinishedSentence(string)

#### + BP AdventureFramework.

Ensure this string is a finished sentence, ending in either ?, ! or .

##### Commands

Declaration

#### (BP.AdventureFramework.Com

#### + BP AdventureFramework.

sureFinishedSentence(this string value)

##### Conversations

#### (BP.AdventureFramework.Con

Parameters

#### - BP AdventureFramework.

##### Extensions

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

#### (BP.AdventureFramework.Exte

Returns

#### (BP.AdventureFramework.Exten

##### Type

StringExtensions

#### (BP.AdventureFramework.Exten

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

Type	Description
value	The finished string.

#### + BP AdventureFramework.

##### Interpretation

### EqualExaminable(string, IExaminable)

#### + BP AdventureFramework.

Determines if the string is equal to the IExaminable.

##### Logic

Declaration

#### (BP.AdventureFramework.Logi

#### + BP AdventureFramework.

##### Rendering

#### (BP.AdventureFramework.Ren

#### + BP AdventureFramework.

##### Rendering.FrameBuilders

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

#### (BP.AdventureFramework.Ren

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

#### + BP AdventureFramework.

##### Rendering.Frames

#### (BP.AdventureFramework.Ren

##### Color

#### (BP.AdventureFramework.Ren

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

True if this string equals the identifier, else false.

#### + BP AdventureFramework.

##### Rendering.Frames

#### (BP.AdventureFramework.Ren

## EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

**ASSETS.LOCATIONS**

Parameters

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

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.
Identifier ( <a href="#">BP.AdventureFramework.Assets.Identifier.html</a> )	identifier	The identifier.

+ **BP.AdventureFramework.**

Returns

**Conversations**

Type	Description
b ( <a href="#">BP.AdventureFramework.html</a> )	True if this string equals the identifier, else false.

**Extensions**

(**BP.AdventureFramework.Extensions**)

**GetObjectifier(string)**

Get an objectifier for a word.  
StringExtensions

Declaration

+ **BP.AdventureFramework.**

```
public static string GetObjectifier(this string word)
```

**Interpretation**

(**BP.AdventureFramework.Interpretation**)

Parameters

+ **BP.AdventureFramework.**

Type

**Logic**

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

+ **BP.AdventureFramework.**

Returns

**Rendering**

(**BP.AdventureFramework.Rendering**)

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

The objectifier.

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

(**BP.AdventureFramework.Rendering.FrameBuilders**)

**IsPlural(string)**

+ **BP.AdventureFramework.**

GetIfWordIsPlural

**Rendering.FrameBuilders.**

**Color**

Declaration

(**BP.AdventureFramework.Rendering.Color**)

public static bool IsPlural(this string word)

**Rendering.Frames**

(**BP.AdventureFramework.Rendering.Frames**)

## Parameters

Type	Name	Description
string ( <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>Assets.Locations</b> <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> <b>(BP.AdventureFramework.Ass</b>	True if the word is plural.

## + BP.AdventureFramework.

### Commands

#### **IsVowel(string)** <https://learn.microsoft.com/dotnet/api/bp.adventureframework.commands.isvowel>

Get if a character is a vowel.

## + BP.AdventureFramework.

### Declarations

#### **Conversations** <https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations>

#### **(BP.AdventureFramework.Con**

```
public static bool IsVowel(this string value)
```

## - BP.AdventureFramework.

### Extensions

#### Parameters

#### **(BP.AdventureFramework.Exte**

Type	Name	Description
DirectionExtensions <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.extensions">https://learn.microsoft.com/dotnet/api/bp.adventureframework.extensions</a>	value	The value to check.

### Returns

## + BP.AdventureFramework.

### Type

#### **Interpretation** <https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation>

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

#### **(BP.AdventureFramework.Inter**

True if the character is a vowel.

Type	Description
<b>Interpretation</b> <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation">https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation</a>	True if the character is a vowel.

## + BP.AdventureFramework.

### Logic

#### **LineCount(string)** <https://learn.microsoft.com/dotnet/api/bp.adventureframework.logic.linecount>

Determine the number of lines in this string.

## + BP.AdventureFramework.

### Declaration

#### **Rendering** <https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering>

#### **(BP.AdventureFramework.Render**

```
public static int LineCount(this string value)
```

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### Parameters

#### **(BP.AdventureFramework.Render**

Type	Name	Description
<b>Rendering.FrameBuilders</b> <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders">https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders</a>	value	The value.

### Color

#### Returns

#### **(BP.AdventureFramework.Render**

#### **(BP.AdventureFramework.Render**

#### **(BP.AdventureFramework.Render**

Type	Description
<b>Rendering.Frames</b> <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.frames">https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.frames</a>	The number of lines in the string.

#### **(BP.AdventureFramework.Render**

## RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

### ASSETS.LOCATIONS

Parameters

(BP.AdventureFramework.Ass

Type	Name	Description
+ BP.AdventureFramework.		

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

value

The string to ensure isn't finished finish.

(BP.AdventureFramework.Com

Returns

+ BP.AdventureFramework.

Type

Conversations

(BP.AdventureFramework.Com

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

Description

The unfinished string.

- BP.AdventureFramework.

Extensions

ToDescription(string)

(BP.AdventureFramework.Exte

Returns

Dictionary<Extension, Description>

(BP.AdventureFramework.Exten

Declaration

StringExtensions

(BP.AdventureFramework.Exten

public static Description ToDescription(this string value)

+ BP.AdventureFramework.

Interpretation

Parameters

(BP.AdventureFramework.Inter

Type

+ BP.AdventureFramework.

Value

(BP.AdventureFramework.Logi

Returns

+ BP.AdventureFramework.

Type

Rendering

(BP.AdventureFramework.Render

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

Name

Description

+ BP.AdventureFramework.

Rendering.FrameBuilders

TIdentifier(string)

(BP.AdventureFramework.Render

Returns this string as an Identifier.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Identifier (TIdentifier) TIdentifier(this string value)

+ BP.AdventureFramework.

Parameters

Rendering.Frames

(BP.AdventureFramework.Render



▼

**ASSETS.LOCATIONS**

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

**Commands**

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

**Conversations**

(BP.AdventureFramework.Conversations)

- BP.AdventureFramework.

**Extensions**

(BP.AdventureFramework.Extensions)

DirectionExtensions

(BP.AdventureFramework.Extensions.Direction)

StringExtensions

(BP.AdventureFramework.Extensions.String)

+ BP.AdventureFramework.

**Interpretation**

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

**Logic**

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

**Rendering**

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

**Rendering.FrameBuilders**

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

**Rendering.FrameBuilders.**

**Color**

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

**Rendering.Frames**

(BP.AdventureFramework.Rendering.Frames)

# Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

## Classes

+ **BP.AdventureFramework.**

Commands

**CommandHelp** ([BP.AdventureFramework.Interpretation.CommandHelp.html](#))  
([BP.AdventureFramework.Com](#))

Provides help for a command.

+ **BP.AdventureFramework.**

Conversations

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

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

+ **BP.AdventureFramework.**

Provides an object that can be used for interpreting custom commands.

Extensions

**InterpretationResult**  
([BP.AdventureFramework.Exte](#))

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

Interpretation

Represents the result of an interpretation.

**InterpretationResult**  
([BP.AdventureFramework.Inte](#))

## Interfaces

CommandHelp

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

CustomCommandInterpreter

**Interpreter** ([BP.AdventureFramework.Interpretation.IInterpreter.html](#))

IInterpreter

Represents any object that can act as an interpreter for input.

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

InterpretationResult

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

+ **BP.AdventureFramework.**

Logic

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

Rendering

**(BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

**(BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

**(BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

# Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

↳ Commands

(**BP.AdventureFramework.Com**

Implements

+ **IEquatable<CommandHelp>**

([BP.AdventureFramework.Interpretation.CommandHelp.html](#))>

(**BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.Object**

↳ Extensions

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

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

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

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

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

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

(**BP.AdventureFramework.Inter**

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

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

(**BP.AdventureFramework.Inter**

Assembly: BP.AdventureFramework.dll

Interpreter

Syntax

(**BP.AdventureFramework.Interpret**

    InterpretationResult

    public class CommandHelp : IEquatable<CommandHelp>

+ **BP.AdventureFramework.**

Logic

Constructors

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

CommandHelp(string, string)

(**BP.AdventureFramework.Ren**

Initializes a new instance of the CommandHelp class.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

    public CommandHelp(string command, string description)

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders.

Type		Name	Description
string	( <b>BP.AdventureFramework.Ren</b>	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.**

## Commands

**(BP.AdventureFramework.Command)**  
Get the command.

+ **BP.AdventureFramework.**

Declaration  
**Conversations**

**(BP.AdventureFramework.Conversations)**  
public string Command { get; }

+ **BP.AdventureFramework.**

## Extensions

Property Value

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

- **BP.AdventureFramework.**

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

## Interpretation

**(BP.AdventureFramework.Interpretation)**

## Description

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

Get the description of the command.

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

(BP.AdventureFramework.Interpretation)  
public string Description { get; }  
InterpretationResult

Property Value

**(BP.AdventureFramework.**

## Logic

**(BP.AdventureFramework.Logic)**

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

+ **BP.AdventureFramework.**

## Rendering

**(BP.AdventureFramework.Rendering)**

## Methods

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders

**(BP.AdventureFramework.Rendering.FrameBuilders)**

**(BP.AdventureFramework.Rendering.FrameBuilders)**

+ **BP.AdventureFramework.**

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

## Rendering.FrameBuilders.

Declaration

## Color

**(BP.AdventureFramework.Rendering.FrameBuilders)**

public bool Equals(CommandBuilder other)

+ **BP.AdventureFramework.**

## Parameters

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	other	An object to compare with this object.

>Returns

Type	Description
+ <b>BP.AdventureFramework.</b> <b>Commands</b> (BP.AdventureFramework.Com rossoft.com/dotne t/api/system.bool ear Conversations (BP.AdventureFramework.Con + BP.AdventureFramework. Implements Extensions IEquatable<T> ( <a href="https://learn.microsoft.com/dotnet/api/system.iequatable-1">https://learn.microsoft.com/dotnet/api/system.iequatable-1</a> )	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. ear Conversations (BP.AdventureFramework.Con + BP.AdventureFramework. Implements Extensions IEquatable<T> ( <a href="https://learn.microsoft.com/dotnet/api/system.iequatable-1">https://learn.microsoft.com/dotnet/api/system.iequatable-1</a> )

## - BP.AdventureFramework.

### Interpretation

#### (BP.AdventureFramework.Inter

CommandHelp  
(BP.AdventureFramework.Interpret  
CustomCommandInterpreter  
(BP.AdventureFramework.Interpret  
IInterpreter  
(BP.AdventureFramework.Interpret  
InterpretationResult  
(BP.AdventureFramework.Interpret

## + BP.AdventureFramework.

### Logic

#### (BP.AdventureFramework.Logi

## + BP.AdventureFramework.

### Rendering

#### (BP.AdventureFramework.Rend

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Rend

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

#### (BP.AdventureFramework.Rend

## + BP.AdventureFramework.

# Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

↳ [CustomCommandInterpreter](#)

(**BP.AdventureFramework.Com**  
Implements

# **BP.AdventureFramework.**

↳ [IInterpreter](https://learn.microsoft.com/dotnet/api/system.interpretation.iiinterpreter) (<https://learn.microsoft.com/dotnet/api/system.interpretation.iiinterpreter.html>)

Conversations

Inherited Members

(**BP.AdventureFramework.Con**

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

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Exte**

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

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

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

(**BP.AdventureFramework.Inter**

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

CommandHelp

Namespace: BP (BP.html).AdventureFramework (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation>)

(**BP.AdventureFramework.Interpretation**

CustomCommandInterpreter

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Interpret**

Syntax

Interpreter

(**BP.AdventureFramework.Interpret**

public class CustomCommandInterpreter : IInterpreter

(**BP.AdventureFramework.Interpret**

+ **BP.AdventureFramework.**

Logic

**Properties**

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

SupportedCommands

(**BP.AdventureFramework.Render**

Get an array of all supported commands.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

public CommandHelp[] SupportedCommands { get; }

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Color

Type

(**BP.AdventureFramework.Render**

CommandHelp (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation.commandhelp.html>)[]

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Type	Description
CommandHelp ( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation.commandhelp.html">https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation.commandhelp.html</a> )[]	

# Methods

## GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

+ **BP.AdventureFramework.**

public CommandHelp[] GetContextualCommandHelp(Game game)  
**Commands**

(BP.AdventureFramework.Com-

Parameters

+ **BP.AdventureFramework.**

Type  
**Conversations**

(BP.AdventureFramework.Con-

Name	Description
game	The game.

+ **BP.AdventureFramework.**

Returns

**Extensions**

Type  
**(BP.AdventureFramework.Exte**

Description
The contextual help.

- **BP.AdventureFramework.**

**Interpretation**

(BP.AdventureFramework.Inter-

**Interpret(string, Game)**

CommandHelp

Interpret a string

CustomCommandInterpreter

Declaration

(BP.AdventureFramework.Interpret

IInterpreter

p(BP.AdventureFramework.Interpret

Interpret(string input, Game game)

InterpretationResult

(BP.AdventureFramework.Interpret

Parameters

+ **BP.AdventureFramework.**

Type  
**Logic**

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

Name	Description
input	The string to interpret.
game	The game.

+ **BP.AdventureFramework.**

**Rendering**

Returns

(BP.AdventureFramework.Render

Type  
+ **BP.AdventureFramework.**

InterpretationResult

**RenderingFrameBuilders**

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

Description
The result of the interpretation.

+ **BP.AdventureFramework.**

**ImplementGameBuilders.**

**Color**

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

▼

- + **BP.AdventureFramework.**  
Commands  
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**  
Conversations  
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**  
Extensions  
(**BP.AdventureFramework.Exte**)
- **BP.AdventureFramework.**  
Interpretation  
(**BP.AdventureFramework.Inter**)
  - CommandHelp  
(**BP.AdventureFramework.Interpret**)
  - CustomCommandInterpreter  
(**BP.AdventureFramework.Interpret**)
  - IInterpreter  
(**BP.AdventureFramework.Interpret**)
  - InterpretationResult  
(**BP.AdventureFramework.Interpret**)
- + **BP.AdventureFramework.**  
Logic  
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**  
Rendering  
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders  
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders.  
Color  
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**

# Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

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

## + BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll

### Commands

Syntax  
**(BP.AdventureFramework.Com**

## + BP.AdventureFramework.

public interface IInterpreter

Conversations

(BP.AdventureFramework.Con

## + BP.AdventureFramework.

### Properties

(BP.AdventureFramework.Exte

## SupportedCommand.

### Interpretation

Get an array of all supported commands.

(BP.AdventureFramework.Inter

Declaration

CommandHelp

(BP.AdventureFramework.Interpret

CommandHelp[] SupportedCommands { get; }

(BP.AdventureFramework.Interpret

Interpreter

Property Value

(BP.AdventureFramework.Interpret

Type	Description
InterpretationResult	(BP.AdventureFramework.InterpretationResult)(BP.AdventureFramework.Interpretation.CommandHelp.html[])

## + BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

### Methods

## + BP.AdventureFramework.

Rendering

GetContextualCommandHelp(Game)

GetContextualCommandHelp a game, based on its current state.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rende

## + BP.AdventureFramework.

Rendering.FrameBuilders.

Parameters

(BP.AdventureFramework.Rende

## + BP.AdventureFramework.

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

Returns

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]	The contextual help.

#### + BP.AdventureFramework.

##### Commands

#### (BP.AdventureFramework.Com Interpret(string, Game)

#### + BP.AdventureFramework. Interpret a string.

##### Conversations

#### Declaration (BP.AdventureFramework.Con

#### + BP.AdventureFramework.

InterpretationResult Interpret(string input, Game game)

##### Extensions

#### (BP.AdventureFramework.Exte Parameters

#### - BP.AdventureFramework.

Type	Name	Description
Interpretation	input	The string to interpret.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	game	The game.

(BP.AdventureFramework.Interpret

ReturnCustomCommandInterpreter

Type	Description
CustomCommandInterpreter	The result of the interpretation.

(BP.AdventureFramework.Interpret

#### + BP.AdventureFramework.

##### Logic

#### (BP.AdventureFramework.Logi

#### + BP.AdventureFramework.

##### Rendering

#### (BP.AdventureFramework.Render

#### + BP.AdventureFramework.

##### Rendering.FrameBuilders

#### (BP.AdventureFramework.Render

#### + BP.AdventureFramework.

##### Rendering.FrameBuilders.

##### Color

#### (BP.AdventureFramework.Render

#### + BP.AdventureFramework.

# Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Commands

↳ InterpretationResult

(**BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.**

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

Conversations

(**BP.AdventureFramework.Com**

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

+ **BP.AdventureFramework.**

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

Extensions

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

(**BP.AdventureFramework.Exte**

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

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

- **BP.AdventureFramework.**

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

Interpretation

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

(**BP.AdventureFramework.Inter**

Assembly: BPAdventureFramework.dll

Syntax

CustomCommandInterpreter

```
public class InterpretationResult
    IInterpreter
```

(**BP.AdventureFramework.Interpret**

InterpretationResult

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

InterpretationResult(bool, ICommand)

(**BP.AdventureFramework.Logi**

Initializes a new instance of the InterpretationResult class.

+ **BP.AdventureFramework.**

Declaration

Rendering

(**BP.AdventureFramework.Render**

```
public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters

(**BP.AdventureFramework.Render**

Type

+ **BP.AdventureFramework.**

bool

Rendering.FrameBuilders

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

Color

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Type	Name	Description
	wasInterpretedSuccessfully	If interpretation was successful.

Type	Name	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	command	The command.

▼

## Properties

### Commands

#### (BP.AdventureFramework.Com

### Command

#### + BP.AdventureFramework.

Get the command.

### Conversations

#### (BP.AdventureFramework.Con

Declaration

#### + BP.AdventureFramework.

```
public TCommand Command { get; }
```

### Extensions

#### (BP.AdventureFramework.Exte

Property Value

#### - BP.AdventureFramework.

### Interpretation

#### (BP.AdventureFramework.Inter

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

CommandHelp

(BP.AdventureFramework.Interpret

### Fail

#### (BP.AdventureFramework.Interpret

Get a result for failure.

#### (BP.AdventureFramework.Interpret

Declaration

InterpretationResult

(BP.AdventureFramework.Interpret

```
public static InterpretationResult Fail { get; }
```

#### + BP.AdventureFramework.

### Logic

Property Value

#### (BP.AdventureFramework.Logi

### Type

#### + BP.AdventureFramework.

InterpretationResult (BP.AdventureFramework.Interpretation.InterpretationResult.html)

### Rendering

#### (BP.AdventureFramework.Rend

#### + BP.AdventureFramework.

### WasInterpretedSuccessfully

#### Rendering.FrameBuilders

Get the frame builders.

#### (BP.AdventureFramework.Rend

### Delegation

#### (BP.AdventureFramework.

### Rendering.FrameBuilders.

```
public bool WasInterpretedSuccessfully { get; }
```

### Color

#### (BP.AdventureFramework.Rend

Property Value

#### + BP.AdventureFramework.

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

▼

- + **BP.AdventureFramework.**  
Commands  
([BP.AdventureFramework.Commands](#))
- + **BP.AdventureFramework.**  
Conversations  
([BP.AdventureFramework.Conversations](#))
- + **BP.AdventureFramework.**  
Extensions  
([BP.AdventureFramework.Extensions](#))
- **BP.AdventureFramework.**  
Interpretation  
([BP.AdventureFramework.Interpretation](#))
  - CommandHelp  
([BP.AdventureFramework.Interpretation.CommandHelp](#))
  - CustomCommandInterpreter  
([BP.AdventureFramework.Interpretation.CustomCommandInterpreter](#))
  - IInterpreter  
([BP.AdventureFramework.Interpretation.IInterpreter](#))
  - InterpretationResult  
([BP.AdventureFramework.Interpretation.InterpretationResult](#))
- + **BP.AdventureFramework.**  
Logic  
([BP.AdventureFramework.Logic](#))
- + **BP.AdventureFramework.**  
Rendering  
([BP.AdventureFramework.Rendering](#))
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders  
([BP.AdventureFramework.Rendering.FrameBuilders](#))
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders.  
Color  
([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))
- + **BP.AdventureFramework.**

# Namespace BP.AdventureFramework.Logic

## Classes

Filter by title

### EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

Represents the result of an end check.

(BP.AdventureFramework.Con

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

Represents the structure of the game

(BP.AdventureFramework.Exte

## Enums

(BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inte

### ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

### GameState (BP.AdventureFramework.Logic.GameState.html)

EndCheck

Enumeration of game states.

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

## Delegates

(BP.AdventureFramework.Logic.De

ExitMode

(BP.AdventureFramework.Logic.Ex

### EndCheck (BP.AdventureFramework.Logic.EndCheck.html)

Represents the callback used for end checks.

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

### GameCreationCallback

(BP.AdventureFramework.Logic.Ga

### (BP.AdventureFramework.Logic.GameCreationCallback.html)

Represents the callback used for Game creation.

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

### OverworldCreationCallback

(BP.AdventureFramework.Logic.Pla

### (BP.AdventureFramework.Logic.OverworldCreationCallback.html)

+ BP.AdventureFramework.

Represents a callback for Overworld creation.

Rendering

(BP.AdventureFramework.Ren

### PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

### (BP.AdventureFramework.Logic.PlayerCreationCallback.html)

Rendering.FrameBuilders

Represents a callback for Player creation.

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

▼

- + **BP.AdventureFramework.**  
  **Conversations**  
  (**BP.AdventureFramework.Conversations**)
- + **BP.AdventureFramework.**  
  **Extensions**  
  (**BP.AdventureFramework.Extensions**)
- + **BP.AdventureFramework.**  
  **Interpretation**  
  (**BP.AdventureFramework.Interpretation**)
- **BP.AdventureFramework.**  
  **Logic**  
  (**BP.AdventureFramework.Logic**)
  - EndCheck  
(**BP.AdventureFramework.Logic.EndCheck**)
  - EndCheckResult  
(**BP.AdventureFramework.Logic.EndCheckResult**)
  - ExitMode  
(**BP.AdventureFramework.Logic.ExitMode**)
  - Game  
(**BP.AdventureFramework.Logic.Game**)
  - GameCreationCallback  
(**BP.AdventureFramework.Logic.GameCreationCallback**)
  - GameState  
(**BP.AdventureFramework.Logic.GameState**)
  - OverworldCreationCallback  
(**BP.AdventureFramework.Logic.OverworldCreationCallback**)
  - PlayerCreationCallback  
(**BP.AdventureFramework.Logic.PlayerCreationCallback**)
- + **BP.AdventureFramework.**  
  **Rendering**  
  (**BP.AdventureFramework.Rendering**)
- + **BP.AdventureFramework.**  
  **Rendering.FrameBuilders**  
  (**BP.AdventureFramework.Rendering.FrameBuilders**)
- + **BP.AdventureFramework.**  
  **Rendering.FrameBuilders.**  
  (**BP.AdventureFramework.Rendering.FrameBuilders.**)

# Delegate EndCheck

Represents the callback used for end checks.

Filter by title

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

(**BP.AdventureFramework** Component)

Assembly: BP.AdventureFramework.dll

\$BPAdventureFramework.

## Extensions

public delegate EndCheckResult EndCheck(Game game)

+ **BP.AdventureFramework.**

Parameters

### Interpretation

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game to check for end.

## Logic

Returns

(**BP.AdventureFramework.Logic**)

Type	Description
EndCheck	
(BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.
EndCheckResult	
(BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.
ExitMode	
(BP.AdventureFramework.Logic.ExitMode.html)	
Game	
(BP.AdventureFramework.Logic.Game.html)	
GameCreationCallback	
(BP.AdventureFramework.Logic.GameCreationCallback.html)	
GameState	
(BP.AdventureFramework.Logic.GameState.html)	
OverworldCreationCallback	
(BP.AdventureFramework.Logic.OverworldCreationCallback.html)	
PlayerCreationCallback	
(BP.AdventureFramework.Logic.PlayerCreationCallback.html)	

+ **BP.AdventureFramework.**

## Rendering

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

+ **BP.AdventureFramework.**

# Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

**Conversations**

↳ EndCheckResult

(**BP.AdventureFramework.Conversations**)

Inherited Members

+ **BP.AdventureFramework.**

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

**Extensions**

(**BP.AdventureFramework.Extensions**)

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

+ **BP.AdventureFramework.**

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

**Interpretation**

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

(**BP.AdventureFramework.Interpretation**)

- **BP.AdventureFramework.**

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

**Logic**

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

(**BP.AdventureFramework.Logic**)

Assembly: BP.AdventureFramework.dll

EndCheck

Syntax

(BP.AdventureFramework.Logic.EndCheckResult)

EndCheckResult

public class EndCheckResult : BP.AdventureFramework.Logic.EndCheck

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

**EndCheckResult(bool, string, string)**

GameState

Initializes a new instance of the EndCheckResult class.

OverworldCreationCallback

Declaration

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

public EndCheckResult(bool isCompleted, string title, string description)

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

Parameters

**Rendering**

Type: BP.AdventureFramework.Rendering

Name

Description

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

isCompleted

If the game has ended.

+ **BP.AdventureFramework.**

**RenderingFrameBuilders**

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

title

A title to describe the end.

(**BP.AdventureFramework.RenderingFrameBuilders**)

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

description

A description of the end.

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

# Properties

## Description

Get a description of the end.

Declaration

### + BP.AdventureFramework.

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

#### Conversations

(BP.AdventureFramework.Con

Property Value

### + BP.AdventureFramework.

Type

#### Extensions

(BP.AdventureFramework.Exten

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

**Description**

### + BP.AdventureFramework.

Interpretation

HasEnded

(BP.AdventureFramework.Inter

Get if the game has come to an end.

(BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic

```
public bool HasEnded { get; }
```

(BP.AdventureFramework.Logic.End

Property Value

(BP.AdventureFramework.Logic.End

Type

#### ExitMode

(BP.AdventureFramework.Logic.Exi

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

**Description**

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

NotEnded

(BP.AdventureFramework.Logic.Na

GameState

Get a default result for not ended.

(BP.AdventureFramework.Logic.Na

Declaration

(BP.AdventureFramework.Logic.Ov

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

```
public static EndCheckResult NotEnded { get; }
```

(BP.AdventureFramework.Logic.Pla

### + BP.AdventureFramework.

Property Value

Rendering

(BP.AdventureFramework.Render

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

**Description**

### + BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Title

### + BP.AdventureFramework.

Get a title to describe the end.

(BP.AdventureFramework.Render

Rendering.FrameBuilders.

## Declaration

```
public string Title { get; }
```

### Property Value

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	
+ <b>BP.AdventureFramework.</b>	
<b>Conversations</b>	
<b>(BP.AdventureFramework.Conversations)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Extensions</b>	
<b>(BP.AdventureFramework.Extensions)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Interpretation</b>	
<b>(BP.AdventureFramework.Interpretation)</b>	
- <b>BP.AdventureFramework.</b>	
<b>Logic</b>	
<b>(BP.AdventureFramework.Logic)</b>	
EndCheck	
<b>(BP.AdventureFramework.Logic.EndCheck)</b>	
EndCheckResult	
<b>(BP.AdventureFramework.Logic.EndCheckResult)</b>	
ExitMode	
<b>(BP.AdventureFramework.Logic.ExitMode)</b>	
Game	
<b>(BP.AdventureFramework.Logic.Game)</b>	
GameCreationCallback	
<b>(BP.AdventureFramework.Logic.GameCreationCallback)</b>	
GameState	
<b>(BP.AdventureFramework.Logic.GameState)</b>	
OverworldCreationCallback	
<b>(BP.AdventureFramework.Logic.OverworldCreationCallback)</b>	
PlayerCreationCallback	
<b>(BP.AdventureFramework.Logic.PlayerCreationCallback)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Rendering</b>	
<b>(BP.AdventureFramework.Rendering)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Rendering.FrameBuilders</b>	
<b>(BP.AdventureFramework.Rendering.FrameBuilders)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Rendering.FrameBuilders.</b>	



# Class Game

Represents the structure of the game

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

**Conversations**

↳ Game

(**BP.AdventureFramework.Conversations**)

Inherited Members

+ **BP.AdventureFramework.**

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

**Extensions**

(**BP.AdventureFramework.Extensions**)

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

+ **BP.AdventureFramework.**

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

**Interpretation**

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

(**BP.AdventureFramework.Interpretation**)

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

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

- **BP.AdventureFramework.**

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

**Logic**

Assembly: BPAdventureFramework.dll

(**BP.AdventureFramework.Logic**)

Syntax

```
EndCheck
(BP.AdventureFramework.Logic.EndCheck)
public sealed class Game
EndCheckResult
(BP.AdventureFramework.Logic.EndCheckResult)
ExitMode
(BP.AdventureFramework.Logic.ExitMode)
Game
(BP.AdventureFramework.Logic.Game)
GameCreationCallback
(BP.AdventureFramework.Logic.GameCreationCallback)
GameState
(BP.AdventureFramework.Logic.GameState)
Get the default error prefix
(BP.AdventureFramework.Logic.GetDefaultErrorPrefix)
OverworldCreationCallback
Declaration
(BP.AdventureFramework.Logic.OverworldCreationCallback)
PlayerCreationCallback
(BP.AdventureFramework.Logic.PlayerCreationCallback)
public const string DefaultErrorPrefix = "Oops"
(BP.AdventureFramework.Logic.DefaultErrorPrefix)
```

## Fields

**DefaultErrorPrefix**

Get the default error prefix

```
OverworldCreationCallback
Declaration
(BP.AdventureFramework.Logic.OverworldCreationCallback)
PlayerCreationCallback
(BP.AdventureFramework.Logic.PlayerCreationCallback)
public const string DefaultErrorPrefix = "Oops"
(BP.AdventureFramework.Logic.DefaultErrorPrefix)
```

+ **BP.AdventureFramework.**

**Rendering**

Type (**BP.AdventureFramework.Rendering**)

Description

+ **BP.AdventureFramework.**

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

**Rendering.FrameBuilders**

(**BP.AdventureFramework.Rendering.FrameBuilders**)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

## ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

## + BP.AdventureFramework.

Property Value

### Conversations

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

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

## + BP.AdventureFramework.

### Extensions

**(BP.AdventureFramework.Extensions)**

### Author

## + BP.AdventureFramework.

Get or set the name of the author.

### Interpretation

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

## - BP.AdventureFramework.

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

### Logic

**(BP.AdventureFramework.Logic)**

Property Value

### EndCheck

Type  
**(BP.AdventureFramework.Logic.EndCheck)**

### EndCheckResult

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

(BP.AdventureFramework.Logic.EndCheckResult)

### ExitMode

(BP.AdventureFramework.Logic.ExitMode)

## DefaultInterpreter

Game

**(BP.AdventureFramework.Logic.Game)**

Get the default interpreter.

### GameCreationCallback

Declaration  
**(BP.AdventureFramework.Logic.GameCreationCallback)**

### GameState

**(BP.AdventureFramework.Logic.GameState)**

```
public static IInterpreter DefaultInterpreter { get; }
```

### OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Property Value

### PlayerCreationCallback

Type  
**(BP.AdventureFramework.Logic.PlayerCreationCallback)**

## + BP.AdventureFramework.

IIInterpreter (BP.AdventureFramework.Interpretation.IIInterpreter.html)

### Rendering

**(BP.AdventureFramework.Rendering)**

## DefaultSize

### Rendering.FrameBuilders

Get the default size.

**(BP.AdventureFramework.Rendering.FrameBuilders)**

Declaration

## + BP.AdventureFramework.

**Rendering.FrameBuilders.**

```
public static Size DefaultSize { get; }
```

#### Property Value

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

#### + BP.AdventureFramework.

##### Conversations

#### BP.AdventureFramework.Conversations

#### + BP.AdventureFramework.

##### Extensions

Declaration

#### (BP.AdventureFramework.Extensions)

#### + BP.AdventureFramework.

##### Interpretation

#### (BP.AdventureFramework.Interpretation)

#### Property Value

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

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

#### DisplayCommandListInSceneFrames

Get (BP.AdventureFramework.Logic.DisplayCommandListInSceneFrames)

ExitMode

Declaration

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

#### Property Value

GameState

#### Type

(BP.AdventureFramework.Logic.GameCreationCallback)

#### Description

OverworldCreationCallback

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

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

#### DisplaySize

#### + BP.AdventureFramework.

##### Rendering

Get (BP.AdventureFramework.Rendering.DisplaySize)

Declaration

#### + BP.AdventureFramework.

##### Rendering.FrameBuilders

public Size DisplaySize { get; }

(BP.AdventureFramework.Rendering.DisplaySize)

#### Property Value

#### + BP.AdventureFramework.

##### Rendering.FrameBuilders

Rendering.FrameBuilders

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

## ErrorPrefix

Get or set the error prefix.

+ **BP.AdventureFramework.**

Declaration

### Conversations

(BP.AdventureFramework.Con

```
    public string ErrorPrefix { get; set; }
```

+ **BP.AdventureFramework.**

### Extensions

Property Value

(BP.AdventureFramework.Exte

Type

+ **BP.AdventureFramework.**

```
    string (https://learn.microsoft.com/dotnet/api/system.string)
```

### Interpretation

(BP.AdventureFramework.Inter

## BP.AdventureFramework.

### FrameBuilders

#### Logic

Get or set the collection of frame builders used to render this game.

Declaration

(BP.AdventureFramework.Logic

EndCheckResult

```
    public FrameBuilderCollection FrameBuilders { get; set; }
```

(BP.AdventureFramework.Logic

ExitMode

Property Value

(BP.AdventureFramework.Logic.Ex

Type

Game

(BP.AdventureFramework.Logic.Ga

FrameBuilderCollection

GameCreationCallback

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

Get PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

Declaration

+ **BP.AdventureFramework.**

Rendering

string Introduction { get; }

(BP.AdventureFramework.Render

Property Value

Type

(BP.AdventureFramework.Render

```
    string (https://learn.microsoft.com/dotnet/api/system.string)
```

+ **BP.AdventureFramework.**

Rendering

FrameBuilders

+ **BP.AdventureFramework.**

Rendering

FrameBuilders

## IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

## + BP.AdventureFramework.

Property Value

### Conversations

Type

(BP.AdventureFramework.Con

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

## + BP.AdventureFramework.

### Extensions

## (BP.AdventureFramework.Exte Name

## + BP.AdventureFramework.

Get the name.

### Interpretation

Declaration

(BP.AdventureFramework.Inter

## - BP.AdventureFramework.

public string Name { get; }

### Logic

## (BP.AdventureFramework.Logi

Property Value

EndCheck

Type

(BP.AdventureFramework.Logic.En

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Logic.En

ExitMode

(BP.AdventureFramework.Logic.Ex

## Overworld

Game

(BP.AdventureFramework.Logic.Ga

Get the overworld.

GameCreationCallback

Declaration

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

get; }

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

Property Value

PlayerCreationCallback

Type

(BP.AdventureFramework.Logic.Pla

## + BP.AdventureFramework.

Overworld(BP.AdventureFramework.Assets.Locations.Overworld.html)

### Rendering

(BP.AdventureFramework.Ren

## PlayerAdventureFramework.

### Rendering.FrameBuilders

Get the player.

(BP.AdventureFramework.Ren

Declaration

## + BP.AdventureFramework.

Rendering.FrameBuilders.

```
public PlayableCharacter Player { get; }
```

## Property Value

Type	Description
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)	

## + BP.AdventureFramework.

### Conversations

## SceneMapKeyTypeFramework.Con

Get or set the key type on the scene map.

### Extensions

Declaration

## (BP.AdventureFramework.Exte

## + BP.AdventureFramework.

### Interpretation

## (BP.AdventureFramework.Inter

### Property Value

Type	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	

## - BP.AdventureFramework.

### Logic

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

## (BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

ExitMode

(BP.AdventureFramework.Logic.Ex

## Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback,

### EndCheck, EndCheck)

(BP.AdventureFramework.Logic.Ga

Create a new callback for generating instances of a game.

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

Declaration

GameState

(BP.AdventureFramework.Logic.Ga

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)
```

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

Parameters

## + BP.AdventureFramework.

### Rendering

## (BP.AdventureFramework.Render

string

(https://learn.microsoft.com/dotnet/api/system.string)

## + BP.AdventureFramework.

### Rendering.FrameBuilders

(https://learn.microsoft.com/dotnet/api/system.string)

## + BP.AdventureFramework.

string

(https://learn.microsoft.com/dotnet/api/system.string)

### Rendering.FrameBuilders

Name

Description

name

The name of the game.

introduction

An introduction to the game.

description

A description of the game.

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
+ BP.AdventureFramework. Conversations (BP.AdventureFramework.Conversations)	<i>completionCondition</i>	The callback used to check game completion.
+ BP.AdventureFramework. Extensions (BP.AdventureFramework.Extensions)	<i>gameOverCondition</i>	The callback used to check game over.

(BP.AdventureFramework.Extensions)

Returns

Type	Description
Interpretation	
GameCreationCallback (BP.AdventureFramework.Interpretation)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, EndCheck, Size, FrameBuilderCollection, ExitMode, string, IInterpreter) result

(BP.AdventureFramework.Logic.EndCheck)

Create a new callback for generating instances of a game.

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Declaration

Game

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, FrameBuilderCollection frameBuilders, ExitMode exitMode, string errorPrefix, IInterpreter interpreter)
```

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Parameters

PlayerCreationCallback

Type	Name	Description
String (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	The name of the game.
String (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
String (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
+ <b>BPAdventureFramework.</b> <b>CompletionCheck</b> (BP.AdventureFramework.Logic.CompletionCheck.html)	<i>completionCondition</i>	The callback used to check game completion.
+ <b>BPAdventureFramework.</b> <b>EndCheck</b> (BP.AdventureFramework.Logic.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.
S (BPAdventureFramework.ExitSize.html)	<i>displaySize</i>	The display size.
+ <b>BPAdventureFramework.</b> <b>FrameBuilderCollection</b> (BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
- <b>BPAdventureFramework.</b> <b>Logic</b> (BP.AdventureFramework.Logic.ExitMode.html)	<i>exitMode</i>	The exit mode.
string (BPAdventureFramework.Logic (https://learn.microsoft.com/dotnet/api/system.string) EndCheck	<i>errorPrefix</i>	A prefix to use when displaying errors.
IInterpreter (BPAdventureFramework.Logic.EndCheckResult.html)(BPAdventureFramework.Logic.EndCheckResult.html)	<i>interpreter</i>	The interpreter.

Type	Description
Game (BP.AdventureFramework.Logic.Game)	
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCa llback)	A new GameCreationHelper that will create a GameCreator with the parameters specified.
GameState (BP.AdventureFramework.Logic.GameState)	

# DisplayAbout()

(BP.AdventureFramework.Logic.PlayerCreationCallback)  
Display the about frame.

+ BPAdventureFramework.

# Declaration Rendering

## Rendering

```
(BP_AdventureFramework.Render)  
public void DisplayAbout()
```

## + BB AdventureFramework

## + **BF.AdventureFramework** + **Rendering** From **Builders**

## Rendering.FrameBuilders

(BPAdventureFramework.RenderDisplayHelp)

## Display Help

+ BPAdventureFramework.  
Display the help frame.

Declaration

```
public void DisplayHelp()
```

## DisplayMap()

Display the map frame.

### Conversations

Declaration

```
(BP.AdventureFramework.Con
```

+ BP.AdventureFramework.

### Extensions

```
(BP.AdventureFramework.Exte
```

## DisplayTransition(string, string)

Display a transition frame.

```
(BP.AdventureFramework.Inter
```

Declaration

- BP.AdventureFramework.

```
Logic void DisplayTransition(string title, string message)
```

```
(BP.AdventureFramework.Logi
```

Parameters

Type	Description	Name	Description
EndCheckResult			
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )		title	The title.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )		message	The message.

Game

```
(BP.AdventureFramework.Logic.Ga
```

## ExecuteGameCreationCallback()

```
(BP.AdventureFramework.Logic.Ga
```

ExecuteGame.

```
(BP.AdventureFramework.Logic.Ga
```

Declaration

OverworldCreationCallback

```
(BP.AdventureFramework.Logic.Ov
```

```
public static void Execute(GameCreationCallback creator)
```

```
(BP.AdventureFramework.Logic.Pla
```

Parameters

Type	Description	Name	Description
GameCreationCallback			
(BP.AdventureFramework.Logic.GameCreationCallback.html)		creator	The creator to use to create the game.

### Rendering.FrameBuilders

```
(BP.AdventureFramework.Render
```

## FindInteractionTarget(string)

+ BP.AdventureFramework.

```
Rendering.FrameBuilders.
```

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```



Parameters

+ BP.AdventureFramework.		Name	Description
Conversations string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (BP.AdventureFramework.Conversations.html)		name	The targets name.

Returns

+ BP.AdventureFramework.

Type	Description
IInteractWithItem (BP.AdventureFramework.IInteractWithItem.html)	The first IInteractWithItem object which has a name that matches the name parameter.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

GetAllPlayerVisibleExaminables()

Logic

Get all Examinable that are currently visible to the player.

(BP.AdventureFramework.Logic.html)

Declaration

EndCheck

(BP.AdventureFramework.Logic.EndCheck.html)

```
public IExaminable[] GetAllPlayerVisibleExaminables()
```

(BP.AdventureFramework.Logic.EndCheck.html)

ExitMode

Returns

(BP.AdventureFramework.Logic.Examinable.html)

Type	Description
Game (BP.AdventureFramework.Logic.Game.html)	An array of all examinables that are currently visible to the player.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

# Delegate GameCreationCallback

Represents the callback used for Game creation.

 Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

**Assembly:** BP.AdventureFramework.dll

Syntax

## Extensions

### (BP.AdventureFramework.Exte

    public delegate Game GameCreationCallback()

## + BP.AdventureFramework.

### Interpretation

Returns

### (BP.AdventureFramework.Inter

Type

## - BP.AdventureFramework.

Game (BP.AdventureFramework.Logic.Game.html)

### Logic

Description

A game created by the callback.

### (BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.EndCheck.html)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult.html)

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.

### Rendering.FrameBuilders.

# Enum GameState

Enumeration of game states.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.ADVANTUREFRAMEWORK.dll

## Syntax

(BP.AdventureFramework.Con

public enum GameState

+ BP.AdventureFramework.

## Extensions

(BP.AdventureFramework.Exte

BP.AdventureFramework.

## Fields

### Interpretation

Name	Description
- Active	Active.
- Finished	Finished.
- NotStarted	Not started.
- EndCheck	

(BP.AdventureFramework.Logic.EndCheck

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult

ExitMode

(BP.AdventureFramework.Logic.ExitMode

Game

(BP.AdventureFramework.Logic.Game

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback

GameState

(BP.AdventureFramework.Logic.GameState

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback

+ BP.AdventureFramework.

## Rendering

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

## Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

## Rendering.FrameBuilders.

# Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

## Extensions

### (BP.AdventureFramework.Exte

public delegate Overworld OverworldCreationCallback(PlayableCharacter pC)

## + BP.AdventureFramework.

### Interpretation

Parameters

### (BP.AdventureFramework.Inter

Type	Name	Description
- BP.AdventureFramework.	pC	The playable character that will appear in the Overworld.

PlayableCharacter  
(BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)

### (BP.AdventureFramework.Logi

EndCheck

Returns  
(BP.AdventureFramework.Logic.En

EndCheckResult

Type  
(BP.AdventureFramework.Logic.En

ExitMode  
OverWorld (BP.AdventureFramework.Assets.Locations.Overworld.html)  
(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

## + BP.AdventureFramework.

### Rendering

### (BP.AdventureFramework.Render

## + BP.AdventureFramework.

### Rendering.FrameBuilders

### (BP.AdventureFramework.Render

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

# Delegate PlayerCreationCallback

Represents a callback for Player creation.

 Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

**Assembly:** BP.AdventureFramework.dll

Syntax

## Extensions

### (BP.AdventureFramework.Exte

```
public delegate PlayableCharacter PlayerCreationCallback()
```

## + BP.AdventureFramework.

### Interpretation

Returns

### (BP.AdventureFramework.Inter

Type

## - BP.AdventureFramework.

PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)

### Logic

Description

A generated Player.

### (BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

## + BP.AdventureFramework.

### Rendering

### (BP.AdventureFramework.Render

## + BP.AdventureFramework.

### Rendering.FrameBuilders

### (BP.AdventureFramework.Render

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

# Namespace BP.AdventureFramework. Rendering

▼ Filter by title

## Enums

Commands

(BP.AdventureFramework.Com)

## KeyType (BP.AdventureFramework.Rendering.KeyType.html)

+ BP.AdventureFramework.

Enumeration of key types.

Conversations

(BP.AdventureFramework.Con)

## RegionMapMode (BP.AdventureFramework.Rendering.RegionMapMode.html)

+ BP.AdventureFramework.

Enumeration of region map modes.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

- BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render)

KeyType

(BP.AdventureFramework.Renderin)

RegionMapMode

(BP.AdventureFramework.Renderin)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render)

# Enum KeyType

Enumeration of key types.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html)

(**BP.AdventureFramework**.**KeyType**)

Assembly: BP.AdventureFramework.dll

System.Object

Commands

(**BP.AdventureFramework**.**Command**)

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework**.**Conversation**)

**Fields**

+ **BP.AdventureFramework.**

Name	Description
Extensions	
Dynamic	Dynamic key, only show relevant key items.
None	No key.

(**BP.AdventureFramework**.**KeyType**)

Dynamic Dynamic key, only show relevant key items.

(**BP.AdventureFramework**.**KeyType**)

None No key.

(**BP.AdventureFramework**.**KeyType**)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework**.**Logic**)

- **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework**.**Rendering**)

KeyType

(**BP.AdventureFramework**.**Rendering**)

RegionMapMode

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework**.**Rendering**)

# 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**.**RegionMapMode**)

Assembly: BP.AdventureFramework.dll

Symbol: BP.AdventureFramework.RegionMapMode

## Commands

(**BP.AdventureFramework**.**RegionMapMode**)

+ **BP.AdventureFramework.**

### Conversations

(**BP.AdventureFramework**.**RegionMapMode**)

## Fields

+ **BP.AdventureFramework.**

Name	Description
Extensions	( <b>BP.AdventureFramework</b> . <b>RegionMapMode</b> )
Detailed	Shows rooms at a detailed level.
Dynamic	Dynamic region map - uses detailed if there is room, else map will be undetailed.
Interpretation	Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

+ **BP.AdventureFramework.**

+ **BP.AdventureFramework.**

### Logic

(**BP.AdventureFramework**.**RegionMapMode**)

- **BP.AdventureFramework.**

### Rendering

(**BP.AdventureFramework**.**RegionMapMode**)

KeyType

(**BP.AdventureFramework**.**RegionMapMode**)

RegionMapMode

(**BP.AdventureFramework**.**RegionMapMode**)

+ **BP.AdventureFramework.**

### Rendering.FrameBuilders

(**BP.AdventureFramework**.**RegionMapMode**)

+ **BP.AdventureFramework.**

### Rendering.FrameBuilders.

#### Color

(**BP.AdventureFramework**.**RegionMapMode**)

+ **BP.AdventureFramework.**

### Rendering.Frames

(**BP.AdventureFramework**.**RegionMapMode**)

# 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.h

ml) (BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Render

## IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.h

tml) (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](#)

Represents any object that can build transition frames.

([BP.AdventureFramework.Renderir](#)

IConversationFrameBuilder

([BP.AdventureFramework.Renderir](#)

IGameOverFrameBuilder

([BP.AdventureFramework.Renderir](#)

IHelpFrameBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapFrameBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapBuilder

([BP.AdventureFramework.Renderir](#)

ISceneFrameBuilder

([BP.AdventureFramework.Renderir](#)



Type	Name	Description
ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ISceneFrameBuilder.html) <b>(BP.AdventureFramework.External)</b>	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
IRegionMapFrameBuilder <b>+ BPAdventureFramework</b> Interpretation (BP.AdventureFramework.Interpretation) IHelpFrameBuilder <b>+ BPAdventureFramework</b> Logic (BP.AdventureFramework.Logic) ICompletionFrameBuilder <b>+ BPAdventureFramework</b> Rendering (BP.AdventureFramework.Rendering) IGameOverFrameBuilder <b>- BPAdventureFramework</b> RenderingFrameBuilders IAboutFrameBuilder <b>(BPAdventureFramework.Renderer)</b> (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilderCollection) (BP.AdventureFramework.Renderer) ITransitionFrameBuilder FrameBuilderCollections (BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Renderer) .ITransitionFrameBuilder.html) GridStringBuilder IConversationFrameBuilder <b>(BPAdventureFramework.Renderer)</b> (BP.AdventureFramework.Rendering.FrameBuilders (BPAdventureFramework.Renderer) .IConversationFrameBuilder.html) ICompletionFrameBuilder (BP.AdventureFramework.Renderer) IConversationFrameBuilder (BPAdventureFramework.Renderer) IGameOverFrameBuilder (BP.AdventureFramework.Renderer) IHelpFrameBuilder (BP.AdventureFramework.Renderer)	<i>regionMapFrameBuilder</i> <i>helpFrameBuilder</i> <i>completionFrameBuilder</i> <i>gameOverFrameBuilder</i> <i>aboutFrameBuilder</i> <i>transitionFrameBuilder</i> <i>conversationFrameBuilder</i>	The builder to use for building region map frames. The builder to use for building help frames. The builder to use for building completion frames. The builder to use for building game over frames. The builder to use for building about frames. The builder to use for building transition frames. The builder to use for building conversation frames.

## Properties

### AboutFrameBuilder

(BP.AdventureFramework.Renderer)

Get the builder to use for about frames.

(BP.AdventureFramework.Renderer)  
Declaration

```
IRegionMapFrameBuilder
(BP.AdventureFramework.Renderer)
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

### SceneFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

Type	Description
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

## CompletionFrameBuilder

(BP.AdventureFramework.Extensions)  
Get the builder to use for completion frames.

Declaration

```
public IAboutFrameBuilder CompletionFrameBuilder { get; }
```

+ BP.AdventureFramework.

Property Value

Logic

### Type

IAboutFrameBuilder

(BP.AdventureFramework.Extensions)

Rendering

(BP.AdventureFramework.Rendering)

- BP.AdventureFramework.

ConversationFrameBuilder

Rendering.FrameBuilders

Get the builder to use for conversation frames.

Declaration

(BP.AdventureFramework.Renderer)

```
public IConversationFrameBuilder ConversationFrameBuilder { get; }
```

(BP.AdventureFramework.Renderer)

GridStringBuilder

Property Value

(BP.AdventureFramework.Renderer)

### Type

IAboutFrameBuilder

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

IHelpFrameBuilder

(BP.AdventureFramework.Renderer)

Declaration

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

```
public IGameOverFrameBuilder GameOverFrameBuilder { get; }
```

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

### Description

Type	Description
IAboutFrameBuilder	

Type	Description
IConversationFrameBuilder	

Type	Description
IConversationFrameBuilder	

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IConversationFrameBuilder	

Type	Description
IConversationFrameBuilder	

Type	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	

## HelpFrameBuilder

(BP.AdventureFramework.Extensions.IHelpFrameBuilder)

Get the builder to use for help frames.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation.IHelpFrameBuilder { get; })

## + BP.AdventureFramework.

Property Value

Logic

Type (BP.AdventureFramework.Logic.IHelpFrameBuilder)

Description

Type	Description
IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)	

Rendering

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

## RegionMapFrameBuilder

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

Get the builder to use for region map frames.

Declaration

FrameBuilderCollection

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder) RegionMapFrameBuilder { get; }  
FrameBuilderCollections

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

Property Value

RegionMapFrameBuilder

Type (BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

Description

Type	Description
IRegionMapFrameBuilder (BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)	

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

## SceneFrameBuilder

IGameOverFrameBuilder

Get the builder to use for scene frames.

Declaration

IHelpFrameBuilder

(BP.AdventureFramework.Renderer.ISceneFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Renderer.SceneFrameBuilder) SceneFrameBuilder { get; }

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer.ISceneFrameBuilder)

Property Value

IRoomMapBuilder

(BP.AdventureFramework.Renderer.ISceneFrameBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer.ITitleFrameBuilder)

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	

## TitleFrameBuilder

(BP.AdventureFramework.Extensions)

Get the builder to use for title frames.

Declaration

Interpretation

(BP.AdventureFramework.Interfaces.ITitleFrameBuilder { get; })

+ BP.AdventureFramework.

Property Value

Logic

Type (BP.AdventureFramework.Logic)

Description

+ ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

Rendering

(BP.AdventureFramework.Renderer)

TransitionFrameBuilder

- BP.AdventureFramework.

Rendering FrameBuilders

Get the builder to use for transition frames.

(BP.AdventureFramework.Renderer)

Declaration

FrameBuilderCollection

(BP.AdventureFramework.Renderer)

FrameBuilderCollections

(BP.AdventureFramework.Renderer)

Property Value

ITransitionFrameBuilder

Description

Type (BP.AdventureFramework.Renderer)

IAboutFrameBuilder

ITransitionFrameBuilder (BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

IHelpFrameBuilder

(BP.AdventureFramework.Renderer)

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder



▼

**EXCEPTIONS**

**(BP.AdventureFramework.Exce**

- + **BP.AdventureFramework.**  
**Interpretation**  
**(BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**  
**Logic**  
**(BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**  
**Rendering**  
**(BP.AdventureFramework.Render**
- **BP.AdventureFramework.**  
**Rendering.FrameBuilders**  
**(BP.AdventureFramework.Render**
  - FrameBuilderCollection  
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  - FrameBuilderCollections  
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  - GridStringBuilder  
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  - IAboutFrameBuilder  
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  - ICompletionFrameBuilder  
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  - IGameOverFrameBuilder  
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  - IHelpFrameBuilder  
(BP.AdventureFramework.Renderin
  - IRegionMapBuilder  
(BP.AdventureFramework.Renderin
  - IRRegionMapFrameBuilder  
(BP.AdventureFramework.Renderin
  - IRoomMapBuilder  
(BP.AdventureFramework.Renderin
  - ISceneFrameBuilder  
(BP.AdventureFramework.Renderin
  - ITitleFrameBuilder

# Class GridStringBuilder

Provides a class for building strings as part of a grid.

 Filter by title

## Inheritance

Type	Name	Description
IRegionMapFrameBuilder (BP.AdventureFramework.Renderer) chatRoomMapBuilder (BP.AdventureFramework.Renderer) m.chatSceneFrameBuilder (BP.AdventureFramework.Renderer) ITitleFrameBuilder	leftBoundaryCharacter	The character to use for left boundaries.



```
public char LeftBoundaryCharacter { get; set; }
```

## Property Value

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

## (BP.AdventureFramework.Exte

### + BP.AdventureFramework.

#### LineTerminator

##### Interpretation

Get or Set the line terminator.

(BP.AdventureFramework.Inter

### Declaration

## BP.AdventureFramework.

### Logic

```
public string LineTerminator { get; set; }
```

## + BP.AdventureFramework.

### Property Value

#### Rendering

### Type

(BP.AdventureFramework.Render

string (<https://learn.microsoft.com/dotnet/api/system.string>)

## - BP.AdventureFramework.

### Rendering.FrameBuilders

### (BP.AdventureFramework.Render

#### RightBoundaryCharacter

##### FrameBuilderCollection

(BP.AdventureFramework.Renderir

Get or Set the character used for right boundary.

FrameBuilderCollections

Declaration

(BP.AdventureFramework.Renderir

GridStringBuilder

```
public char RightBoundaryCharacter { get; set; }
```

IAboutFrameBuilder

(BP.AdventureFramework.Renderir

### Property Value

ICompletionFrameBuilder

### Type

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(BP.AdventureFramework.Renderir

IGameOverFrameBuilder

(BP.AdventureFramework.Renderir

IHelpFrameBuilder

(BP.AdventureFramework.Renderir

## Methods

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

### DrawBoundary(AnsiColor)

(BP.AdventureFramework.Renderir

Draw the boundary

IRoomMapBuilder

Declaration

(BP.AdventureFramework.Renderir

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

ITitleFrameBuilder

```
public void DrawBoundary(AnsiColor color)
```

#### Parameters

Type		Name	Description
AnsiColor <small>(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm) (BP.AdventureFramework.Extensions)</small>		color	The color to draw the boundary.

#### + BP.AdventureFramework.

##### Interpretation

**DrawCentralisedWrapped**(String, int, int, AnsiColor, out int, out int)

#### + BP.AdventureFramework.

Draw a wrapped string.

##### Logic

Declaration  
**(BP.AdventureFramework.Logic)**

#### + BP.AdventureFramework.

IsisedWrapped(string value, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)

##### Rendering

(BP.AdventureFramework.Renderer)

#### - BP.AdventureFramework.

##### Rendering.FrameBuilders

Type		Name	Description
String <small>(https://learn.microsoft.com/dotnet/api/system.string)</small>		value	The string.
FrameBuilderCollection int <small>(https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)</small>		startY	The start y position.
FrameBuilderCollection int <small>(https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)</small>		maxWidth	The max width of the string.
StringBuilder AnsiColor <small>(BP.AdventureFramework.Renderer) (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm) (AboutFrameBuilder)</small>		color	The color to draw the text.
CompletionFrameBuilder int <small>(https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)</small>		endX	The end x position.
ConversationFrameBuilder int <small>(https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)</small>		endY	The end y position.

**DrawHorizontalDivider**(int, AnsiColor)

Declaration  
**(BP.AdventureFramework.Renderer)**

##### IRegionMapBuilder

Declaration  
**(BP.AdventureFramework.Renderer)**

##### IRegionMapFrameBuilder

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

##### IRoomMapBuilder

Declaration  
**(BP.AdventureFramework.Renderer)**

##### ISceneFrameBuilder

Declaration  
**(BP.AdventureFramework.Renderer)**

##### ITitleFrameBuilder

Declaration  
**(BP.AdventureFramework.Renderer)**

#### Parameters

##### ISceneFrameBuilder

Declaration  
**(BP.AdventureFramework.Renderer)**

##### ITitleFrameBuilder

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.

#### EXTENSIONS

(BP.AdventureFramework.Exte

### DrawUnderline(int, int, int, AnsiColor)

+ BP.AdventureFramework.

Declaration

+ BP.AdventureFramework.

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

(BP.AdventureFramework.Logi

Parameters

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The position of the underline, in x.

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The position of the underline, in y.

length

The length of the underline.

(BP.AdventureFramework.Render

AnsiColor  
FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm

(BP.AdventureFramework.Render

color

The color of the underline.

ml)  
GridStringBuilder

(BP.AdventureFramework.Render

IAboutFrameBuilder

### DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

ICompletionFrameBuilder

DrawWrapped(string

(BP.AdventureFramework.Render

IConversationFrameBuilder

Declaration

(BP.AdventureFramework.Render

IGameOverFrameBuilder

```
public void Drawwrapped(string value, int startX, int startY, int maxWidth, AnsiColo
```

(BP.AdventureFramework.Render

r\_color, out int endX, out int endY)

IHelpFrameBuilder

(BP.AdventureFramework.Render

Parame

RegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string.

IRoomMapBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

startX

The start x position.

ISceneFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

startY

The start y position.

(BP.AdventureFramework.Render

ITitleFrameBuilder



```
public char GetCharacter(int x, int y)
```

## Parameters

Type	Name	Description
int ( <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

### Interpretation

Type	Description
(BP.AdventureFramework.Interpreter)	The character.

## + BP.AdventureFramework.

### Logic

#### (BP.AdventureFramework.Logic)

## GetNumberOfLines(string, int, int, int)

## + BP.AdventureFramework.

Gets the number of lines a string will take up.

### Rendering

#### (BP.AdventureFramework.Rendering)

Declaration

## - BP.AdventureFramework.

```
public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

#### (BP.AdventureFramework.Rendering.FrameBuilders)

## Parameters

Type	Name	Description
FrameBuilderCollection<FrameBuilder>		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The string.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startX	The start x position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY	The start y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	maxWidth	The max width of the string.

Returns

### IConversationFrameBuilder

Type	Description
IGameOverFrameBuilder	The number of lines the string will take up.

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

### Resizer(Size)Builder

(BP.AdventureFramework.Rendering.Resizer(Size)Builder)

Resizer(Size)Builder

(BP.AdventureFramework.Rendering.Resizer(Size)Builder)

Declaration

IRoomMapBuilder

(BP.AdventureFramework.Rendering.IRoomMapBuilder)

```
public void Resize(Size displaySize)
```

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

## Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	<i>displaySize</i>	The new size.

**SetCell(int, int, char, AnsiColor)**

**(BPAdventureFramework.Exte**

# The ~~BP~~ Adventure Framework.

## Interpretation

(BPAdventureFramework) Intent y, char character, AnsiColor color)

+ BP.AdventureFramework.

## Parameters

Type	Name	Description
<b>BP.AdventureFramework.Log</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 of the cell.
<b>BP.AdventureFramework.Rendering</b> <b>(BP.AdventureFramework.Render)</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position of the cell.
<b>- BP.AdventureFramework.Rendering.FrameBuilders</b> color ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	character	The character.
<b>(BP.AdventureFramework.Render)</b> AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color of the character.

(BP.AdventureFramework.Renderir  
FrameBuilderCollections  
(BP.AdventureFramework.Renderir  
GridStringBuilder  
(BP.AdventureFramework.Renderir  
IAboutFrameBuilder  
(BP.AdventureFramework.Renderir  
ICompletionFrameBuilder  
(BP.AdventureFramework.Renderir  
IConversationFrameBuilder  
(BP.AdventureFramework.Renderir  
IGameOverFrameBuilder  
(BP.AdventureFramework.Renderir  
IHelpFrameBuilder  
(BP.AdventureFramework.Renderir  
IRegionMapBuilder  
(BP.AdventureFramework.Renderir  
IRegionMapFrameBuilder  
(BP.AdventureFramework.Renderir  
IRoomMapBuilder  
(BP.AdventureFramework.Renderir  
ISceneFrameBuilder  
(BP.AdventureFramework.Renderir  
ITitleFrameBuilder

# Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

**Namespace:** BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)  
**(BP.AdventureFramework.External)**  
**Assembly:** BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.InterpreterBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.LogicBuilder

## Methods

+ **BP.AdventureFramework.**

Rendering

Build (string, Game, int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderer

IFrameBuilderCollection title, Game game, int width, int height)

(BP.AdventureFramework.Renderer

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderer

Type GridStringBuilder

Name

Description

(BP.AdventureFramework.Renderer

title

The title.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

IAboutFrameBuilder

game

The game.

Game (BP.AdventureFramework.Logic.Game.html)

width

The width of the frame.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Renderer

ICoverageFrameBuilder

height

The height of the frame.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Renderer

IGameOverFrameBuilder

Returns

(BP.AdventureFramework.Renderer

Type HelpFrameBuilder

Description

(BP.AdventureFramework.Renderer

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

IRRegionMapBuilder

(BP.AdventureFramework.Renderer

IRRegionMapFrameBuilder

(BP.AdventureFramework.Renderer

IRoomMapBuilder

(BP.AdventureFramework.Renderer

ISceneFrameBuilder

(BP.AdventureFramework.Renderer

ITitleFrameBuilder

# Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

**Namespace:** BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)  
**(BP.AdventureFramework.External)**  
**Assembly:** BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpreter)** FrameBuilder

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logic)**

**Methods**

+ **BP.AdventureFramework.**

**Rendering**

**Build(string, string, int, int)** Render

**BP.AdventureFramework.**

**Rendering.FrameBuilders**

Declaration

**(BP.AdventureFramework.Render**

**IFrameBuilderCollection** message, string reason, int width, int height)

**(BP.AdventureFramework.Renderin**

FrameBuilderCollections

Parameters

**(BP.AdventureFramework.Renderin**

**Type** GridStringBuilder

**Name**

**Description**

<b>Type</b> GridStringBuilder		<b>Name</b>	<b>Description</b>
<b>(BP.AdventureFramework.Renderin</b>		<b>message</b>	The message to display to the user.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )			
<b>(BP.AdventureFramework.Renderin</b>		<b>reason</b>	The reason the game ended.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )			
<b>(BP.AdventureFramework.Renderin</b>		<b>width</b>	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> )			
<b>(BP.AdventureFramework.Renderin</b>		<b>height</b>	The height of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )			
<b>(BP.AdventureFramework.Renderin</b>			

**Returns** IGameOverFrameBuilder

**(BP.AdventureFramework.Renderin**

**Type** HelpFrameBuilder

**Description**

<b>Type</b> HelpFrameBuilder		<b>Description</b>
<b>(BP.AdventureFramework.Renderin</b>		

**IFrame** ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

**IRRegionMapBuilder**

**(BP.AdventureFramework.Renderin**

**IRRegionMapFrameBuilder**

**(BP.AdventureFramework.Renderin**

**IRoomMapBuilder**

**(BP.AdventureFramework.Renderin**

**ISceneFrameBuilder**

**(BP.AdventureFramework.Renderin**

**ITitleFrameBuilder**

# Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

**Namespace:** BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)  
**(BP.AdventureFramework.External)**  
**Assembly:** BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IConversationFrameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IConversationFrameBuilder)

**Methods**

+ **BP.AdventureFramework.**

Rendering

Build(string, Conversation, CommandHelp[], int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.IConversationFrameBuilder)

IFrameBuilderCollection title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(BP.AdventureFramework.Rendering.IConversationFrameBuilder)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.IConversationFrameBuilder)

Parameters

GridStringBuilder

Type	Name	Description
IBuildFrameBuilder	title	The title to display to the user.
IConverser	converser	The converser.
CommandHelp[]	contextualCommands	The contextual commands to display.
int	width	The width of the frame.
int	height	The height of the frame.

IRoomMapBuilder

Return (BP.AdventureFramework.Rendering.IConversationFrameBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.IConversationFrameBuilder)

ITitleFrameBuilder

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

▼

#### EXENSIONS

##### (BP.AdventureFramework.Extensions)

- + BP.AdventureFramework.  
Interpretation  
(BP.AdventureFramework.Interpretation)
- + BP.AdventureFramework.  
Logic  
(BP.AdventureFramework.Logic)
- + BP.AdventureFramework.  
Rendering  
(BP.AdventureFramework.Rendering)
- BP.AdventureFramework.  
Rendering.FrameBuilders  
(BP.AdventureFramework.Rendering.FrameBuilders)
  - FrameBuilderCollection  
(BP.AdventureFramework.Rendering.FrameBuilderCollection)
  - FrameBuilderCollections  
(BP.AdventureFramework.Rendering.FrameBuilderCollections)
  - GridStringBuilder  
(BP.AdventureFramework.Rendering.GridStringBuilder)
  - IAboutFrameBuilder  
(BP.AdventureFramework.Rendering.IAboutFrameBuilder)
  - ICompletionFrameBuilder  
(BP.AdventureFramework.Rendering.ICompletionFrameBuilder)
  - IConversationFrameBuilder  
(BP.AdventureFramework.Rendering.IConversationFrameBuilder)
  - IGameOverFrameBuilder  
(BP.AdventureFramework.Rendering.IGameOverFrameBuilder)
  - IHelpFrameBuilder  
(BP.AdventureFramework.Rendering.IHelpFrameBuilder)
  - IRegionMapBuilder  
(BP.AdventureFramework.Rendering.IRegionMapBuilder)
  - IRegionMapFrameBuilder  
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)
  - IRoomMapBuilder  
(BP.AdventureFramework.Rendering.IRoomMapBuilder)
  - ISceneFrameBuilder  
(BP.AdventureFramework.Rendering.ISceneFrameBuilder)
  - ITitleFrameBuilder  
(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

# Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

**Namespace:** BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)  
**(BP.AdventureFramework.External)**  
**Assembly:** BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interfaces.IGameBuilder)**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logic.ILogicBuilder)**

**Methods**

+ **BP.AdventureFramework.**

**Rendering**

**Build(string, string, int, int)**

**BP.AdventureFramework.**

**Rendering.FrameBuilders**

Declaration

**(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)**

**IFrameBuilderCollection** message, string reason, int width, int height)

**(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)**

FrameBuilderCollections

Parameters

**(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)**

Type GridStringBuilder

Name

Description

Type GridStringBuilder		Name	Description
<b>(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)</b>	<b>message</b>	The message to display to the user.	
<b>(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)</b>	<b>reason</b>	The reason the game ended.	
<b>(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)</b>	<b>width</b>	The width of the frame.	
<b>(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)</b>	<b>height</b>	The height of the frame.	

Returns **IGameOverFrameBuilder**

**(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)**

Type HelpFrameBuilder

Description

Type HelpFrameBuilder		Description
<b>(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)</b>		

**(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)**

**(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)**

**(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)**

**(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder)**

# Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

**Namespace:** BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)  
**(BP.AdventureFramework.External)**  
**Assembly:** BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IHelpFrameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IHelpFrameBuilder)

## Methods

+ **BP.AdventureFramework.**

Rendering

BUILD(string, string, CommandHelp[], int, int)

BUILDACTION(string, string, CommandHelp[], int, int)

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

IFrameBuilderCollection title, string description, CommandHelp[] commandHelp, int width,  
int height

i(BP.AdventureFramework.Renderer)

FrameBuilderCollections

(BP.AdventureFramework.Renderer.IFrameBuilderCollection)

Parameters

GridStringBuilder

Type	Name	Description
IAboutFrameBuilder	title	The title.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )		
(BP.AdventureFramework.Renderer.IAboutFrameBuilder)		
ICompleteFrameBuilder	description	The description.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )		
(BP.AdventureFramework.Renderer.ICompleteFrameBuilder)		
CommandHelp	commandHelp	The command help.
IConversationFrameBuilder		
(BP.AdventureFramework.Interpretation.CommandHelp.html)		
(BP.AdventureFramework.Renderer.IConversationFrameBuilder)		
IGameOverFrameBuilder		
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.Renderer.IHelpFrameBuilder)		
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.Renderer.IRegionMapBuilder)		

Return Value

(BP.AdventureFramework.Renderer.IHelpFrameBuilder)

Type	Description
IRoomMapBuilder	
(BP.AdventureFramework.Renderer.IRoomMapBuilder)	
IFrameBuilder	
(BP.AdventureFramework.Rendering.Frames.IFrame.html)	
(BP.AdventureFramework.Renderer.IFrameBuilder)	
ITitleFrameBuilder	

▼

**EXCEPTIONS**

**(BP.AdventureFramework.Exce**

- + **BP.AdventureFramework.**  
**Interpretation**  
**(BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**  
**Logic**  
**(BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**  
**Rendering**  
**(BP.AdventureFramework.Render**
- **BP.AdventureFramework.**  
**Rendering.FrameBuilders**  
**(BP.AdventureFramework.Render**
  - FrameBuilderCollection  
(BP.AdventureFramework.Renderin
  - FrameBuilderCollections  
(BP.AdventureFramework.Renderin
  - GridStringBuilder  
(BP.AdventureFramework.Renderin
  - IAboutFrameBuilder  
(BP.AdventureFramework.Renderin
  - ICompletionFrameBuilder  
(BP.AdventureFramework.Renderin
  - IConversationFrameBuilder  
(BP.AdventureFramework.Renderin
  - IGameOverFrameBuilder  
(BP.AdventureFramework.Renderin
  - IHelpFrameBuilder  
(BP.AdventureFramework.Renderin
  - IRegionMapBuilder  
(BP.AdventureFramework.Renderin
  - IRRegionMapFrameBuilder  
(BP.AdventureFramework.Renderin
  - IRoomMapBuilder  
(BP.AdventureFramework.Renderin
  - ISceneFrameBuilder  
(BP.AdventureFramework.Renderin
  - ITitleFrameBuilder

# Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

**Namespace:** BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)  
**(BP.AdventureFramework.Exte**  
**Assembly:** BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.IRegionMapBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

## Methods

+ **BP.AdventureFramework.**

Rendering

**BuildRegionMap(GridStringBuilder, Region, int, int, int, int)**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

**void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, BP.AdventureFramework.RegionHeight)**

        FrameBuilderCollections

        (BP.AdventureFramework.Renderin

Parameters

    GridStringBuilder

        Type: BP.AdventureFramework.Renderin

Name

Description

**IAboutFrameBuilder**  
    GridStringBuilder  
        (BP.AdventureFramework.Renderin  
    (BP.AdventureFramework.Rendering.FrameBuildi  
        ICompletionFrameBuilder  
    rs.GridStringBuilder.html)  
        (BP.AdventureFramework.Renderin

gridStringBuilder

The string builder to use.

    RegionConversationFrameBuilder  
        (BP.AdventureFramework.Renderin

region

The region.

        GameOverFrameBuilder  
        (BP.AdventureFramework.Renderin  
        int IHelpFrameBuilder  
        (<https://learn.microsoft.com/dotnet/api/system.int32>)  
        (BP.AdventureFramework.Renderin

x

The x position to start building at.

        IRoomMapFrameBuilder  
        (<https://learn.microsoft.com/dotnet/api/system.int32>)  
        (BP.AdventureFramework.Renderin

y

The y position to start building at.

        ISceneFrameBuilder  
        (<https://learn.microsoft.com/dotnet/api/system.int32>)  
        (BP.AdventureFramework.Renderin

maxWidth

The maximum horizontal space available in which to build the map.

        ITitleFrameBuilder  
        (<https://learn.microsoft.com/dotnet/api/system.int32>)  
        (BP.AdventureFramework.Renderin

        IRegionMapBuilder

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.

▼

#### EXTENSIONS

##### (BP.AdventureFramework.Extensions)

- + BP.AdventureFramework.  
Interpretation  
(BP.AdventureFramework.Interpretation)
- + BP.AdventureFramework.  
Logic  
(BP.AdventureFramework.Logic)
- + BP.AdventureFramework.  
Rendering  
(BP.AdventureFramework.Rendering)
- BP.AdventureFramework.  
Rendering.FrameBuilders  
(BP.AdventureFramework.Rendering.FrameBuilders)
  - FrameBuilderCollection  
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)
  - FrameBuilderCollections  
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)
  - GridStringBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)
  - IAboutFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)
  - ICompletionFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)
  - IConversationFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)
  - IGameOverFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)
  - IHelpFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)
  - IRegionMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)
  - IRRegionMapFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)
  - IRoomMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)
  - ISceneFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)
  - ITitleFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder)

# Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

**Namespace:** BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)  
**(BP.AdventureFramework.External)**  
**Assembly:** BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interfaces.IRegionMapFrameBuilder**)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logic.IRegionMapFrameBuilder**)

## Methods

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

**IFrameBuilder<Region>** **Region**, **int width**, **int height**)

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

FrameBuilderCollections

Parameters

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

Type

GridStringBuilder

Name

Description

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

region

The region.

Region (**BP.AdventureFramework.Assets.Locations.Region.html**)

width

The width of the frame.

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

height

The height of the frame.

IConversationFrameBuilder

Return

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

Type

GameOverFrameBuilder

Description

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

IFrameBuilder (**BP.AdventureFramework.Rendering.Frames.IFrame.html**)

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

IRegionMapBuilder

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

IRegionMapFrameBuilder

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

IRoomMapBuilder

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

ISceneFrameBuilder

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

ITitleFrameBuilder

# Interface IRoomMapBuilder

Represents any object that can build room maps.

 Filter by title

**Namespace:** BP\_(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)  
**(BP.AdventureFramework.Exe**  
**Assembly:** BP\_AdventureFramework.dll

Assembly: BF.AventureFramework.dll

## + **AdventureFramework**

## Interpretation

## **(BP)Adventure Framework Inter**

+ BP.AdventureFramework.

# Logic

(BP.AdventureFramework.Logi

## Methods

## **WIGI.ROG + BP.AdventureFramework.**

## Rendering

**BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)**

### - BP.AdventureFramework.

## Build a map for your Beginner FrameBuilders

BPAdventureFramework Report

## Declarative Central Frameworks

```
FrameBuilderCollection  
void RenderFrameWork(RenderBuilder gridStringBuilder, Room room, ViewPoint viewPoint  
FrameBuilderCollection startX, int startY, out int endX, out int endY)
```

(BP.AdventureFramework.Renderer  
GridStringBuilder

Type	Description
(BP.AdventureFramework.RenderirGridStringBuilder)	
ICompletionFrameBuilder	
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)	
IConversationFrameBuilder	
Root (BP.AdventureFramework.Renderers.Locations.Room.html)	room
IGameOverFrameBuilder	
ViewPoint	
(BP.AdventureFramework.RenderirHelpFrameBuilder)	
(BP.AdventureFramework.Assets.Locations.ViewPoint.html)	viewPoint
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	key
IRRegionMapBuilder	
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startX
IRRegionMapFrameBuilder	
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY
IRoomMapBuilder	
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endX
ISceneFrameBuilder	
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endY
(BP.AdventureFramework.RenderirITitleFrameBuilder)	

▼

**EXCEPTIONS**

**(BP.AdventureFramework.Exce**

- + **BP.AdventureFramework.**  
**Interpretation**  
**(BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**  
**Logic**  
**(BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**  
**Rendering**  
**(BP.AdventureFramework.Render**
- **BP.AdventureFramework.**  
**Rendering.FrameBuilders**  
**(BP.AdventureFramework.Render**
  - FrameBuilderCollection  
(BP.AdventureFramework.Renderin
  - FrameBuilderCollections  
(BP.AdventureFramework.Renderin
  - GridStringBuilder  
(BP.AdventureFramework.Renderin
  - IAboutFrameBuilder  
(BP.AdventureFramework.Renderin
  - ICompletionFrameBuilder  
(BP.AdventureFramework.Renderin
  - IConversationFrameBuilder  
(BP.AdventureFramework.Renderin
  - IGameOverFrameBuilder  
(BP.AdventureFramework.Renderin
  - IHelpFrameBuilder  
(BP.AdventureFramework.Renderin
  - IRegionMapBuilder  
(BP.AdventureFramework.Renderin
  - IRRegionMapFrameBuilder  
(BP.AdventureFramework.Renderin
  - IRoomMapBuilder  
(BP.AdventureFramework.Renderin
  - ISceneFrameBuilder  
(BP.AdventureFramework.Renderin
  - ITitleFrameBuilder

# Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

**Namespace:** BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)  
**(BP.AdventureFramework.External)**  
**Assembly:** BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

## Methods

+ **BP.AdventureFramework.**

Rendering

**Build**(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyCode, int width, int height)

- **BP.AdventureFramework.**

Build a frame

**Rendering.FrameBuilders**

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

FrameBuilderCollection

IAdventureFramework.Renderer.Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyCode, int width, int height)

(BP.AdventureFramework.Renderer)

GridStringBuilder

Parameters

(BP.AdventureFramework.Renderer)

Type AboutFrameBuilder

Name

Description

(BP.AdventureFramework.Renderer)

room

Specify the Room.

Room

ICompletionFrameBuilder

(BP.AdventureFramework.Assets.Locations.Room.html)

(BP.AdventureFramework.Renderer)

ViewPoint

ICoverConversationFrameBuilder

(BP.AdventureFramework.Assets.Renderer)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

IVoiceFrameBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

viewPoint

Specify the viewpoint from the room.

PlayableCharacter

IHelpFrameBuilder

(BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)

(BP.AdventureFramework.Renderer)

player

Specify the player.

string

IRenderer

(https://learn.microsoft.com/dotnet/api/system.string)

(BP.AdventureFramework.Renderer)

message

Any additional message.

CommandHelp

IROOMMapBuilder

(BP.AdventureFramework.Interpretation.CommandHelp.html)

(BP.AdventureFramework.Renderer)

contextualCommands

The contextual commands to display.

ISceneFrameBuilder

ITitleFrameBuilder

Type	Name	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	keyType	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

#### EXTENSIONS

### (BP.AdventureFramework.Extensions)

Type	Description
IParser (BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Interfaces.IParser)	

### + BP.AdventureFramework.

#### Logic

##### (BP.AdventureFramework.Logic)

### + BP.AdventureFramework.

#### Rendering

##### (BP.AdventureFramework.Rendering)

### - BP.AdventureFramework.

#### Rendering.FrameBuilders

##### (BP.AdventureFramework.Rendering.FrameBuilders)

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

ITitleFrameBuilder

# Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

**Namespace:** BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)  
**(BP.AdventureFramework.Exte**  
**Assembly:** BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.InterpreterBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic

## Methods

+ **BP.AdventureFramework.**

Rendering

Build(string, string, int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

IFrameBuilderCollection title, string description, int width, int height)

(BP.AdventureFramework.Renderir

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderir

Type GridStringBuilder

(BP.AdventureFramework.Renderir  
string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

title

The title.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

The description.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

IGameOverFrameBuilder

Returns

(BP.AdventureFramework.Renderir

Type HelpFrameBuilder

(BP.AdventureFramework.Renderir  
IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

Description

IRegionMapBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

ITitleFrameBuilder

# Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

**Namespace:** BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)  
**(BP.AdventureFramework.External)**  
**Assembly:** BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpreter) IFrameBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic) IFrameBuilder

## Methods

+ **BP.AdventureFramework.**

Rendering

Build (string, string, int, int) IFrameBuilder

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderer) IFrameBuilderCollection

IFrameBuilderCollection title, string message, int width, int height)

(BP.AdventureFramework.Renderer) IFrameBuilderCollection

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderer) IFrameBuilderCollection

Type GridStringBuilder

Name

Description

Type GridStringBuilder		Name	Description
(BP.AdventureFramework.Renderer) IFrameBuilderCollection	title	The title to display to the user.	
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.	

Returns IGameOverFrameBuilder

(BP.AdventureFramework.Renderer) IGameOverFrameBuilder

Type HelpFrameBuilder

Description

Type HelpFrameBuilder		Description
(BP.AdventureFramework.Renderer) IFrameBuilder	(BP.AdventureFramework.Rendering.Frames.IFrame.html)	

(BP.AdventureFramework.Renderer) IRegionMapBuilder

(BP.AdventureFramework.Renderer) IRoomMapBuilder

(BP.AdventureFramework.Renderer) ISceneFrameBuilder

(BP.AdventureFramework.Renderer) ITitleFrameBuilder

# Namespace BP.AdventureFramework.Rendering.FrameBuilders.Color

▼ Filter by title

## Classes

+ **BP.AdventureFramework.**

Extensions

**ColorAboutFrameBuilder**

([BP.AdventureFramework.ExternalAPI.html](#)) ([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html](#)) ([BP.AdventureFramework.html](#))

Interpretation

Provides a builder of color about frames.

([BP.AdventureFramework.Interpretation.html](#))

**ColorCompletionFrameBuilder**

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html](#)) ([BP.AdventureFramework.Logical.html](#))

Provides a builder of color completion frames.

+ **BP.AdventureFramework.**

Rendering

**ColorConversationFrameBuilder**

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html](#)) ([BP.AdventureFramework.html](#))

Rendering.FrameBuilders

Provides a builder of color conversation frames.

([BP.AdventureFramework.Rendering.FrameBuilders.html](#))

**ColorGameOverFrameBuilder**

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html](#))

([BP.AdventureFramework.Rendering.html](#))

Provides a builder of color game over frames.

AnsiColor

([BP.AdventureFramework.Renderer.html](#))

**ColorHelpFrameBuilder**

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

Provides a builder of color help frames.

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

**ColorRegionMapBuilder**

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

Provides a color builder for regions.

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer.html](#))

**ColorRegionMapFrameBuilder**

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

/RD\_AdventureFramework\_Rendering

Provides a builder of color region map frames.

## ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html](#))

Provides a color room map builder.

+ [BP.AdventureFramework.](#)

## ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html](#))

+ [BP.AdventureFramework.](#)

Provides a builder for color scene frames.

### Interpretation

([BP.AdventureFramework.Interpretation.html](#))

## ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html](#))

([BP.AdventureFramework.Logging.html](#))

Provides a builder of color title frames.

+ [BP.AdventureFramework.](#)

## ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html](#))

+ [BP.AdventureFramework.](#)

Provides a builder of color transition frames.

### Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders.html](#))

## Enums

- [BP.AdventureFramework.](#)

### Rendering.FrameBuilders

## AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Enumeration of ANSI colors.

### AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

#### ColorAboutFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

#### ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

#### ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

#### ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

#### ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

#### ColorRegionMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

#### ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

#### ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

# Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color (BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

## Extensions

Assembly: BP.AdventureFramework.dll

## (BP.AdventureFramework.Extensions)

Syntax

### + BP.AdventureFramework.

public enum AnsiColor

(BP.AdventureFramework.Interpreter)

### + BP.AdventureFramework.

Logic

## Fields

(BP.AdventureFramework.Logic)

Name	Description
Black	Black (30).
Blue	Blue (34).
BrightBlack	Bright black (90).
BrightBlue	Bright blue (94).
BrightCyan	Bright cyan (96).
BrightGreen	Bright green (92).
BrightMagenta	Bright magenta (95).
BrightRed	Bright red (91).
BrightWhite	Bright white (97).
BrightYellow	Bright yellow (93).
Cyan	Cyan (36).
Green	Green (32).
Magenta	Magenta (35).
Red	Red (31).
Reset	Reset (0).
White	White (37).
Yellow	Yellow (33).

▼

- + **BP.AdventureFramework.**  
Extensions  
(**BP.AdventureFramework.Exte**
- + **BP.AdventureFramework.**  
Interpretation  
(**BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**  
Logic  
(**BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**  
Rendering  
(**BP.AdventureFramework.Render**
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders  
(**BP.AdventureFramework.Render**
- **BP.AdventureFramework.**  
Rendering.FrameBuilders.  
Color  
(**BP.AdventureFramework.Render**
  - AnsiColor  
(**BP.AdventureFramework.Renderin**
  - ColorAboutFrameBuilder  
(**BP.AdventureFramework.Renderin**
  - ColorCompletionFrameBuilder  
(**BP.AdventureFramework.Renderin**
  - ColorConversationFrameBuilder  
(**BP.AdventureFramework.Renderin**
  - ColorGameOverFrameBuilder  
(**BP.AdventureFramework.Renderin**
  - ColorHelpFrameBuilder  
(**BP.AdventureFramework.Renderin**
  - ColorRegionMapBuilder  
(**BP.AdventureFramework.Renderin**
  - ColorRegionMapFrameBuilder  
(**BP.AdventureFramework.Renderin**
  - ColorRoomMapBuilder  
(**BP.AdventureFramework.Renderin**

# Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Extensions

↳ ColorAboutFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

↳ IAboutFrameBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.iaboutframebuilder.html>)

**Interpretation**

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

↳ Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

↳ Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Ren**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

↳ **Rendering.FrameBuild**

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

↳ **Rendering.FrameBuild**

public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder

Color

(**BP.AdventureFramework.Render**

## Constructors

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Initial (BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

/BP.AdventureFramework.Renderin

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Renderin	gridStringBuilder	A builder to use for the string layout.

# Properties

## AuthorColor

Get or set the author color.

Declaration

### + BP.AdventureFramework.

```
public AnsiColor AuthorColor { get; set; }
```

**Extensions**  
**(BP.AdventureFramework.Exte**

Property Value

### + BP.AdventureFramework.

Type

Description

**Interpretation**

**(BP.AdventureFramework.Inter**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### + BP.AdventureFramework.

Logic

**BackgroundColor**

**(BP.AdventureFramework.Logi**

Get or set the background color.

### + BP.AdventureFramework.

Rendering

Declaration

**(BP.AdventureFramework.Render**

```
public AnsiColor BackgroundColor { get; set; }
```

### + BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

**(BP.AdventureFramework.Render**

Type

Description

**BP.AdventureFramework.**

**Rendering.FrameBuilders**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

**(BP.AdventureFramework.Render**

## BorderColor

**(BP.AdventureFramework.Renderin**

Get or set the border color.

ColorAboutFrameBuilder

Declaration

**(BP.AdventureFramework.Renderin**

ColorCompletionFrameBuilder

```
public AnsiColor BorderColor { get; set; }
```

ColorConversationFrameBuilder

**(BP.AdventureFramework.Renderin**

ColorHelpFrameBuilder

Property Value

**(BP.AdventureFramework.Renderin**

ColorHelpFrameBuilder

Description

**(BP.AdventureFramework.Renderin**

ColorRegionMapBuilder

**(BP.AdventureFramework.Renderin**

ColorRegionMapFrameBuilder

**(BP.AdventureFramework.Renderin**

ColorRoomMapBuilder

Get or set the description color.

**(BP.AdventureFramework.Renderin**

## DescriptionColor

Get or set the description color.

**(BP.AdventureFramework.Renderin**

## Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

### Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

### Extensions

(BP.AdventureFramework.Exte

### NameColor

+ BP.AdventureFramework.

Get **Interpretation** color.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

```
public AnsiColor NameColor { get; set; }
```

(BP.AdventureFramework.Logi

### Property Value

+ BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Rep

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

TitleColor

(BP.AdventureFramework.Render

Get **BP.AdventureFramework.**

Rendering.FrameBuilders.

Declaration

### Color

(BP.AdventureFramework.Render

```
public AnsiColor Titlecolor { get; set; }
```

AnsiColor

(BP.AdventureFramework.Render

Property Value

ColorAboutFrameBuilder

Type (BP.AdventureFramework.Render

ColorCompletionFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

Build(string, Game, int, int)

(BP.AdventureFramework.Render

Build a frame.

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

/RD\_AdventureFramework\_Renderir

Declaration

```
public IFrame Build(string title, Game game, int width, int height)
```

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>title</i>	The title.
Game ( <a href="#">BP.AdventureFramework.Logic.Game.html</a> )	<i>game</i>	The game.
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.

## + BP.AdventureFramework.

### Extensions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

## + BP.AdventureFramework.

### Interpretation

Returns

([BP.AdventureFramework.Interpreter](#))

### Type

## + BP.AdventureFramework.

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

## (BP.AdventureFramework.Logic)

## implements

### Rendering

IAboutFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

## (BP.AdventureFramework.Renderers)

## + BP.AdventureFramework.

### Rendering.FrameBuilders

## (BP.AdventureFramework.Renderers)

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

### Color

## (BP.AdventureFramework.Renderers)

AnsiColor

([BP.AdventureFramework.Renderers.AnsiColor.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderers.ColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderers.ColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderers.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderers.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderers.ColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderers.ColorRegionMapBuilder.html](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderers.ColorRegionMapFrameBuilder.html](#))

ColorRoomMapBuilder

([BP.AdventureFramework.Renderers.ColorRoomMapBuilder.html](#))

([BP.AdventureFramework.Renderers.ColorRoomMapBuilder.html](#))

# Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorCompletionFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

ICompletionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Ren**

Namespace: BP (BP.html).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

(**BP.AdventureFramework.Rendering.html**).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder

Color

(**BP.AdventureFramework.Render**

## Constructors

AnsiColor ([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Render](#))

## ColorCompletionFrameBuilder(GridStringBuilder)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder) ([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

Parameters ([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type ([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

Builder.html

/RD AdventureFramework.Render

Type		Name	Description
GridStringBuilder	( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.GridString</a> )	gridStringBuilder	A builder to use for the string layout.

# Properties

## BackgroundColor

Get or set the background color.

Declaration

### + BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

**Extensions**  
**(BP.AdventureFramework.Exte**

Property Value

### + BP.AdventureFramework.

Type

Description

**Interpretation**

**(BP.AdventureFramework.Inter**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### + BP.AdventureFramework.

Logic

**BorderColor**  
**(BP.AdventureFramework.Logi**

Get or set the border color.

### + BP.AdventureFramework.

Declaration

**Rendering**  
**(BP.AdventureFramework.Render**

```
public AnsiColor BorderColor { get; set; }
```

### + BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

**(BP.AdventureFramework.Render**

Color

Description

**Color**  
**(BP.AdventureFramework.Render**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

## DescriptionColor

**(BP.AdventureFramework.Renderin**

Get or set the description color.

ColorAboutFrameBuilder

Declaration

**ColorCompletionFrameBuilder**

```
public AnsiColor DescriptionColor { get; set; }
```

ColorConversationFrameBuilder

**(BP.AdventureFramework.Renderin**

Property Value

**ColorOverFrameBuilder**

Description

**Type**  
**ColorHelpFrameBuilder**

AnsiColor (BP.AdventureFramework.Render

Description

ColorRegionMapBuilder

**(BP.AdventureFramework.Renderin**

ColorRegionMapFrameBuilder

**TitleColor**  
**(BP.AdventureFramework.Renderin**

ColorRoomMapBuilder

Get or set the title color.

**(BP.AdventureFramework.Renderin**



# Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorConversationFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

IConversationFrameBuilder

(**BP.AdventureFramework.IConver**

(**BP.AdventureFramework.IInter**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Rendering () (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.GridStringBuilder.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

(**BP.AdventureFramework.Render**

Assembly: BP.AdventureFramework.dll

**BP.AdventureFramework.**

Syntax

**Rendering.FrameBuilders.**

Color public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

(**BP.AdventureFramework.Render**

AnsiColor

ColorConversationFrameBuilder (BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

**ColorConversationFrameBuilder(GridStringBuilder)**

(BP.AdventureFramework.Renderin

Initializes a new instance of the ColorConversationFrameBuilder class.

(BP.AdventureFramework.Renderin

Declaration

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)

(BP.AdventureFramework.Renderin

Parameters

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

/RD AdventureFramework.Renderin

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.

▼

## + BP.AdventureFramework. Properties

Extensions

### (BP.AdventureFramework.Exte

### BackgroundColor

#### + BP.AdventureFramework.

Get or set the background color.

### (BP.AdventureFramework.Inter

Declaration

### + BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

### (BP.AdventureFramework.Logi

Property Value

### + BP.AdventureFramework.

#### Type

#### Description

### (BP.AdventureFramework.Rep

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

### BorderColor

### BP.AdventureFramework.

#### Rendering.FrameBuilders.

Declaration

#### Color

### (BP.AdventureFramework.Rep

```
public AnsiColor BorderColor { get; set; }
```

AnsiColor

### (BP.AdventureFramework.Render

Property Value

ColorAboutFrameBuilder

#### Type

#### Description

### (BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### (BP.AdventureFramework.Render

ColorConversationFrameBuilder

### (BP.AdventureFramework.Render

ColorHelpFrameBuilder

### (BP.AdventureFramework.Render

ColorRegionMapBuilder

### (BP.AdventureFramework.Render

```
public AnsiColor InputColor { get; set; }
```

ColorRegionMapFrameBuilder

### (BP.AdventureFramework.Render

#### InputColor

Declaration

ColorRegionMapBuilder

### (BP.AdventureFramework.Render

#### ColorRegionMapBuilder

/RD\_AdventureFramework\_Render

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

## NonPlayerMessageColor

Get or set the player message color.

+ **BP.AdventureFramework.**

Declaration

(**BP.AdventureFramework.Exte**

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

+ **BP.AdventureFramework.**

**Interpretation**

Property Value

(**BP.AdventureFramework.Inter**

Type

+ **BP.AdventureFramework.**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**PlayerMessageColor**

Rendering

Get (**BP.AdventureFramework.Render**

Declaration

(**BP.AdventureFramework.Render**

**FrameBuilders**

```
public AnsiColor PlayerMessageColor { get; set; }
```

- **BP.AdventureFramework.**

Property Value

**Rendering.FrameBuilders.**

Type

**Color**

(**BP.AdventureFramework.Render**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

Get Color the response color

(BP.AdventureFramework.Renderin

Declaration

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

```
public AnsiColor ResponseColor { get; set; }
```

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Property Value

(BP.AdventureFramework.Renderin

Type

ColorRegionMapBuilder

(**BP.AdventureFramework.Render**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

/RD\_AdventureFramework\_Renderin

ColorRoomMapBuilder

Description

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

## TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

### + BP.AdventureFramework.

Property Value

Type	Description
(BP.AdventureFramework.Extensions.AnsiColor)	AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### + BP.AdventureFramework.

#### Interpretation

#### (BP.AdventureFramework.Interpretation)

## Methods

### + BP.AdventureFramework.

#### Logic

#### (BP.AdventureFramework.Logic)

**Build(string, IConverser, CommandHelp[], int, int)**

### + BP.AdventureFramework.

Build a frame.

#### Rendering

Declaration

#### (BP.AdventureFramework.Rendering.IFrameBuilder)

### + BP.AdventureFramework.

public IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width)

#### Rendering.FrameBuilders

#### (BP.AdventureFramework.Rendering.FrameBuilders)

### + BP.AdventureFramework.

Parameters

### BP.AdventureFramework.

Type	Name	Description
Color	title	The title to display to the user.
string	converser	The converser.
CommandCompletionFrameBuilder	contextualCommands	The contextual commands to display.
ColorConversationFrameBuilder	width	The width of the frame.
ColorHelpFrameBuilder	height	The height of the frame.

Returns

#### (BP.AdventureFramework.Renderer)

Type	Description
IFrame	(BP.AdventureFramework.Rendering.Frames.IFrame.html)

/BP.AdventureFramework.Renderer

# Implements

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

▼

- + **BP.AdventureFramework.Extensions**  
**(BP.AdventureFramework.Extensions)**
- + **BP.AdventureFramework.Interpretation**  
**(BP.AdventureFramework.Interpretation)**
- + **BP.AdventureFramework.Logic**  
**(BP.AdventureFramework.Logic)**
- + **BP.AdventureFramework.Rendering**  
**(BP.AdventureFramework.Rendering)**
- + **BP.AdventureFramework.Rendering.FrameBuilders**  
**(BP.AdventureFramework.Rendering.FrameBuilders)**
- **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.CompletionFrameBuilder)
  - ColorConversationFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ConversationFrameBuilder)
  - ColorGameOverFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.GameOverFrameBuilder)
  - ColorHelpFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.HelpFrameBuilder)
  - ColorRegionMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.RegionMapBuilder)
  - ColorRegionMapFrameBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.RegionMapFrameBuilder)
  - ColorRoomMapBuilder  
(BP.AdventureFramework.Rendering.FrameBuilders.Color.RoomMapBuilder)
  - /RD AdventureFramework Rendering FrameBuilders Color RegionMapFrameBuilder

# Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorGameOverFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IGameOverFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Ren**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder

Color

(**BP.AdventureFramework.Ren**

## Constructors

(BP.AdventureFramework.Renderir

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderir

ColorCompletionFrameBuilder

Initializes a new instance of the ColorGameOverFrameBuilder class.

ColorConversationFrameBuilder

Declaration (

ColorGameOverFrameBuilder

public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)

(BP.AdventureFramework.Renderir

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

Type (

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridString

Builder.html)

/BP.AdventureFramework.Renderir

Type		Name	Description
ColorRegionMapFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

# Properties

## BackgroundColor

Get or set the background color.

Declaration

### + BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

**Extensions**  
**(BP.AdventureFramework.Exte**

Property Value

### + BP.AdventureFramework.

Type

Description

**Interpretation**

**(BP.AdventureFramework.Inter**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### + BP.AdventureFramework.

Logic

**BorderColor**  
**(BP.AdventureFramework.Logi**

Get or set the border color.

### + BP.AdventureFramework.

Declaration

**Rendering**  
**(BP.AdventureFramework.Render**

```
public AnsiColor BorderColor { get; set; }
```

### + BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

**(BP.AdventureFramework.Render**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Description

Type

Description

### - BP.AdventureFramework.

Rendering.FrameBuilders

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

**(BP.AdventureFramework.Render**

## DescriptionColor

**(BP.AdventureFramework.Renderin**

Get or set the description color.

ColorAboutFrameBuilder

Declaration

**(BP.AdventureFramework.Renderin**

ColorCompletionFrameBuilder

**(BP.AdventureFramework.Renderin**

```
public AnsiColor DescriptionColor { get; set; }
```

ColorConversationFrameBuilder

**(BP.AdventureFramework.Renderin**

Property Value

**(BP.AdventureFramework.Renderin**

ColorHelpFrameBuilder

Description

AnsiColor (BP.AdventureFramework.Renderin

Description

ColorRegionMapBuilder

**(BP.AdventureFramework.Renderin**

ColorRegionMapFrameBuilder

## TitleColor

**(BP.AdventureFramework.Renderin**

ColorRoomMapBuilder

Get or set the title color.

**(BP.AdventureFramework.Renderin**

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

## Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

## Extensions (BP.AdventureFramework.Exte

## BP.AdventureFramework.

### Interpretation

#### (BP.AdventureFramework.Inter Build(string, string, int, int) + BP.AdventureFramework.

Build a frame.

### Logic

#### (BP.AdventureFramework.Logi

Declaration

#### + BP.AdventureFramework.

public IFrame Build(string message, string reason, int width, int height)

#### Rendering

#### (BP.AdventureFramework.Ren

Parameters

#### + BP.AdventureFramework.

#### Rendering.FrameBuilders

#### (BP.AdventureFramework.Ren

string (https://learn.microsoft.com/dotnet/api/system.string)

#### Name

#### Description

message

The message to display to the user.

#### - BP.AdventureFramework.

#### Rendering.FrameBuilders

#### (BP.AdventureFramework.Ren

string (https://learn.microsoft.com/dotnet/api/system.string)

reason

The reason the game ended.

#### Color

#### (BP.AdventureFramework.Ren

int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

#### AnsiColor

#### (BP.AdventureFramework.Render

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

#### >Returns

#### (BP.AdventureFramework.Render

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

#### ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

#### ColorConversationFrameBuilder

(BP.AdventureFramework.Render

#### ColorGameOverFrameBuilder

IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

#### (BP.AdventureFramework.Render

#### ColorHelpFrameBuilder

(BP.AdventureFramework.Render

#### ColorRegionMapBuilder

(BP.AdventureFramework.Render

#### ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

#### ColorRoomMapBuilder

(BP.AdventureFramework.Render

#### /RD AdventureFramework Render

## Implements

### Type colorAboutFrameBuilder

(BP.AdventureFramework.Render

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

/RD AdventureFramework Render

# Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorHelpFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (BP.html).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

(**BP.AdventureFramework.Rendering**) ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering

public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder

Color

(**BP.AdventureFramework.Render**

## Constructors

AnsiColor ([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorHelpFrameBuilder (GridStringBuilder) ([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder) ([BP.AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

/RD\_AdventureFramework\_Renderin

Type		Name	Description
ColorRegionMapFrameBuilder	( <a href="#">BP.AdventureFramework.Renderin</a>	gridStringBuilder	A builder to use for the string layout.

# Properties

## BackgroundColor

Get or set the background color.

Declaration

+ **BP.AdventureFramework.**

```
public AnsiColor BackgroundColor { get; set; }
```

**Extensions**  
**(BP.AdventureFramework.Exte**

Property Value

+ **BP.AdventureFramework.**

Type  
**Interpretation**

Description

**(BP.AdventureFramework.Inter**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BP.AdventureFramework.**

Logic

**BorderColor**  
**(BP.AdventureFramework.Logi**

Get or set the border color.

+ **BP.AdventureFramework.**

Rendering

Declaration  
**(BP.AdventureFramework.Render**

```
public AnsiColor BorderColor { get; set; }
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Property Value  
**(BP.AdventureFramework.Render**

Type  
**BP.AdventureFramework.**

Description

**Rendering.FrameBuilders**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Color

**(BP.AdventureFramework.Render**

## CommandColor

**(BP.AdventureFramework.Renderin**

Get or set the command color.

ColorAboutFrameBuilder

Declaration  
**(BP.AdventureFramework.Renderin**

ColorCompletionFrameBuilder

```
public AnsiColor CommandColor { get; set; }
```

ColorConversationFrameBuilder

**(BP.AdventureFramework.Renderin**

Property Value  
**OverFrameBuilder**

Type  
**(BP.AdventureFramework.Renderin**

Description

ColorHelpFrameBuilder

AnsiColor ([BP.AdventureFramework.Renderin](#)) ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorRegionMapBuilder

**(BP.AdventureFramework.Renderin**

ColorRegionMapFrameBuilder

**(BP.AdventureFramework.Renderin**

**CommandDescriptionColor**  
**(BP.AdventureFramework.Renderin**

ColorRoomMapBuilder

Get or set the description color.

**(BP.AdventureFramework.Renderin**

## Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

### Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

### Extensions

(BP.AdventureFramework.Exte

### DescriptionColor

+ BP.AdventureFramework.

Get Description color.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

```
public AnsiColor DescriptionColor { get; set; }
```

(BP.AdventureFramework.Logi

### Property Value

+ BP.AdventureFramework.

### Type

### Rendering

(BP.AdventureFramework.Rep

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

### TitleColor

(BP.AdventureFramework.Render

Get Title color.

(BP.AdventureFramework.Render

Declaration

### Color

(BP.AdventureFramework.Render

```
public AnsiColor Titlecolor { get; set; }
```

AnsiColor

(BP.AdventureFramework.Render

Property Value

ColorAboutFrameBuilder

Type (BP.AdventureFramework.Render

ColorCompletionFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

### Methods

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

/BP.AdventureFramework.Render

Declaration

ColorRoomMapBuilder

/BP.AdventureFramework.Render

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

## Parameters

Type	Name	Description
+ <b>BP.AdventureFramework.</b>		
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.
( <b>BP.AdventureFramework.Exte</b> CommandHelp)	<i>commandHelp</i>	The command help.
+ <b>BP.AdventureFramework.</b>		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>width</i>	The width of the frame.
+ <b>BP.AdventureFramework.</b>		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>height</i>	The height of the frame.
( <b>BP.AdventureFramework.Logi</b>		

## + **BP.AdventureFramework.**

Returns

Type	Description
IFrame ( <a href="#">BP.AdventureFramework.Rendering.Frames.IFrame.html</a> )	
+ <b>BP.AdventureFramework.</b>	

## Rendering.FrameBuilders

### [\(BP.AdventureFramework.Renderin](#)

## Implementations

### [BP.AdventureFramework.](#)

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

### [Rendering.FrameBuilders.](#)

## Color

### [\(BP.AdventureFramework.Renderin](#)

AnsiColor

([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

# Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

  ↳ Extensions

    ↳ ColorRegionMapBuilder

**(BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IRegionMapBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.irregionmapbuilder.html>)

**Interpretation**

Inherited Members

**(BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **BP.AdventureFramework.**

**Logic**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

**(BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

**Rendering**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (<https://learn.microsoft.com/bp/html>).AdventureFramework (<https://learn.microsoft.com/bp/adventureframework.html>).Rendering

(<https://learn.microsoft.com/bp/adventureframework/rendering.html>).FrameBuilders (<https://learn.microsoft.com/bp/adventureframework/rendering/framebuilders.html>).Color

(<https://learn.microsoft.com/bp/adventureframework/rendering/framebuilders/color.html>)

Assembly: BPAdventureFramework.dll

**(BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

    public sealed class ColorRegionMapBuilder : IRegionMapBuilder

**Color**

**(BP.AdventureFramework.Render**

      AnsiColor

**(BP.AdventureFramework.Render**

      ColorAboutFrameBuilder

**(BP.AdventureFramework.Render**

      ColorCompletionFrameBuilder

**(BP.AdventureFramework.Render**

      ColorConversationFrameBuilder

Get or set the character frame for the current floor.

**(BP.AdventureFramework.Render**

      Declaration

      ColorGameOverFrameBuilder

**(BP.AdventureFramework.Render**

      public char CurrentFloorIndicator { get; set; }

**(BP.AdventureFramework.Render**

      ColorRegionMapBuilder

**(BP.AdventureFramework.Render**

      PropertyValue

**Type** ColorRegionMapFrameBuilder

**(BP.AdventureFramework.Render**

      char (<https://learn.microsoft.com/dotnet/api/system.char>)

      ColorRoomMapBuilder

**(BP.AdventureFramework.Render**

      /RD AdventureFramework.Render

Type	Description
ColorRegionMapFrameBuilder	

## EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

### + BP.AdventureFramework.

Property Value

#### Extensions

Type

(BP.AdventureFramework.Exte

char (<https://learn.microsoft.com/dotnet/api/system.char>)

### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Inter

#### HorizontalBoundary

### + BP.AdventureFramework.

Get or set the character to use for horizontal boundaries.

#### Logic

Declaration

(BP.AdventureFramework.Logi

### + BP.AdventureFramework.

```
public char HorizontalBoundary { get; set; }
```

#### Rendering

(BP.AdventureFramework.Ren

Property Value

### + BP.AdventureFramework.

Type

Rendering.FrameBuilders

char (<https://learn.microsoft.com/dotnet/api/system.char>)

### - BP.AdventureFramework.

#### Rendering.FrameBuilders.

#### LockedExit

#### Color

Declaration

(BP.AdventureFramework.Render

Get or set the color representing a locked exit.

Property Value

AnsiColor

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public char LockedExit { get; set; }
```

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

Property Value

Type

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

Get or set the locked exit color.

ColorRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Render

ColorRoomMapBuilder

/RD\_AdventureFramework.Render

Description

```
public AnsiColor LockedExitColor { get; set; }
```

#### Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

#### + BP.AdventureFramework.

##### Extensions

#### ↳ BP.AdventureFramework.Exte

#### + BP.AdventureFramework.

Get or set the character to use for lower levels.

##### Interpretation

#### Declaration (BP.AdventureFramework.Inter

#### + BP.AdventureFramework { get; set; }

##### Logic

#### Property Value (BP.AdventureFramework.Logi

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	(BP.AdventureFramework.Render

#### + BP.AdventureFramework.

#### ↳ LowerLevelColorBuilders

##### (BP.AdventureFramework.Render

Get or set the lower level color.

#### - BP.AdventureFramework.

#### Declaration (BP.AdventureFramework.Render

##### FrameBuilders.

##### Color

```
public AnsiColor LowerLevelColor { get; set; }
```

#### Property Value (BP.AdventureFramework.Render

Type	Description
AnsiColor (BP.AdventureFramework.Render	

#### Type (BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Render	
ColorCompletionFrameBuilder (BP.AdventureFramework.Render	

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

#### Player (BP.AdventureFramework.Render

ColorGameOverFrameBuilder

Get or set the character to use for indicating the player.

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

```
public char Player { get; set; }
```

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

#### Property Value (BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

## PlayerColor

Get or set the player color.

+ **BP.AdventureFramework.**

Declaration

**(BP.AdventureFramework.Exte**

```
public AnsiColor PlayerColor { get; set; }
```

+ **BP.AdventureFramework.**

**Interpretation**

Property Value

**(BP.AdventureFramework.Inter**

Type

+ **BP.AdventureFramework.**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**ShowLowerFloors**

Rendering

Get or set whether lower floors should be shown.

**(BP.AdventureFramework.Render**

Declaration

**BP.AdventureFramework.**

**Rendering.FrameBuilders**

```
public bool ShowLowerFloors { get; set; }
```

**(BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

Property Value

**Rendering.FrameBuilders.**

Type

**Color**

**(BP.AdventureFramework.Render**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

AnsiColor

([BP.AdventureFramework.Render](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Render](#)

Get ColorAboutFrameBuilder representing an unlocked exit.

([BP.AdventureFramework.Render](#)

Declaration

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#)

```
public char UnlockedExit { get; set; }
```

([BP.AdventureFramework.Render](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#)

Property Value

([BP.AdventureFramework.Render](#)

**Type** ColorRegionMapBuilder

**(BP.AdventureFramework.Render**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Render](#)

Description

Description

Description

## UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

### + BP.AdventureFramework.

Property Value

#### Extensions

Type

(BP.AdventureFramework.Exte

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Inter

### VerticalBoundary

### + BP.AdventureFramework.

Get or set the character to use for vertical boundaries.

#### Logic

Declaration

(BP.AdventureFramework.Logi

### + BP.AdventureFramework.

```
public char VerticalBoundary { get; set; }
```

#### Rendering

(BP.AdventureFramework.Render

Property Value

### + BP.AdventureFramework.

Type

Rendering.FrameBuilders

char (<https://learn.microsoft.com/dotnet/api/system.char>)

### - BP.AdventureFramework.

#### Rendering.FrameBuilders.

### VisitedBoundaryColor

#### Color

Get (BP.AdventureFramework.Render

#### AnsiColor

Declaration

(BP.AdventureFramework.Renderin

#### ColorAboutFrameBuilder

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

(BP.AdventureFramework.Renderin

#### ColorCompletionFrameBuilder

Property Value

BP.AdventureFramework.Renderin

#### ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

#### ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

#### ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

#### ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

## BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

/BP.AdventureFramework.Renderin

## Methods

Description

BP.AdventureFramework.Renderin

BP.AdventureFramework.Renderin

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

BP.AdventureFramework.Renderin

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

/BP.AdventureFramework.Renderin

Build a map of a region.

## Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```

▼

### Parameters

#### + BP.AdventureFramework.

Type	Name	Description
<a href="#">Extensions</a> <a href="#">GridStringBuilder</a> <a href="#">(BP.AdventureFramework.Extensions.GridStringBuilder.html)</a>	<i>gridStringBuilder</i>	The string builder to use.
<a href="#">+ BP.AdventureFramework.</a> <a href="#">FrameBuilders</a> <a href="#">(BP.AdventureFramework.Rendering.FrameBuilders.html)</a>	<i>region</i>	The region.
<a href="#">+ BP.AdventureFramework.</a> <a href="#">Interpretation</a> <a href="#">Region</a> <a href="#">(BP.AdventureFramework.Interpretation.Region.html)</a>	<i>x</i>	The x position to start building at.
<a href="#">+ BP.AdventureFramework.</a> <a href="#">Logic</a> <a href="#">int</a> <a href="#">(BP.AdventureFramework.Logic.html)</a>	<i>y</i>	The y position to start building at.
<a href="#">+ BP.AdventureFramework.</a> <a href="#">Rendering</a> <a href="#">(BP.AdventureFramework.Rendering.html)</a>	<i>maxWidth</i>	The maximum horizontal space available in which to build the map.
<a href="#">- BP.AdventureFramework.</a> <a href="#">Rendering.FrameBuilders</a> <a href="#">(BP.AdventureFramework.Rendering.FrameBuilders.html)</a>	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

### Implements

<a href="#">AnsiColor</a>
<a href="#">BP.AdventureFramework.Renderer</a>
<a href="#">ColorAboutFrameBuilder</a>
<a href="#">IRegionMapBuilder</a> ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html</a> )
<a href="#">(BP.AdventureFramework.Renderer.html)</a>
<a href="#">ColorCompletionFrameBuilder</a>
<a href="#">(BP.AdventureFramework.Renderer.html)</a>
<a href="#">ColorConversationFrameBuilder</a>
<a href="#">(BP.AdventureFramework.Renderer.html)</a>
<a href="#">ColorGameOverFrameBuilder</a>
<a href="#">(BP.AdventureFramework.Renderer.html)</a>
<a href="#">ColorHelpFrameBuilder</a>
<a href="#">(BP.AdventureFramework.Renderer.html)</a>
<a href="#">ColorRegionMapBuilder</a>
<a href="#">(BP.AdventureFramework.Renderer.html)</a>
<a href="#">ColorRegionMapFrameBuilder</a>
<a href="#">(BP.AdventureFramework.Renderer.html)</a>
<a href="#">ColorRoomMapBuilder</a>
<a href="#">(BP.AdventureFramework.Renderer.html)</a>

# Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IRegionMapFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

(**BP.AdventureFramework.Rendering.FrameBuilders** ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

Color

(**BP.AdventureFramework.Render**

## Constructors

AnsiColor ([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBu

lder regionMapBuilder)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

Parameters

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

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.

### Extensions

#### (BP.AdventureFramework.Exte

## Properties

### Interpretation

#### (BP.AdventureFramework.Inter

### BackgroundColor

#### + BP.AdventureFramework.

Get or set the background color.

#### (BP.AdventureFramework.Logi

#### + BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

### Rendering

#### (BP.AdventureFramework.Render

### Property Value

#### + BP.AdventureFramework.

### Type

#### Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

#### - BP.AdventureFramework.

### Rendering.FrameBuilders.

### BorderColor

#### (BP.AdventureFramework.Render

Get or set the border color.

### AnsiColor

#### Declaration

(BP.AdventureFramework.Renderin

### ColorAboutFrameBuilder

```
public AnsiColor BorderColor { get; set; }
```

### ColorCompletionFrameBuilder

### Property

#### (BP.AdventureFramework.Render

### Type

#### (BP.AdventureFramework.Render

AnsiColor(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

#### (BP.AdventureFramework.Render

### ColorHelpFrameBuilder

#### (BP.AdventureFramework.Render

### TitleColor

#### (BP.AdventureFramework.Render

Get or set the title color.

### ColorRegionMapFrameBuilder

#### Declaration

(BP.AdventureFramework.Render

### ColorRoomMapBuilder

/RD\_AdventureFramework\_Renderin

### Description

### Description

```
public AnsiColor TitleColor { get; set; }
```

## Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Exte

## Methods

### + BP.AdventureFramework.

#### Interpretation

BuildRegion (Region, int, int) (BP.AdventureFramework.Inter

## BP.AdventureFramework.

### Logic

Declaration

(BP.AdventureFramework.Logi

+ public IFrame Build(Region region, int width, int height)

### Rendering

(BP.AdventureFramework.Ren

## + Type BP.AdventureFramework.

### Rendering.FrameBuilders

Region (BP.AdventureFramework.Assets.Locations.Region.html)

Name

Description

region

The region.

(BP.AdventureFramework.Ren

int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

## - BP.AdventureFramework.

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

### Rendering.FrameBuilders

### Color

Returns

(BP.AdventureFramework.Ren

## Type

AnsiColor

Description

IFrame (BP.AdventureFramework.Rendering.IFrame.html)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

# Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorRoomMapBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IRoomMapBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.iroommapbuilder.html>)

**Interpretation**

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Ren**

Namespace: BP (<https://learn.microsoft.com/bp/html/AdventureFramework>) (<https://learn.microsoft.com/bp/html/BP.AdventureFramework.html>).Rendering

(<https://learn.microsoft.com/bp/html/BP.AdventureFramework.Rendering.html>).FrameBuilders (<https://learn.microsoft.com/bp/html/BP.AdventureFramework.Rendering.FrameBuilders.html>).Color

(<https://learn.microsoft.com/bp/html/BP.AdventureFramework.Rendering.FrameBuilders.Color.html>)

Rendering.FrameBuilders

Assembly: BPAdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorRoomMapBuilder : IRoomMapBuilder

Color

(**BP.AdventureFramework.Render**

AnsiColor

(<https://learn.microsoft.com/bp/html/BP.AdventureFramework.Rendering.html>).ColorAboutFrameBuilder

(<https://learn.microsoft.com/bp/html/BP.AdventureFramework.Rendering.html>).ColorCompletionFrameBuilder

BoundaryColor

(<https://learn.microsoft.com/bp/html/BP.AdventureFramework.Rendering.html>).ColorConversationFrameBuilder

GetColorConversionFrameBuilder

(<https://learn.microsoft.com/bp/html/BP.AdventureFramework.Rendering.html>).ColorGameOverFrameBuilder

Declaration

(<https://learn.microsoft.com/bp/html/BP.AdventureFramework.Rendering.html>).ColorHelpFrameBuilder

(<https://learn.microsoft.com/bp/html/BP.AdventureFramework.Rendering.html>).ColorRegionMapBuilder

Property Value

(<https://learn.microsoft.com/bp/html/BP.AdventureFramework.Rendering.html>).ColorRegionMapFrameBuilder

Type

ColorRegionMapFrameBuilder

(<https://learn.microsoft.com/bp/html/BP.AdventureFramework.Rendering.html>).AnsIColor

(<https://learn.microsoft.com/bp/html/BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html>)

ColorRoomMapBuilder

(<https://learn.microsoft.com/bp/html/BP.AdventureFramework.Rendering.html>)

/RD AdventureFramework Rendering

Description

## Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

### + BP.AdventureFramework.

Property Value

#### Extensions

Type

(BP.AdventureFramework.Exte

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Inter

#### HorizontalBoundary

### + BP.AdventureFramework.

Get or set the character to use for horizontal boundaries.

#### Logic

Declaration

(BP.AdventureFramework.Logi

### + BP.AdventureFramework.

```
public char HorizontalBoundary { get; set; }
```

#### Rendering

(BP.AdventureFramework.Render

Property Value

### + BP.AdventureFramework.

Type

Rendering.FrameBuilders

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

### - BP.AdventureFramework.

#### Rendering\_FrameBuilders.

#### HorizontalExitBorder

#### Color

Declaration

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

#### ColorAboutFrameBuilder

```
public char HorizontalExitBorder { get; set; }
```

(BP.AdventureFramework.Renderin

#### ColorCompletionFrameBuilder

Property Value

BP.AdventureFramework.Renderin

Type

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

### ItemOrCharacterColor

#### ColorRegionMapBuilder

Get or Set the item or character color.

#### ColorRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

#### ColorRoomMapBuilder

/RD\_AdventureFramework\_Renderer

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

#### Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

#### + BP.AdventureFramework.

##### Extensions

#### ItemOrCharacterColorExtension

#### + BP.AdventureFramework.

Get or set the character used for representing there is an item or a character in the room.

##### Interpretation

Declaration

#### (BP.AdventureFramework.Interpretation)

#### + BP.AdventureFramework.

##### Logic

#### (BP.AdventureFramework.Logic)

#### Property Value

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

#### + BP.AdventureFramework.

#### KeyPaddingFrameBuilders

#### (BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the padding between the key and the map.

#### - BP.AdventureFramework.

Declaration

#### Rendering.FrameBuilders.

##### Color

```
public int KeyPadding { get; set; }
```

#### (BP.AdventureFramework.Rendering.FrameBuilders)

#### Property Value

#### (BP.AdventureFramework.Renderer)

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	

#### LockedExit

##### ColorAboutFrameBuilder

#### (BP.AdventureFramework.Renderer)

#### ColorCompletionFrameBuilder

#### (BP.AdventureFramework.Renderer)

#### ColorConversationFrameBuilder

#### (BP.AdventureFramework.Renderer)

##### ColorGameOverFrameBuilder

#### (BP.AdventureFramework.Renderer)

#### ColorHelpFrameBuilder

##### (BP.AdventureFramework.Renderer)

##### ColorRegionMapBuilder

```
public char LockedExit { get; set; }
```

#### (BP.AdventureFramework.Renderer)

#### ColorRegionMapFrameBuilder

#### (BP.AdventureFramework.Renderer)

#### ColorRoomMapBuilder

#### (BP.AdventureFramework.Renderer)

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

## LockedExitColor

Get or set the locked exit color.

+ **BP.AdventureFramework.**

Declaration

**(BP.AdventureFramework.Exte**

```
public AnsiColor LockedExitColor { get; set; }
```

+ **BP.AdventureFramework.**

**Interpretation**

Property Value

**(BP.AdventureFramework.Inter**

Type

+ **BP.AdventureFramework.**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

**UnvisitedExitColor**

Rendering

Get [BP.AdventureFramework.Renderin](#)

**(BP.AdventureFramework.Render**

Declaration

**BP.AdventureFramework.**

**Rendering.FrameBuilders**

```
public AnsiColor UnvisitedExitColor { get; set; }
```

**(BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

Property Value

**Rendering.FrameBuilders.**

Type

**Color**

**(BP.AdventureFramework.Render**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

AnsiColor

([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

Get [ColorCompletionFrameBuilder](#)

([BP.AdventureFramework.Renderin](#)

Declaration

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderin](#)

```
public char VerticalBoundary { get; set; }
```

([BP.AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

Property Value

([BP.AdventureFramework.Renderin](#)

Type ColorRegionMapBuilder

**(BP.AdventureFramework.Render**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

/RD AdventureFramework.Renderin

## VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

### + BP.AdventureFramework.

Property Value

#### Extensions

Type

(BP.AdventureFramework.Exte

char (<https://learn.microsoft.com/dotnet/api/system.char>)

### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Inter

#### VisitedExitColor

### + BP.AdventureFramework.

Get or set the visited exit color.

#### Logic

Declarations

(BP.AdventureFramework.Logi

### + BP.AdventureFramework.

```
public AnsiColor VisitedExitColor { get; set; }
```

#### Rendering

(BP.AdventureFramework.Ren

Property Value

### + BP.AdventureFramework.

Type

Rendering.FrameBuilders

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(BP.AdventureFramework.Ren

### - BP.AdventureFramework.

#### Rendering.FrameBuilders.

## Methods

(BP.AdventureFramework.Ren

AnsiColor

### BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

Build a map for a room.

ColorCompletionFrameBuilder

Declarations

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

gridStringBuilder, Room room, ViewPoint v

intColorGameOverFrameBuilder, int startX, int startY, out int endX, out int endY)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Parameters

(BP.AdventureFramework.Renderin

Type colorRegionMapBuilder

(BP.AdventureFramework.Renderin

GridStringBuilder

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBu

lder.html)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

/RP\_AdventureFramework\_Renderer

Type	Name	Description
colorRegionMapBuilder	gridStringBuilder	The string builder to use.

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	room	The room.
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
Key Type (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
+ BP.AdventureFramework.		
Extensions int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startX	The start position, x.
Extensions int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY	The start position, x.
(BP.AdventureFramework.Extensions) int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endX	The end position, x.
+ BP.AdventureFramework.		
Interpretation (BP.AdventureFramework.Interpretation)	endY	The end position, x.

## (BP.AdventureFramework.Interpretation)

Implements [IAdventureFramework](#).

### Logic

IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

## (BP.AdventureFramework.Logic)

### + BP.AdventureFramework.

#### Rendering

## (BP.AdventureFramework.Rendering)

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

## (BP.AdventureFramework.Rendering.FrameBuilders)

### - BP.AdventureFramework.

#### Rendering.FrameBuilders.

#### Color

## (BP.AdventureFramework.Rendering.Color)

AnsiColor

(BP.AdventureFramework.Rendering.Color)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapFrameBuilder)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.ColorRoomMapBuilder)

(BP.AdventureFramework.Rendering.ColorRoomMapBuilder)

# Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

  ↳ Extensions

    ↳ ColorSceneFrameBuilder

**(BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

  ↳ ISceneFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

**Interpretation**

Inherited Members

**(BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

  ↳ Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

  ↳ (BP.AdventureFramework.Logi

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

  ↳ Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

  ↳ (BP.AdventureFramework.Ren

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

+ **BP.AdventureFramework.Rendering.FrameBuilders** ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

  ↳ (BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Assembly: BPAdventureFramework.dll

**(BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

  public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder

**Color**

**(BP.AdventureFramework.Render**

## Constructors

**AnsiColor** ([BP.AdventureFramework.Renderin](#)

  ↳ ColorAboutFrameBuilder

  ↳ ColorCompletionFrameBuilder

Initializes a new instance of the ColorSceneFrameBuilder class.

  ↳ ColorConversationFrameBuilder

  Declaration ([BP.AdventureFramework.Renderin](#)

  ↳ ColorGameOverFrameBuilder

  public ColorSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder) ([BP.AdventureFramework.Renderin](#)

  ↳ ColorHelpFrameBuilder

  ↳ (BP.AdventureFramework.Renderin

  Parameters

  ↳ ColorRegionMapBuilder

  ↳ (BP.AdventureFramework.Renderin

  ↳ ColorRegionMapFrameBuilder

  ↳ (BP.AdventureFramework.Renderin

  ↳ ColorRoomMapBuilder

  ↳ (BP.AdventureFramework.Renderin

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.

## + BP.AdventureFramework.

### Extensions

#### (BP.AdventureFramework.Exte

## Properties Framework.

### Interpretation

#### (BP.AdventureFramework.Inter

### BackgroundColor

#### + BP.AdventureFramework.

Get or set the background color.

#### (BP.AdventureFramework.Logi

#### + BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

### Rendering

#### (BP.AdventureFramework.Render

Property Value

#### + BP.AdventureFramework.

### Type

#### Rendering.FrameBuilders

#### (BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

#### - BP.AdventureFramework.

### Rendering.FrameBuilders.

### BorderColor

#### (BP.AdventureFramework.Render

Get or set the border color.

### AnsiColor

Declaration

#### (BP.AdventureFramework.Render

### ColorAboutFrameBuilder

```
public AnsiColor BorderColor { get; set; }
```

#### (BP.AdventureFramework.Render

### ColorCompletionFrameBuilder

Property

#### (BP.AdventureFramework.Render

### ColorConversationFrameBuilder

#### (BP.AdventureFramework.Render

### Type

#### (BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

#### (BP.AdventureFramework.Render

### ColorHelpFrameBuilder

#### (BP.AdventureFramework.Render

### CommandsColor

#### (BP.AdventureFramework.Render

Get or set the commands color.

### ColorRegionMapFrameBuilder

Declaration

#### (BP.AdventureFramework.Render

### ColorRoomMapBuilder

#### (BP.AdventureFramework.Render



Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

## TextColor

Get or set the text color.

+ **BP.AdventureFramework.**

Declaration

(**BP.AdventureFramework.Extensions**)

```
public AnsiColor TextColor { get; set; }
```

+ **BP.AdventureFramework.**

**Interpretation**

Property Value

(**BP.AdventureFramework.Interpretation**)

Type

+ **BP.AdventureFramework.**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(**BP.AdventureFramework.Logging**)

+ **BP.AdventureFramework.**

## Methods

(**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)**

(**BP.AdventureFramework.Render**)

Build a frame.

- **BP.AdventureFramework.**

Declaration

**Rendering.FrameBuilders.**

**Color**

```
public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)
```

AnsiColor

(**BP.AdventureFramework.Render**)

Parameters

ColorAboutFrameBuilder

Type	Name	Description
BP.AdventureFramework.Render		
ColorCompletionFrameBuilder	room	Specify the Room.
Room		
( <b>BP.AdventureFramework.Render</b> )		
( <b>BP.AdventureFramework.Assets.Locations.Room.html</b> )		
ColorConversationFrameBuilder		
ViewPoint	viewPoint	Specify the viewpoint from the room.
( <b>BP.AdventureFramework.Render</b> )		
( <b>BP.AdventureFramework.Assets.Locations.ViewPoint.html</b> )		
PlayableCharacter	player	Specify the player.
ColorHelpFrameBuilder		
PlayableCharacter		
( <b>BP.AdventureFramework.Render</b> )		
( <b>BP.AdventureFramework.Assets.Characters.PlayableCharacter.html</b> )		
ColorRegionMapBuilder		
String	message	Any additional message.
( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )		
ColorRoomMapBuilder		

/RD\_AdventureFramework\_Render

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	<i>contextualCommands</i>	The contextual commands to display.
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	<i>keyType</i>	The type of key to use.
+ <b>BP.AdventureFramework.</b>		
Extensions.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
(BP.AdventureFramework.Exte int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

## + BP.AdventureFramework.

### Interpretation

Type	Description
+ <b>BP.AdventureFramework.</b>	
IFrame (BP.AdventureFramework.Rendering.IFrame.html)	

### Logic

#### (BP.AdventureFramework.Logic)

### Implements

#### + BP.AdventureFramework.

ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

### Rendering

#### (BP.AdventureFramework.Render

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Render

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

### Color

#### (BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

# Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Extensions

↳ ColorTitleFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

TitleFrameBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.ititleframebuilder.html>)

**Interpretation**

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Ren**

Namespace: BP (BP.html).AdventureFramework (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.html>).Rendering

(**BP.AdventureFramework.Rendering**) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.html>).FrameBuilders (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.html>).Color

(**BP.AdventureFramework.Rendering.FrameBuilders**) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.color.html>)

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorTitleFrameBuilder : ITitleFrameBuilder

Color

(**BP.AdventureFramework.Render**

## Constructors

AnsiColor

(**BP.AdventureFramework.Render**

ColorAboutFrameBuilder

(**BP.AdventureFramework.Render**

ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**

ColorConversationFrameBuilder

Declaration

(**BP.AdventureFramework.Render**

ColorGameOverFrameBuilder

public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder)

(**BP.AdventureFramework.Render**

Parameters

ColorRegionMapBuilder

Type

(**BP.AdventureFramework.Render**

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Rendering**) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.gridstringbuilder.html>)

ColorRoomMapBuilder

(**BP.AdventureFramework.Render**

/BP.AdventureFramework.Render

Type		Name	Description
GridStringBuilder	( <b>BP.AdventureFramework.Render</b>	gridStringBuilder	A builder to use for the string layout.

# Properties

## BackgroundColor

Get or set the background color.

Declaration

### + BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

**Extensions**  
**(BP.AdventureFramework.Exte**

Property Value

### + BP.AdventureFramework.

Type

Description

**Interpretation**

**(BP.AdventureFramework.Inter**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### + BP.AdventureFramework.

Logic

**BorderColor**  
**(BP.AdventureFramework.Logi**

Get or set the border color.

### + BP.AdventureFramework.

Declaration

**Rendering**  
**(BP.AdventureFramework.Render**

```
public AnsiColor BorderColor { get; set; }
```

### + BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

**(BP.AdventureFramework.Render**

Color

Description

**Color**  
**(BP.AdventureFramework.Render**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

## DescriptionColor

**(BP.AdventureFramework.Renderin**

Get or set the description color.

ColorAboutFrameBuilder

Declaration

**ColorCompletionFrameBuilder**

```
public AnsiColor DescriptionColor { get; set; }
```

ColorConversationFrameBuilder

**(BP.AdventureFramework.Renderin**

Property Value

**ColorOverFrameBuilder**

Description

**Type**  
**ColorHelpFrameBuilder**

AnsiColor (BP.AdventureFramework.Render

Description

ColorRegionMapBuilder

**(BP.AdventureFramework.Renderin**

ColorRegionMapFrameBuilder

**TitleColor**  
**(BP.AdventureFramework.Renderin**

ColorRoomMapBuilder

Get or set the title color.

**(BP.AdventureFramework.Renderin**



# Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

  ↳ Extensions

    ↳ ColorTransitionFrameBuilder

**(BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

  TransitionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.itransitionframebuilder.html))

**Interpretation**

Inherited Members

**(BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

**Logic**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

**(BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

**Rendering**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (BP.html).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.html)).Rendering

(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)

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Syntax

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

    public sealed class ColorTransitionFrameBuilder : ITransitionFrameBuilder

**Color**

**(BP.AdventureFramework.Render**

## Constructors

AnsiColor  
  (BP.AdventureFramework.Renderin

  ColorAboutFrameBuilder

  (BP.AdventureFramework.Renderin

ColorTransitionFrameBuilder(GridStringBuilder)

  ColorCompletionFrameBuilder

Initializes a new instance of the ColorTransitionFrameBuilder class.

  ColorConversationFrameBuilder

Declaration  
  (BP.AdventureFramework.Renderin

  ColorGameOverFrameBuilder

    public ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)

  ColorHelpFrameBuilder

Parameters  
  (BP.AdventureFramework.Renderin

  ColorRegionMapBuilder

Type  
  (BP.AdventureFramework.Renderin

  ColorRegionMapFrameBuilder

  (BP.AdventureFramework.Rendering.FrameBuilders.GridString

  Builder.html)

  (RP.AdventureFramework.Renderin

Type		Name	Description
		gridStringBuilder	A builder to use for the string layout.

# Properties

## BackgroundColor

Get or set the background color.

Declaration

### + BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

**Extensions**  
**(BP.AdventureFramework.Exte**

Property Value

### + BP.AdventureFramework.

Type

Description

**Interpretation**

**(BP.AdventureFramework.Inter**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### + BP.AdventureFramework.

Logic

**BorderColor**  
**(BP.AdventureFramework.Logi**

Get or set the border color.

### + BP.AdventureFramework.

Declaration

**Rendering**  
**(BP.AdventureFramework.Render**

```
public AnsiColor BorderColor { get; set; }
```

### + BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

**(BP.AdventureFramework.Render**

Color

Description

**Color**  
**(BP.AdventureFramework.Render**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

## MessageColor

**(BP.AdventureFramework.Renderir**

Get or set the message color.

ColorAboutFrameBuilder

Declaration

**ColorCompletionFrameBuilder**

```
public AnsiColor MessageColor { get; set; }
```

ColorConversationFrameBuilder

Property Value

**ColorOverFrameBuilder**  
**(BP.AdventureFramework.Renderir**

ColorHelpFrameBuilder

Description

AnsColor (BP.AdventureFramework.Renderir

ColorRegionMapBuilder  
Rendering.FrameBuilders.Color.AnsiColor.html)

ColorRegionMapBuilder

**(BP.AdventureFramework.Renderir**

ColorRegionMapFrameBuilder

**TitleColor**  
**(BP.AdventureFramework.Renderir**

ColorRoomMapBuilder

Get or set the title color.

**/RD\_AdventureFramework\_Renderir**

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	System.String
+ BPAventureFramework	AnsiColor (BPAventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

## Extensions

# Methods

## PPAdventureFramework.

Interpretation

(BP.AdventureFramework.IntelBuild(string, string, int, int)  
+ BP.AdventureFramework.

## Build a frame.

## (BP\_AdventureFramework.Logic) Declaration

+ BP.AdventureFramework.

```
public IFrame Build(string title, string message, int width, int height)
```

**Rendering**  
**(RBAdventureFramework Beta)**

## Parameters

Parameters			
Type	Name	Description	
+ <b>BPAdventureFramework.</b> <b>Rendering.FrameBuilders</b>			
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 to display to the user.	
- <b>BPAdventureFramework.</b> <b>Rendering.FrameBuilders</b>			
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>message</i>	The message to display to the user.	
<b>Color</b>			
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.	
<b>(BPAdventureFramework.Render)</b>			
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.	

AnsiColor  
Returns

Type	Description
(BP.AdventureFramework.Renderer.IFrame)(BP.AdventureFramework.Rendering.Frames.IFrame.html) ColorCompletionFrameBuilder	

# ColorConversations Implementation

ColorGameOverFrameBuilder  
ITransitionFrameBuilder (BP\_Adventure)

(BP.AdventureFramework.Renderir  
ColorHelpFrameBuilder

(BPAdventureFramework.Renderer)

## ColorRegionManBuilder

(BPAdventureFramework.Renderer)

## ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

## ColorRoomMapBuilder

/RD\_AdventureFramework\_Rendering

# Namespace BP.AdventureFramework.Rendering.Frames

▼ Filter by title

## Classes

(BP.AdventureFramework.Ass

+ BP.AdventureFramework.

GridTextFrame (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)

Commands

Provides a grid based frame for displaying a command based interface.

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

TextFrame (BP.AdventureFramework.Rendering.Frames.TextFrame.html)

Conversations

(BP.AdventureFramework.Con) or displaying a command based interface.

+ BP.AdventureFramework.

Interfaces

Extensions

(BP.AdventureFramework.Exte

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Represents any object that is a frame that can display a command based interface.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

GridTextFrame

(BP.AdventureFramework.Renderin

IFrame

(BP.AdventureFramework.Renderin

TextFrame

# Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

([BP.AdventureFramework.Ass](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ GridTextFrame

**Commands**

Implements

([BP.AdventureFramework.Com](#))

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

+ **BP.AdventureFramework.**

Inherited Members

**Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([BP.AdventureFramework.Exte](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Interpretation**

NameSpace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering ([BP.AdventureFramework.Rendering.html](#)).Frames ([BP.AdventureFramework.Rendering.Frames.html](#))

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

**Logic**

([BP.AdventureFramework.Logi](#))

public sealed class GridTextFrame : IFrame

+ **BP.AdventureFramework.**

**Rendering**

([BP.AdventureFramework.Render](#))

+ **BP.AdventureFramework.**

**GridTextFrame(GridStringBuilder, int, int, AnsiColor)**

([BP.AdventureFramework.Render](#))

Initializes a new instance of the GridTextFrame class.

+ **BP.AdventureFramework.**

Declaration

**Rendering.FrameBuilders.**

**Color**

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, backgroundcolor)

- **BP.AdventureFramework.**

**Rendering.Frames**

([BP.AdventureFramework.Render](#))

GridTextFrame  
GridStringBuilder  
([BP.AdventureFramework.Render](#))  
([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))  
IFrame  
Builder.html  
([BP.AdventureFramework.Render](#))

TextFrame

Type	Name	Description
GridTextFrame GridStringBuilder ( <a href="#">BP.AdventureFramework.Render</a> ) ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.GridString</a> ) IFrame Builder.html ( <a href="#">BP.AdventureFramework.Render</a> )	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 ↓ <code>(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)</code> <b>(BP.AdventureFramework.Ass</b>	<i>backgroundColor</i>	The background color.

## + BP.AdventureFramework.

### Commands

## Properties

## + BP.AdventureFramework.

### AcceptsInput

#### **(BP.AdventureFramework.Con**

Get or set if this Frame accepts input.

## + BP.AdventureFramework.

Declaration

### Extensions

#### **(BP.AdventureFramework.Exte**

```
public bool AcceptsInput { get; set; }
```

## + BP.AdventureFramework.

### Interpretation

Property Value

#### **(BP.AdventureFramework.Inter**

Type

## + BP.AdventureFramework.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

#### **Logic**

#### **(BP.AdventureFramework.Logi**

## + BP.AdventureFramework.

### BackgroundColor

#### **Rendering**

Get the background color.

#### **(BP.AdventureFramework.Render**

Declaration

## + BP.AdventureFramework.

### Rendering.FrameBuilders

```
public AnsiColor BackgroundColor { get; }
```

#### **(BP.AdventureFramework.Render**

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

Type

#### **Color**

A ([https://learn.microsoft.com/dotnet/api/system.drawing.colors.ansi\\_color](https://learn.microsoft.com/dotnet/api/system.drawing.colors.ansi_color))

[https://learn.microsoft.com/dotnet/api/system.drawing.colors.ansi\\_color.html](https://learn.microsoft.com/dotnet/api/system.drawing.colors.ansi_color.html)

## - BP.AdventureFramework.

### Rendering.Frames

## CursorLeft

#### **(BP.AdventureFramework.Render**

Get the cursor left position.

#### **(BP.AdventureFramework.Render**

Declaration

### IFrame

#### **(BP.AdventureFramework.Render**

TextFrame

```
public int CursorLeft { get; }
```

## Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>(BP.AdventureFramework.Ass</b>	

## + BP.AdventureFramework.

### CursorTop

**(BP.AdventureFramework.Com**  
Get the cursor top position.

## + BP.AdventureFramework.

Declaration  
**Conversations**

**(BP.AdventureFramework.Con**  
public int CursorTop { get; }

## + BP.AdventureFramework.

### Extensions

Property Value  
**(BP.AdventureFramework.Exte**  
Type

## + BP.AdventureFramework.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)  
**Interpretation**

**(BP.AdventureFramework.Inter**

## ShowCursor

### Logic

Get or set if the cursor should be shown.  
**(BP.AdventureFramework.Logi**

Declaration

## + BP.AdventureFramework.

### Rendering

public bool ShowCursor { get; set; }  
**(BP.AdventureFramework.Render**

## + BP.AdventureFramework.

Property Value

### Rendering.FrameBuilders

Type  
**(BP.AdventureFramework.Render**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

**(BP.AdventureFramework.Render**

## Methods

### - BP.AdventureFramework.

#### Rendering.Frames

### Render(TextWriter)

**(BP.AdventureFramework.Render**

Render this frame on a writer.

GridTextFrame

Declaration  
**(BP.AdventureFramework.Renderin**

IFrame

**(BP.AdventureFramework.Renderin**

TextFrame

```
public void Render(TextWriter writer)
```

## Parameters

Type		Name	Description
<a href="#">TextWriter</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.io.textwriter">https://learn.microsoft.com/dotnet/api/system.io.textwriter</a> )	( <a href="#">BP.AdventureFramework.Ass</a>	<i>writer</i>	The writer.

## + BP.AdventureFramework.

### ToS

#### ([BP.AdventureFramework.Com](#)

Returns a string that represents the current object.

## + BP.AdventureFramework.

Declaration

### Conversations

#### ([BP.AdventureFramework.Con](#)

```
public override string ToString()
```

## + BP.AdventureFramework.

### Extensions

Returns

Type	Description
<a href="#">String</a> ( <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.

### Interpretation

#### ([BP.AdventureFramework.Inter](#)

Overrides

```
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)
```

## + BP.AdventureFramework.

### Logic

### Implementation

### Logi

[IFBP.AdventureFramework.Rendering.IFrame](#) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.frames.iframe.html>)

### Rendering

#### ([BP.AdventureFramework.Render](#)

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### ([BP.AdventureFramework.Render](#)

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

### Color

#### ([BP.AdventureFramework.Render](#)

## - BP.AdventureFramework.

### Rendering.Frames

#### ([BP.AdventureFramework.Render](#)

GridTextFrame

([BP.AdventureFramework.Render](#)

IFrame

([BP.AdventureFramework.Render](#)

TextFrame

# Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

Assembly: BP.AdventureFramework.dll

Syntax

## Commands

(**BP.AdventureFramework.Com**

    public interface IFrame

+ **BP.AdventureFramework.**

    Conversations

    (**BP.AdventureFramework.Con**

## Properties

BP.AdventureFramework.

    Extensions

    (**BP.AdventureFramework.Exte**

AcceptsInput

+ **BP.AdventureFramework.**

Get or set if this Frame accepts input.

**Interpretation**

    (**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

    bool AcceptsInput { get; set; }

Logic

    (**BP.AdventureFramework.Logi**

Property Value

+ **BP.AdventureFramework.**

    Type

**Rendering**

    (**BP.AdventureFramework.Render**

    (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ **BP.AdventureFramework.**

    Rendering.FrameBuilders

CursorLeft

    (**BP.AdventureFramework.Render**

Get the cursor left position.

+ **BP.AdventureFramework.**

    Data

    (**BP.AdventureFramework.Render**

    Color

    (**BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

Property Value

**Rendering.Frames**

    (**BP.AdventureFramework.Render**

Description

    GridTextFrame

    (<https://learn.microsoft.com/dotnet/api/system.int32>)

    (**BP.AdventureFramework.Render**

    IFrame

    (**BP.AdventureFramework.Render**

    TextFrame

## CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

([BP.AdventureFramework.Ass](#))

Property Value

+ [BP.AdventureFramework.](#)

Type

Commands

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ [BP.AdventureFramework.](#)

Conversations

ShowCursor

([BP.AdventureFramework.Con](#))

Get or set if the cursor should be shown.  
+ [BP.AdventureFramework.](#)

Extensions

([BP.AdventureFramework.Exte](#))

bool ShowCursor { get; set; }

+ [BP.AdventureFramework.](#)

Interpretation

Property Value

([BP.AdventureFramework.Inter](#))

Type

+ [BP.AdventureFramework.](#)

Logic

Description

([BP.AdventureFramework.Logi](#))

+ [BP.AdventureFramework.](#)

Methods

([BP.AdventureFramework.Render](#))

+ [BP.AdventureFramework.](#)

Render(TextWriter)

Rendering.FrameBuilders

Render this frame on a writer.  
([BP.AdventureFramework.Render](#))

Declaration

+ [BP.AdventureFramework.](#)

Rendering.FrameBuilders.

void Render(TextWriter writer)

Color

([BP.AdventureFramework.Render](#))

Parameters

- [BP.AdventureFramework.](#)

Type [Rendering.Frames](#)

([BP.AdventureFramework.Render](#))

Name

Description

writer

The writer.

GridTextFrame

([BP.AdventureFramework.Render](#))

IFrame

([BP.AdventureFramework.Render](#))

TextFrame

▼

- (BP.AdventureFramework.Asses
- + BP.AdventureFramework.  
Commands  
(BP.AdventureFramework.Com
- + BP.AdventureFramework.  
Conversations  
(BP.AdventureFramework.Con
- + BP.AdventureFramework.  
Extensions  
(BP.AdventureFramework.Exte
- + BP.AdventureFramework.  
Interpretation  
(BP.AdventureFramework.Inter
- + BP.AdventureFramework.  
Logic  
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.  
Rendering  
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.  
Rendering.FrameBuilders  
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.  
Rendering.FrameBuilders.  
Color  
(BP.AdventureFramework.Rend
- BP.AdventureFramework.  
Rendering.Frames  
(BP.AdventureFramework.Rend
- GridTextFrame  
(BP.AdventureFramework.Renderin
- IFrame  
(BP.AdventureFramework.Renderin
- TextFrame

# Class TextFrame

Provides a simple text based frame for displaying a command based interface.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ TextFrame

**Commands**

Implements

(**BP.AdventureFramework.Com**

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html))

+ **BP.AdventureFramework.**

Inherited Members

**Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.Exte**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Interpretation**

NameSpace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering ([BP.AdventureFramework.Rendering.html](#)).Frames ([BP.AdventureFramework.Rendering.Frames.html](#))

(**BP.AdventureFramework.Inter**

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

**Logic**

(**BP.AdventureFramework.Logi**

public sealed class TextFrame : IFrame

+ **BP.AdventureFramework.**

**Rendering**

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

**ReplacingStringBuilders**

(**BP.AdventureFramework.Replac**

Initializes a new instance of the TextFrame class.

+ **BP.AdventureFramework.**

Declaration

**Rendering.FrameBuilders.**

**Color**

public TextFrame(string frameData, int cursorLeft, int cursorTop)

(**BP.AdventureFramework.Render**

**BP.AdventureFramework.**

Parameters

**Rendering.Frames**

Type (**BP.AdventureFramework.Render**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

**Name**

**Description**

*frameData*

The data the frame provides.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

*cursorLeft*

The cursor left position.

IFrame

*cursorTop*

The cursor top position.

(**BP.AdventureFramework.Render**

TextFrame

# Properties

## AcceptsInput

Get or set if this Frame accepts input.

Declaration  
Type  
`(BP.AdventureFramework.Ass`

+ **BP.AdventureFramework.**

### Commands

Property Value  
`(BP.AdventureFramework.Com`

+ **BP.AdventureFramework.**

### Conversations

Type  
`bool (https://learn.microsoft.com/dotnet/api/system.boolean)`

(`BP.AdventureFramework.Con`

+ **BP.AdventureFramework.**

### CursorLeft

Extensions  
`(BP.AdventureFramework.Exte`

Get the cursor left position.

+ **BP.AdventureFramework.**

Declaration  
Type  
`(BP.AdventureFramework.Exte`

### Interpretation

`(BP.AdventureFramework.Inter`

+ **BP.AdventureFramework.**

Property Value  
Logic  
`(BP.AdventureFramework.Logi`

Type  
`int (https://learn.microsoft.com/dotnet/api/system.int32)`

### Rendering

`(BP.AdventureFramework.Rend`

## CursorTop

`(BP.AdventureFramework.`

### RenderingFrameBuilders

Get the cursor top position.

`(BP.AdventureFramework.Rend`

Declaration  
Type  
`(BP.AdventureFramework.Rend`

+ **BP.AdventureFramework.**

### RenderingFrameBuilders

`(BP.AdventureFramework.Render`

### Color

`(BP.AdventureFramework.Render`

Property Value  
Type  
`(BP.AdventureFramework.Render`

- **BP.AdventureFramework.**

### RenderingFrames

Type  
`int (https://learn.microsoft.com/dotnet/api/system.int32)`

(`BP.AdventureFramework.Render`

GridTextFrame

`(BP.AdventureFramework.Renderir`

## ShowCursor

`(BP.AdventureFramework.Renderir`

Get or Set if the cursor should be shown.

TextFrame

Type	Description
<code>bool (https://learn.microsoft.com/dotnet/api/system.boolean)</code>	

Type	Description
<code>int (https://learn.microsoft.com/dotnet/api/system.int32)</code>	

Type	Description
<code>int (https://learn.microsoft.com/dotnet/api/system.int32)</code>	

## Declaration

```
public bool ShowCursor { get; set; }
```

### Property Value

Type	Description
<a href="#">(BP.AdventureFramework.Assistant)</a> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

## + BP.AdventureFramework.

### Commands

[\(BP.AdventureFramework.Commands\)](#)

## Methods

### + BP.AdventureFramework.

#### Conversations

[\(BP.AdventureFramework.Conversations\)](#)

Replaces this framework writer.

## BP.AdventureFramework.

### Extensions

Declaration  
[\(BP.AdventureFramework.Extensions\)](#)

### + public void Render(TextWriter writer)

#### Interpretation

Parameters  
[\(BP.AdventureFramework.Interpretation\)](#)

### + BP.AdventureFramework.

#### To String()

#### Rendering

[\(BP.AdventureFramework.Rendering\)](#)

Returns a string that represents the current object.

### + BP.AdventureFramework.

Declaration

#### Rendering.FrameBuilders

[\(BP.AdventureFramework.Rendering.FrameBuilders\)](#)

### + BP.AdventureFramework.

Returns a string that represents the current object.

### - BP.AdventureFramework.

Overrides

#### Rendering.Frames

[\(BP.AdventureFramework.Render\)](#)  
object (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

GridTextFrame

## Implements

[\(BP.AdventureFramework.Render\)](#)

IFrame

IFrame ([\(BP.AdventureFramework.Rendering.Frames.IFrame.html\)](#))

[\(BP.AdventureFramework.Render\)](#)

TextFrame

▼

- (BP.AdventureFramework.Asses
- + BP.AdventureFramework.  
Commands  
(BP.AdventureFramework.Com
- + BP.AdventureFramework.  
Conversations  
(BP.AdventureFramework.Con
- + BP.AdventureFramework.  
Extensions  
(BP.AdventureFramework.Exte
- + BP.AdventureFramework.  
Interpretation  
(BP.AdventureFramework.Inter
- + BP.AdventureFramework.  
Logic  
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.  
Rendering  
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.  
Rendering.FrameBuilders  
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.  
Rendering.FrameBuilders.  
Color  
(BP.AdventureFramework.Rend
- BP.AdventureFramework.  
Rendering.Frames  
(BP.AdventureFramework.Rend
- GridTextFrame  
(BP.AdventureFramework.Renderin
- IFrame  
(BP.AdventureFramework.Renderin
- TextFrame

# Namespace BP.AdventureFramework. Utilities

▼ Filter by title

## Classes

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.  
OverWorldMaker (BP.AdventureFramework.Utilities.OverworldMaker.html)

### Conversations

Provides a class for helping to make Regions.

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.  
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)

### Extensions

Provides a class for helping to make Regions.

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.  
Interpreters

### Interpretation

(BP.AdventureFramework.Inter

IAssetTemplate<T> (BP.AdventureFramework.Utilities.IAssetTemplate-1.html)

+ BP.AdventureFramework.

Represents any object that is a template for an asset.

### Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

### Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

### Rendering.FrameBuilders.

### Color

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

### Rendering.Frames

(BP.AdventureFramework.Rend

- BP.AdventureFramework.

### Utilities

(BP.AdventureFramework.Utili

IAssetTemplate<T>

# Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

(**BP.AdventureFramework.AssetTemplate**)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

**Commands**

(**BP.AdventureFramework.Command**)

+ **BP.AdventureFramework.**

Type Conversations

(**BP.AdventureFramework.Conversation**)

+ **BP.AdventureFramework.**

The type of asset being templated.

**Extensions**

(**BP.AdventureFramework.Extension**)

+ **BP.AdventureFramework.**

**Methods**

Interpretation

(**BP.AdventureFramework.Interpretation**)

Instantiate()

+ **BP.AdventureFramework.**

**Logic**

Instantiate a new instance of the templated asset.

(**BP.AdventureFramework.Logic**)

Declaration

+ **BP.AdventureFramework.**

**Rendering**

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Type	Description
( <b>BP.AdventureFramework.Rendering.FrameBuilder</b> )	The asset.

T The asset.

+ **BP.AdventureFramework.**

**Rendering.Frames**

(**BP.AdventureFramework.Rendering.Frame**)

- **BP.AdventureFramework.**

**Utilities**

(**BP.AdventureFramework.Utilities**)

# Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([BP.AdventureFramework.Ass](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ OverworldMaker

**Commands**

Inherited Members

([BP.AdventureFramework.Com](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

↳ Conversations

([BP.AdventureFramework.Con](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

↳ Extensions

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: [BP](#) ([BP.html](#)) AdventureFramework ([BP.AdventureFramework.html](#)).Utilities ([BP.AdventureFramework.Utilities.html](#))

Assembly: BP.AdventureFramework.dll

Interpretation

([BP.AdventureFramework.Inter](#))

+ **BP.AdventureFramework.**

↳ public sealed class OverworldMaker

**Logic**

([BP.AdventureFramework.Logi](#))

Constructors

Rendering

([BP.AdventureFramework.Render](#))

OverworldMaker(Identifier, Description, params RegionMaker[])

+ **BP.AdventureFramework.**

Initializes a new instance of the OverworldMaker class.

**Rendering.FrameBuilders**

([BP.AdventureFramework.Render](#))

+ **BP.AdventureFramework.**

↳ public OverworldMaker(Identifier identifier, Description description, params RegionM  
aker[] regionMakers)

**Color**

([BP.AdventureFramework.Render](#))

Parameters

+ **BP.AdventureFramework.**

Type

**Rendering.Frames**

Identifier

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Assets.Identifier.html](#))

- **BP.AdventureFramework.**

Description

**Utilities**

([BP.AdventureFramework.Assets.Description.html](#))

([BP.AdventureFramework.Utili](#))

IAssetTemplate<T>

Name	Description
identifier	An identifier for the region.
description	A description for the region.

Type	Name	Description
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html) []	regionMakers	The region makes to use to construct regions.

▼

## OverworldMaker(string, string, params RegionMaker[])

+ BP.AdventureFramework.OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

### Commands

Declaration

(BP.AdventureFramework.Commands.OverworldMaker)

+ BP.AdventureFramework.OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)

### Conversations

(BP.AdventureFramework.Conversations.OverworldMaker)

Parameters

+ BP.AdventureFramework.OverworldMaker.

Type		Name	Description
Extensions			
(BP.AdventureFramework.OverworldMaker)	string identifier	identifier	An identifier for the region.
+ BP.AdventureFramework.OverworldMaker.	string description	description	A description for the region.
Interpretation			
(BP.AdventureFramework.OverworldMaker)	string identifier	identifier	An identifier for the region.
+ BP.AdventureFramework.OverworldMaker.	string description	description	A description for the region.
RegionMaker			
(BP.AdventureFramework.Utilities.RegionMaker.html)	RegionMaker regionMakers	regionMakers	The region makes to use to construct regions.
Logic			
[](BP.AdventureFramework.Logic.OverworldMaker)			

+ BP.AdventureFramework.

### Rendering

Methods

+ BP.AdventureFramework.

### Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.OverworldBuilder)

Make an overworld.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.OverworldBuilder

### Color

public Overworld Make()

(BP.AdventureFramework.Rendering.FrameBuilders.OverworldBuilder)

+ BP.AdventureFramework.

### Rendering.Frames

Type

(BP.AdventureFramework.Rendering.Frames.OverworldBuilder)

Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)

- BP.AdventureFramework.

### Utilities

(BP.AdventureFramework.Utilities.AssetTemplate)

IAssetTemplate<T>

### Description

The created overworld.

▼

- (BP.AdventureFramework.Asses
- + BP.AdventureFramework.  
Commands  
(BP.AdventureFramework.Com
- + BP.AdventureFramework.  
Conversations  
(BP.AdventureFramework.Con
- + BP.AdventureFramework.  
Extensions  
(BP.AdventureFramework.Exte
- + BP.AdventureFramework.  
Interpretation  
(BP.AdventureFramework.Inter
- + BP.AdventureFramework.  
Logic  
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.  
Rendering  
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.  
Rendering.FrameBuilders  
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.  
Rendering.FrameBuilders.  
Color  
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.  
Rendering.Frames  
(BP.AdventureFramework.Rend
- BP.AdventureFramework.  
Utilities  
(BP.AdventureFramework.Utilit

# Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([BP.AdventureFramework.Ass](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ RegionMaker

**Commands**

Inherited Members

([BP.AdventureFramework.Com](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

**Conversations**

([BP.AdventureFramework.Con](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

**Extensions**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

Assembly: BP.AdventureFramework.dll

**Interpretation**

([BP.AdventureFramework.Inter](#))

+ **BP.AdventureFramework.**

public sealed class RegionMaker

**Logic**

([BP.AdventureFramework.Logi](#))

Constructors

**Rendering**

([BP.AdventureFramework.Render](#))

**RegionMaker(Identifier, Description)**

+ **BP.AdventureFramework.**

Initializes a new instance of the RegionMaker class.

**Rendering.FrameBuilders**

([BP.AdventureFramework.Render](#))

+ **BP.AdventureFramework.**

public RegionMaker(Identifier identifier, Description description)

**Rendering.FrameBuilders.**

**Color**

Parameters

([BP.AdventureFramework.Render](#))

**Type**

+ **BP.AdventureFramework.**

Identifier ([BP.AdventureFramework.Assets.Identifier.html](#))

**Name**

**Description**

*identifier*

An identifier for the region.

**Rendering.Panes**

([BP.AdventureFramework.Render](#))

Description ([BP.AdventureFramework.Assets.Description.html](#))

*description*

A description for the region.

- **BP.AdventureFramework.**

**Utilities**

**RegionMaker(string, string)**

IAssetTemplate<T>

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```



Parameters

Type	Name	Description
+ <b>BP.AdventureFramework.Asset</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	identifier	An identifier for the region.
+ <b>BP.AdventureFramework.Commands</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	description	A description for the region.

+ **BP.AdventureFramework.**

Conversations

**Properties**

+ **BP.AdventureFramework.**

Extensions

this[int, int]

(**BP.AdventureFramework.Exte**

Get or set the room at a location.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inter**

```
public Room this[int x, int y, int z] { get; set; }
```

+ **BP.AdventureFramework.**

Logic

Parameters

Type	Name	Description
+ <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.
+ <b>BP.AdventureFramework.</b> 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.

Rendering.FrameBuilders

Property Value

(**BP.AdventureFramework.Render**

Type

Type	Description
Room ( <b>BP.AdventureFramework.Assets.Locations.Room.html</b> )	The room.

Color

(**BP.AdventureFramework.Render**

**Methods**

Rendering.Frames

(**BP.AdventureFramework.Render**

CanPlaceRoom(int, int, int)

- **BP.AdventureFramework.**

Determines if a room can be placed at a location

Utilities

(**BP.AdventureFramework.Utilit**

Declaration

IAssetTemplate<T>

```
public bool CanPlaceRoom(int x, int y, int z)
```

## Parameters

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>(BP.AdventureFramework.Assets.RoomPosition.html)</b>	x	The X position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>+ BP.AdventureFramework.Commands</b>	y	The Y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>(BP.AdventureFramework.Commands)</b>	z	The Z position.

Returns  
**+ BP.AdventureFramework.**

Type  
**Conversations**

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) <b>(BP.AdventureFramework.Conversations)</b>	True if the room can be placed, else false.

**+ BP.AdventureFramework.**

Type  
**Extensions**

**GetRoomPositions()**  
**(BP.AdventureFramework.Extensions)**

Get all current room positions.

**+ BP.AdventureFramework.**

Declaration

**Interpretation**

**(BP.AdventureFramework.Interpretation)**

```
public RoomPosition[] GetRoomPositions()
```

**+ BP.AdventureFramework.**

Type  
**Logic**

Returns  
**(BP.AdventureFramework.Logic)**

Type	Description
RoomPosition ( <a href="https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Locations.RoomPosition.html">BP.AdventureFramework.Assets.Locations.RoomPosition.html</a> )[] <b>(BP.AdventureFramework.Logic)</b>	The room positions.

**(BP.AdventureFramework.Rendering)**

**+ BP.AdventureFramework.**

**Make()**  
**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rendering)**

Declaration

**+ BP.AdventureFramework.**

**Rendering.FrameBuilders.**

```
public Region Make()
```

**Color**  
**(BP.AdventureFramework.Rendering)**

Returns

**+ BP.AdventureFramework.**

Type  
**Rendering.Frames**

**(BP.AdventureFramework.Rendering)**

Type	Description
Region ( <a href="https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Locations.Region.html">BP.AdventureFramework.Assets.Locations.Region.html</a> ) <b>(BP.AdventureFramework.Rendering)</b>	The created region.

**- BP.AdventureFramework.**

**Utilities**

**Make(RoomPosition)**  
**(BP.AdventureFramework.Util)**

IAssetTemplate<T>

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```



Parameters

Type	Name	Description
+ BP.AdventureFramework.RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition.html) (BP.AdventureFramework.Commands)	startPosition	The start position.

Returns

+ BP.AdventureFramework.

Type	Description
+ BP.AdventureFramework.Region (BP.AdventureFramework.Assets.Locations.Region.html)	The created region.

+ BP.AdventureFramework.

Extensions

+ BP.AdventureFramework.Exten

+ BP.AdventureFramework.

Interpretation

Declaration

+ BP.AdventureFramework.Inter

```
public Region Make(int x, int y, int z)
```

Logic

+ BP.AdventureFramework.Logi

Type	Name	Description
+ BP.AdventureFramework.		
Rendering	x	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The start y position.
+ BP.AdventureFramework.	z	The start z position.
Rendering.FrameBuilders		

+ BP.AdventureFramework.Render

Returns

Type	Description
+ BP.AdventureFramework.Rendering.FrameBuilders	The created region.

+ BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.Frames

+ BP.AdventureFramework.Render

- BP.AdventureFramework.

Utilities

+ BP.AdventureFramework.Utili

IAssetTemplate<T>