

Namespace BP.AdventureFramework. Assets

▼ Filter by title

Classes

- **BP.AdventureFramework.**

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

ConditionalDescription
Represents a conditional description of an object.

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

Description

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

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

ExaminationCallback

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

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

IExaminable

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

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

Identifier

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

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

Size

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

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

Assets.Characters

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

- + **BP.AdventureFramework.**

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

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

- + **BP.AdventureFramework.**

Interfaces

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

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

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

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

Conversations

Represents any object that is visible to a player.

Delegates

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

Represents the callback for examinations.

- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

ConditionalDescription

(BP.AdventureFramework.Assets.ConditionalDescription)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ BP.AdventureFramework.

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

Assets

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

(BP.AdventureFramework.Assets)

Inherited Members

Description (BP.AdventureFramework.Assets.C

Description.Empty

Description

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

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

(BP.AdventureFramework.Assets.E

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

(BP.AdventureFramework.Assets.E

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

ExaminationResult

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

(BP.AdventureFramework.Assets.E

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

IExaminable

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

(BP.AdventureFramework.Assets.IF

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

PlayerVisible

Assets (BP.AdventureFramework.Assets.II

Syntax

Identifier (BP.AdventureFramework.Assets.II)

Item

public sealed class ConditionalDescription : Description

(BP.AdventureFramework.Assets.II)

Size

(BP.AdventureFramework.Assets.II)

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.Assets.II)

+ BP.AdventureFramework.

Initializes a new instance of the ConditionalDescription class with the specified true description, false description, and condition.

Assets.Locations

(BP.AdventureFramework.Assets.II)

Parameters

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

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

+ BP.AdventureFramework.Com

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

Conversations

Type	Name	Description
String (https://learn.microsoft.com/dotnet/api/system.string)	trueDescription	The true description.
String (https://learn.microsoft.com/dotnet/api/system.string)	falseDescription	The false description.



- **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>)

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

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.IObject](#))

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

PlayerVisible

Assembly [BP.AdventureFramework](#)

Identifier

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

Item

public class Description
([BP.AdventureFramework.Assets.Identifier](#))

Size

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

Constructors

+ **BP.AdventureFramework.**

Assets.Characters

Description(string)

+ **BP.AdventureFramework.**

Initialized an 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



- **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

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

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

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)

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

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

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

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

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

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

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

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

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

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

Size
Declaration
(BP.AdventureFramework.Assets.SizeType.html)

+ BP.AdventureFramework.Assets.Characters

Properties
Property Value

+ BP.AdventureFramework.

Assets.Interaction

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

+ BP.AdventureFramework.

IdentifiableLocations

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

+ BP.AdventureFramework.

Declaration
Commands

(BP.AdventureFramework.Commands.Command.html)

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

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.Conversation.html)

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

IsPlayerVisible

Gets if this is visible to the player.

(BP.AdventureFramework.Assets.IPlayerVisible)

Declaration

ConditionalDescription

(BP.AdventureFramework.Assets.IPlayerVisible).get; set; }

Description

(BP.AdventureFramework.Assets.IPlayerVisible).Description

Property Value

ExaminableObject

Type	Description
ExaminationCallback	

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

Type	Description
ExaminationResult	

(BP.AdventureFramework.Assets.IPlayerVisible).ExaminationResult

IExaminable

Methods

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

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

Examine this object.

Item

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

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

Declaration

Size

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

public virtual ExaminationResult Examine()

+ BP.AdventureFramework.

Assets.Characters

Returns

(BP.AdventureFramework.Assets.Characters)

Type	Description
	A ExaminationResult detailing the examination of this object.

(BP.AdventureFramework.Assets.Characters)

(BP.AdventureFramework.Assets.Characters)

(BP.AdventureFramework.Assets.Characters)

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

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Tostring()

(BP.AdventureFramework.Assets.IToString)

Returns a string that represents the current object.

+ BP.AdventureFramework.

Declaration

Commands

(BP.AdventureFramework.Commands)

public override string ToString()

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

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

Overrides

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

Implements

(BP.AdventureFramework.Assets.IAssets)

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

 ConditionalDescription

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

 (BP.AdventureFramework.Assets.ConditionedObject)

 Description

 (BP.AdventureFramework.Assets.Description)

 ExaminableObject

 (BP.AdventureFramework.Assets.ExaminableObject)

 ExaminationCallback

 (BP.AdventureFramework.Assets.ExaminationCallback)

 ExaminationResult

 (BP.AdventureFramework.Assets.ExaminationResult)

 IExaminable

 (BP.AdventureFramework.Assets.IExaminable)

 IPlayerVisible

 (BP.AdventureFramework.Assets.IPlayerVisible)

 Identifier

 (BP.AdventureFramework.Assets.Identifier)

 Item

 (BP.AdventureFramework.Assets.Item)

 Size

 (BP.AdventureFramework.Assets.SizeType)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.ICharacters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.IInteraction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.ILocations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.ICommand)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.IConversation)

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.ExaminationCallback)

Name

Description

IExaminableResult

Return

IExaminable

Returns

(BP.AdventureFramework.Assets.IExaminable)

obj

The object to examine.

Parameters

PlayerVisible

Type

(BP.AdventureFramework.Assets.IPlayerVisible)

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.

Events

(BP.AdventureFramework.Events)

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

ConditionalDescription	(https://learn.microsoft.com/dotnet/api/system.object)
↳ object (https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.CResult)	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Interaction.Result.html)
↳ Description	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.CResult)
↳ ExaminationResult	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.CResult)
Inherited Members	object
↳ (BP.AdventureFramework.Assets.ExResult)	Description
↳ ExaminationCallback	(https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Interaction_Result_D)
↳ (BP.AdventureFramework.Assets.Interaction.Result.html#BP_AdventureFramework_Assets_Interaction_Result_D)	Description
↳ (BP.AdventureFramework.Assets.ExResult)	ExaminationResult
object.Equals(object)	(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object)	(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
↳ Examinable	IPlayerVisible
object.GetHashCode()	(https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType()	(https://learn.microsoft.com/dotnet/api/system.object.gettype)
Identifier	object.MemberwiseClone()
Identifier	(https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
Identifier	object.ReferenceEquals(object, object)
Identifier	(https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
Identifier	object.ToString()
Identifier	(https://learn.microsoft.com/dotnet/api/system.object.tostring)
Identifier	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.ExResult)
Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html)	Size
Assets	(https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_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: (BP.AdventureFramework.Conversations.ExaminationResult)	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.Exam

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

Commands

CustomCommand[] Commands { get; set; }

(BP_AdventureFramework_Assets.C

+ BP.AdventureFramework.

Assets.Characters

CustomCommand[] Commands { get; set; }

+ BP.AdventureFramework.

Assets.Interaction

Type (BP_AdventureFramework_Assets

Description

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

Assets.Locations

(BP_AdventureFramework_Assets.L

Description

+ BP.AdventureFramework.

Get description of this object.

(BP_AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

Description Description { get; set; }

Conversations

(BP_AdventureFramework.Con

Property Value

+ BP.AdventureFramework.

Extensions

(BP_AdventureFramework_Ext

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

Identifier

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

Declaration
 (BP.AdventureFramework.Assets.D

ExaminableObject 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) IExamnable (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.

ExaminationResult Examine()

(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 [BP.AdventureFramework.IPlayerVisible](#)

Item

Declaration

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

Size

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

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

+ BP.AdventureFramework.

Assets.Characters

Type	Description
BP.AdventureFramework.Assets.Character	

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

+ BP.AdventureFramework.

Assets.Interaction

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

+ 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](#)

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance:

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

Implementation:

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

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

Inherited Members

IPlayerVisible

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

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

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

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

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

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

+ **BP.AdventureFramework.**

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

Assets.Characters

Assembly: BPAdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

AssetsInteraction

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

(BP.AdventureFramework.Assets.Identifier)

+ **BP.AdventureFramework.**

Construction

Constructors

(BP.AdventureFramework.Assets.Identifier)

Identifier(string) framework.

Commands

Creates a new instance of the Identifier class.

(BP.AdventureFramework.Com)

Declaration

+ **BP.AdventureFramework.**

Conversations

public Identifier(string name)

(BP.AdventureFramework.Con)

+ **BP.AdventureFramework.**

Parameters

Extensions

Type

(BP.AdventureFramework.Exte)

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

+ **BP.AdventureFramework.**

Extensions	Name	Description
Type	name	The name.

Properties

Empty

Get an empty identifier.

Declaration

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

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationResult

Description

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

(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.

Description

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

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.

Name

+ BP.AdventureFramework.

Get the name.

Assets.Locations

(BP.AdventureFramework.Assets.

+ 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

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

Parameters

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

Returns

ExaminationResult
(BP.AdventureFramework.Assets.ExaminationResult)

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

Size
(BP.AdventureFramework.Assets.Identifier.Item)

Equals(string)

Parameters

+ BP.AdventureFramework.

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

Assets.Characters

Declaration

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

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

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Parameters

+ BP.AdventureFramework.

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

Assets.Locations

Declaration

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

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

Commands

(BP.AdventureFramework.Commands)

Declaration

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

Declaration

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Extensions)

ToIdentifiableString(string)

+ BP.AdventureFramework.

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

Convert a string to an identifiable string.

Declaration

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

Parameters

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

ExaminationCallback

Returns (BP.AdventureFramework.Assets.ExaminationResult)

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

(BP.AdventureFramework.Assets.IIdentifier)

IPlayerVisible

(BP.AdventureFramework.Assets.IIdentifier)

Identifier

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

Item

Declaration (BP.AdventureFramework.Assets.IItem)

Size

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

+ BP.AdventureFramework.

Returns Assets.Characters

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

Assets.Interaction

Overrides

(BP.AdventureFramework.Assets.IInteraction)

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

+ BP.AdventureFramework.

Assets.Locations

Implements (BP.AdventureFramework.Assets.ILocation)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.ICommand)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.IExtension)

+ BP.AdventureFramework.


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

Constructors

Item(Identifier, Description, bool)

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

Declaration

ExaminableObject
(BP.AdventureFramework.Assets.E

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

IPlayerVisible

Parameters
(BP.AdventureFramework.Assets.II

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

+ BP.AdventureFramework.

Assets.Characters

Item(string, string, bool)

Initializes a new instance of the Item class.

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.II)

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

+ BP.AdventureFramework.

Assets.Locations

Parameters
(BP.AdventureFramework.Assets.II)

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

Conversations

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Properties

Extensions

(BP.AdventureFramework.Extensions)

Interaction

(BP.AdventureFramework.Interaction)

Interpretation

Get or set the interaction.

Declaration

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

Property Value

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

+ 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
	The result of the interaction.

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.SizeType.html)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.html)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Interpretation

Struct Size

Represents a size.

Filter by title

Inherited Members .

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

Declaration

+ BP.AdventureFramework.

Assets.Characters.

Size(**int** width, **int** height)

(BP.AdventureFramework.Assets.Characters.

Parameters

(BP.AdventureFramework.

Type Commands

(BP.AdventureFramework.Com-

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

Name

Description

width

The width.

+ BP.AdventureFramework.

Assets.Characters.

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

height

The height.

Conversations

(BP.AdventureFramework.Con-

versations.

(BP.AdventureFramework.Exten-

ses.

Height.

(BP.AdventureFramework.

Interpretation

Get the height.

(BP.AdventureFramework.Inter-

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

+ **BP.AdventureFramework.**

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

Assembly: BP.AdventureFramework.dll

Syntax

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

(BP.AdventureFramework.Assets.Characters.Character)

- **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.Character)

Character

(BP.AdventureFramework.Assets.Characters.Character)

IConverser

Get or set the interaction.

(BP.AdventureFramework.Assets.Characters.Character)

DeclaresPlaye

Character

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Character)

InteractionCallback

Interaction { get; set; }

(BP.AdventureFramework.Assets.Characters.Character)

+ **BP.AdventureFramework.**

Property Value

Assets.Interaction

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

Description

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Characters.Character)

IsAlive

+ **BP.AdventureFramework.**

Get if this character is alive.

Commands

DeclaresPlaye

(BP.AdventureFramework.Commands.Character)

+ **BP.AdventureFramework.**

public bool IsAlive { get; protected set; }

Conversations

(BP.AdventureFramework.Conversations.Character)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

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

(BP.AdventureFramework.Extensions.Character)

+ **BP.AdventureFramework.**

Interpretation

Items (BP.AdventureFramework.Interpretation.Character)

Get the items this Character holds.

+ **BP.AdventureFramework.**

Logon

(BP.AdventureFramework.Logon.Character)

+ **BP.AdventureFramework.**

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

Property Value

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

- BP.AdventureFramework.

Assets.Characters

Methods (BP.AdventureFramework.Assets.Characters)

Character

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

IConverser

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

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

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

+ BP.AdventureFramework.

Parameters

Assets.Interaction

Type (BP.AdventureFramework.Assets.Interaction)

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

Name

Description

item

The item to acquire.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

DequireItem(Item)

+ BP.AdventureFramework.

De-acquires an item.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Extensions

Type (BP.AdventureFramework.Extensions)

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

Returns NonPlayableCharacter

Type	Description
NonPlayableCharacter	True if the item was found.

+ BP.AdventureFramework.

Assets.Interaction

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

Give an item to another in game Character.

Assets.Locations

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

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

+ BP.AdventureFramework.

Commands

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

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

Extensions

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

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

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

+ BP.AdventureFramework.

HasItem(Item, bool)

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

Determine if the PlayerCharacter has an item.

+ BP.AdventureFramework.

Declaration

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

Parameters

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

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

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

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

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

Interact(Item)

+ BP.AdventureFramework.

Interact with an item.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.Interaction.html)

+ BP.AdventureFramework Interact(Item item)

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Parameters

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

Return
BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

InteractionResult

(BP.AdventureFramework.Conversations.InteractionResult.html)

Extensions

(BP.AdventureFramework.Extensions.html)

InteractWithItem(Item)

(BP.AdventureFramework.InteractWithItem.html)

Interpretation

Interact with a specified item.

(BP.AdventureFramework.Interpretation.html)

Declaration

+ BP.AdventureFramework.

Logic selected virtual InteractionResult InteractWithItem(Item item)

(BP.AdventureFramework.Logic.html)

Parameters

+ BP.AdventureFramework.

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

Returns

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

- BP.AdventureFramework.

Assets.Characters

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

Character

Kill the character.

(BP.AdventureFramework.Assets.Characters.Kill)

Declaration

(BP.AdventureFramework.Assets.Characters.Kill)

NonPlayableCharacter

public virtual void Kill()

(BP.AdventureFramework.Assets.Characters.Kill)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Kill)

Implements

+ BP.AdventureFramework.

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

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

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

+ BP.AdventureFramework.

IExaminable.Identifier

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

IEPlayerVisible

(BP.AdventureFramework.

Assets.Characters.IExaminable.html#BP_AdventureFramework_Assets_IExaminable_Description)

ICharacter

(BP.AdventureFramework.Assets.C

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

IConverser

IExaminable.Examine

(BP.AdventureFramework.Assets.C

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

INonPlayableCharacter

(BP.AdventureFramework.Assets.C

(BP.AdventureFramework.Assets.IPlayerVisible.html#BP_AdventureFramework_Assets_IPlayerVisible_IsPlayerVi

sible)

(BP.AdventureFramework.Assets.C

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

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

Assets.BP.AdventureFramework.dll

Syntax

+ BP.AdventureFramework.

public interface IConverser : IExaminable, IPlayerVisible

Assets.Locations

(BP.AdventureFramework.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversation

Conversations

Get or set the conversation.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Extensions

Conversation Conversation { get; set; }

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Property Value

Interpretation

Type (BP.AdventureFramework.Inter

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

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

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

▼

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

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

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

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

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

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

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

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

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

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

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

- **BP_AdventureFramework.**

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

(**BP_AdventureFramework_Assets_Characters_Character**)

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

Implements

IInteractWithItem (BP_AdventureFramework_Assets_Interaction_IInteractWithItem.html)

IConverser (BP_AdventureFramework_Assets_Characters_IConverser.html)

IExaminable (BP_AdventureFramework_Assets_Examinable.html)

IPlayerVisible (BP_AdventureFramework_Assets_IPlayerVisible.html)

(BP_AdventureFramework_Assets_C

Inherited Members

+ **BP_AdventureFramework.**

Character.ISALIVE

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_ISALIVE)

+ **BP_AdventureFramework.**

Character.Interaction

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Interaction)

+ **BP_AdventureFramework.**

Character.Items

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Items)

+ **BP_AdventureFramework.**

Character.Kill()

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Kill)

+ **BP_AdventureFramework.**

Character.AcquireItem(item)

+ **BP_AdventureFramework.**

Character.Conversations

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Conversations)

+ **BP_AdventureFramework.**

Character.Extensions

Character.RequireItem(BP_AdventureFramework_Assets_Item)

+ **BP_AdventureFramework.**

Character.HasItem(item, bool)

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_HasItem)

+ **BP_AdventureFramework.**

Character.Interpretation

Character.FindItem(string, out Item, bool)

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_FindItem)

+ **BP_AdventureFramework.**

Character.Logic

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Give_BP_AdventureFramework_Assets_Item_BP_AdventureFramework_Assets_Characters_Character_Give)

+ **BP_AdventureFramework.**

Character.Rendering

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Interact_BP_AdventureFramework_Assets_Item)

+ **BP_AdventureFramework.**

Character.Running

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

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

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

+ **BP.AdventureFramework**

Assets.Characters

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

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

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

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

 + **BP.AdventureFramework**

Assets.Interaction

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

Assets.Locations

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

 + **BP.AdventureFramework**

Commands

 NonPlayableCharacter
 (**BP.AdventureFramework.Assets.ExaminableObject**)
(BP.AdventureFramework.Assets.html).Characters (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.
- BP.AdventureFramework. Conversation Assets.Characters (BP.AdventureFramework.Conversations.Conversation. (BP.AdventureFramework.Assets.Characters.html))	<i>conversation</i>	The conversation.
Character (BP.AdventureFramework.Assets.Characters.html)		
IConverser (BP.AdventureFramework.Assets.IConverser.html)		

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

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

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

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.

Parameters

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

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

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

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Rendering.html)

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

Parameters

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

+ BP.AdventureFramework.

Commands

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

Initializes a new instance of the NonPlayableCharacter class.

+ BP.AdventureFramework.

Declarations

Conversations

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.Parameters)

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

(BP.AdventureFramework.Renderin

Properties

Conversation

Get or set the conversation.

Declaration
- **BP.AdventureFramework.**

Assets.Characters

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

(BP.AdventureFramework.Assets.Characters)

Character

Value
(BP.AdventureFramework.Assets.Characters)

Type
Converser

Description

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

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters)

Implements

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

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

Assets.Interaction

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

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

Assets.Characters

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

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

Implements

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

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

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

([BP_AdventureFramework_Assets.Character](#))

Inherited Members

+ **BP_AdventureFramework.**

Character.ISALIVE

Assets_Interaction

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

(BP_AdventureFramework.Assets.Characters.Character)

Character.Interaction

+ **BP_AdventureFramework.**

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

Assets_Locations

(BP_AdventureFramework.Assets.Characters.Character)

Character.Items

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

+ **BP_AdventureFramework.**

Character.Kill()

(BP_AdventureFramework.Character)

Character.Kill()

+ **BP_AdventureFramework.**

Character.AcquireItem(Item)

Conversations

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

Character.RequireItem_BP_AdventureFramework_Assets_Item)

(BP_AdventureFramework.Extensions)

Character.HasItem(item, bool)

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

Interpretation

Character.FindItem(string, out Item, bool)

(BP_AdventureFramework.Interpretation)

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

+ **BP_AdventureFramework.**

Character.Give(Item, Character)

(BP_AdventureFramework.Logic)

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

Character.GiveItem(Item)

(BP_AdventureFramework.Render)

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

(BP_AdventureFramework.Render)

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

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

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

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

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

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

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

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

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

+ BP.AdventureFramework.
Logic
Declarative
(BP.AdventureFramework.Logic)

+ 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.

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

Interfaces

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.InteractionResult)

IInteractWithItem

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

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

Represents any object that can interact with an item.

ReactionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Result

(BP.AdventureFramework.Assets.Interaction.Result)

Enums

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

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

+ BP.AdventureFramework.

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

(BP.AdventureFramework.ComplexTypes.ReactionResult)

+ BP.AdventureFramework.

Delegates

Conversations

(BP.AdventureFramework.Conversations)

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

Extensions callback for conditions.

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

InteractionCallback

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

Represents the callback for interacting with objects.

▼

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.ICharacterInteractionCallback)

- **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

Condition

(BP.AdventureFramework.Assets.Interaction.IInteractionCondition)

IInteractWithItem

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

InteractionCallback

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.IInteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.IInteractionResult)

Reaction

(BP.AdventureFramework.Assets.Interaction.IReaction)

ReactionResult

(BP.AdventureFramework.Assets.Interaction.IReactionResult)

Result

(BP.AdventureFramework.Assets.Interaction.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations.ILocationInteractionCallback)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.ICommand)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions.IExtension)

+ **BP.AdventureFramework.**

(BP.AdventureFramework.Extensions.IExtension)

Delegate Condition

Represents a callback for conditions.

Filter by title

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

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

Syntax

- **BP.AdventureFramework.**

Assets.Interaction

public delegate bool Condition()

(BP.AdventureFramework.Assets)

Condition

Returns (BP.AdventureFramework.Assets.Ir

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

(BP.AdventureFramework.Assets.Ir

InteractionEffect

(BP.AdventureFramework.Assets.Ir

InteractionResult

(BP.AdventureFramework.Assets.Ir

Reaction

(BP.AdventureFramework.Assets.Ir

ReactionResult

(BP.AdventureFramework.Assets.Ir

Result

(BP.AdventureFramework.Assets.Ir

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: BP.AdventureFramework.dll

- **BP.AdventureFramework.**

Syntax

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

Interact(Item)

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

InteractionResult

Interact with an item.

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

Declaration

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

InteractionResult

InteractionResult Interact(Item item)

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

Result

Parameters

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

Type	Name	Description
+ BP.AdventureFramework.		

Assets.Locations

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

item

The item to interact with.

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Returns

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.ICommand)

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

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions.IExtension)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IInterpretation)

+ **BP.AdventureFramework.**

(BP.AdventureFramework.Items.IItem)

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

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

- **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

Assets.Interaction

Syntax

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

`public delegate InteractionResult InteractionCallback(Item item)`

`(BP.AdventureFramework.Assets.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)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.InteractionEffect)

Condition

(BP.AdventureFramework.Assets.InteractionEffect)

IInteractWithItem

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionCallback

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionEffect

(BP.AdventureFramework.Assets.InteractionEffect)

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

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

Assets.Interaction

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

Inherited Members

InteractWithItem

Result (BP.AdventureFramework.Assets.Interaction)

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

InteractionResult

InteractionResult (BP.AdventureFramework.Assets.Interaction)

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

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

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

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

Result

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

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

Assembly: BP.AdventureFramework.dll

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

public sealed class InteractionResult : Result

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Constructors

+ BP.AdventureFramework.

Conversations

InteractionResult(InteractionEffect, Item)

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

Initializes a new instance of the InteractionResult class.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

public InteractionResult(InteractionEffect effect, Item item)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Type

+ BP.AdventureFramework.

InteractionEffect

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

Type	Name	Description
InteractionEffect	effect	The effect of this interaction.

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

InteractionResult(InteractionEffect, Item, string)

Assets.Interaction

Initializes a new instance of the InteractionResult class.

(BP.AdventureFramework.Assets.InteractionResult)

Declaration

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

InteractionCallback

(BP.AdventureFramework.Assets.InteractionCallback)

Parameters

InteractionEffect

Type (BP.AdventureFramework.Assets.InteractionEffect)

Name

Description

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Get the effect.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Extensions

Property Value

(BP.AdventureFramework.Extensions)

Description

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Interpretations)

Item BP.AdventureFramework.

Logic

Get the item used in the interaction.

(BP.AdventureFramework.Logic)

Declaration

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

Property Value

Type	Description
Item	(BP.AdventureFramework.Items.Item)
(BP.AdventureFramework.Assets.Interaction)	
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)	
+ BP.AdventureFramework.	
Assets.Locations	
(BP.AdventureFramework.Assets.Locations)	
+ BP.AdventureFramework.	
Commands	
(BP.AdventureFramework.Commands)	
+ BP.AdventureFramework.	
Conversations	
(BP.AdventureFramework.Conversations)	
+ BP.AdventureFramework.	
Extensions	
(BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework.	
Interpretation	
(BP.AdventureFramework.Interpretation)	
+ BP.AdventureFramework.	
Logic	
(BP.AdventureFramework.Logic)	

Class Reaction

Represents a reaction.

Filter by title

Inheritance

(BP.AdventureFramework.Assets)

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

(BP.AdventureFramework.Assets.Interaction.html)

Inherited Members

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.html)

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

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

Assembly: BP.AdventureFramework.dll

Result

Syntax

(BP.AdventureFramework.Assets.Interaction.html)

+ **BP.AdventureFramework.**

public sealed class Reaction

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Constructors

Reaction(ReactionResult, string)

+ **BP.AdventureFramework.**

Initializes a new instance of the Reaction class.

Conversations

Delegation

(BP.AdventureFramework.Conversations.html)

+ **BP.AdventureFramework.**

public Reaction(ReactionResult result, string description)

Extensions

(BP.AdventureFramework.Extensions.html)

Parameters

+ **BP.AdventureFramework.**

Type

Interpretation

ReactionResult

(BP.AdventureFramework.Interaction.html)

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

+ **BP.AdventureFramework.**

Logic

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

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

+ **BP.AdventureFramework.**

Properties

Description

Get a description of the result.

Declaration

(BP.AdventureFramework.Assets.InteractionResult)

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

Condition

(BP.AdventureFramework.Assets.InteractionResult)

Properties

Value

(BP.AdventureFramework.Assets.InteractionResult)

Type

Description

InteractionCallback

(BP.AdventureFramework.Assets.InteractionResult)

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

InteractionEffect

(BP.AdventureFramework.Assets.InteractionResult)

InteractionResult

(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)

Properties

Value

Assets.Locations

Type

Description

(BP.AdventureFramework.Assets.InteractionResult)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

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

Syntax

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

Fields

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

+ **BP.AdventureFramework.**

OK OK.

Assets.Locations

(BP.AdventureFramework.Assets.Locat

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Comman

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conver

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

Class Result

Represents a result.

Filter by title

Inheritance

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

Inherited Members

InteractionEffect

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

Namespaces

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

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

Assets.Locations

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.IResult)

Syntax

+ BP.AdventureFramework.

Commands
protected abstract class Result
(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Constructors

Conversations
(BP.AdventureFramework.Con

Result (BP.AdventureFramework).

Extensions

Initializes a new instance of the Result class.

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

Interpretation
protected Result()
(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Properties (BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Description

(BP.AdventureFramework.Description)

Get the description.

Declaration

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

Property Value

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

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

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

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

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

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

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

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

Namespace BP.AdventureFramework. Assets.Locations

▼ Filter by title

Classes

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

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

+ BP.AdventureFramework.

Represents an exit from a GameLocation.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

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

+ BP.AdventureFramework.

Represents a matrix of rooms.

(BP.AdventureFramework.Assets.Matrix)

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

(BP.AdventureFramework.Assets.Overworld)

Represents an entire overworld.

Exit

(BP.AdventureFramework.Assets.Overworld.Exit)

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

+ BP.AdventureFramework.Assets.Region

Represents a region.

Overworld

(BP.AdventureFramework.Assets.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.ComplexTypes.ViewPoint)

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.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

Syntax

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

▼ Constructors

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.Exit(ExitDirection, bool, Identifier, Description))

- **BP.AdventureFramework.**

Initializes a new instance of the Exit class.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Exit(ExitDirection, bool, Identifier, Description))

Direction

```
public Exit(ExitDirection direction, bool isLocked = false, Identifier identifier = null, string description = null)
```

(BP.AdventureFramework.Assets.Locations.Exit)

Matrix

Parameters

(BP.AdventureFramework.Assets.Locations.Exit)

Type

Overworld

Region

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

Room

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

(BP.AdventureFramework.Assets.Identifier)

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

Name

Description

direction

The direction of the exit.

isLocked

If this exit is locked.

identifier

An identifier for the exit.

description

A description of the exit.

Properties

BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.Exit)

+ **BP.AdventureFramework.**

Get the direction of the exit.

Conversations

Declaration

(BP.AdventureFramework.Conversations.Exit)

+ **BP.AdventureFramework.**

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

Extensions

(BP.AdventureFramework.Extensions.Exit)

Property Value

+ **BP.AdventureFramework.**

Type

Interpretation

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

(BP.AdventureFramework.Interpretations.Exit)

+ **BP.AdventureFramework.**

Logic

Interaction

(BP.AdventureFramework.Logic.Exit)

Description

Get or set the interaction.

Declaration

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

Property Value

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

- BP.AdventureFramework.

Assets.Locations

IsLocked

Direction

Get if this Exit is locked.

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

Declaration

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

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

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

Overworld

Property Value

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

Type	Description
Region	

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

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

Room

Methods

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

+ BP.AdventureFramework.

Interact(Item)

Commands

(BP.AdventureFramework.Com

Declaration

BP.AdventureFramework.

Conversations

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

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Parameters

Extensions

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

+ BP.AdventureFramework.

Interpretation

Returns

(BP.AdventureFramework.Inter

Type

+ BP.AdventureFramework.

InteractionResult

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

(BP.AdventureFramework.Logi

Description
The result of the interaction.

Lock()

Lock this exit.

Declaration

```
public void Lock()
```

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

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

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

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

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

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

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

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

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

- **BP.AdventureFramework.**

Assets.Locations

(**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.**

public Matrix(Room[,] rooms)

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; }
```

Property Value

Type	Description
(BP.AdventureFramework.Assets.Locations)	

Direction

Height
Exit

Get the height of the matrix.

Matrix

Declaration
(BP.AdventureFramework.Assets.Locations)

Overworld

(BP.AdventureFramework.Assets.Locations)

Region

(BP.AdventureFramework.Assets.Locations)

Property Value
Room

Type	Description
(BP.AdventureFramework.Assets.Locations)	

ViewPoint

(BP.AdventureFramework.Assets.Locations)

this[int, int, int]

+ BP.AdventureFramework.

Get Commands

Declaration
(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

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

Name

Description

x

The x position.

y

The y position.

z

The z position.

+ BP.AdventureFramework.

Interpretation

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

(BP.AdventureFramework.Interpretation)

Properties

Logic

Type (BP.AdventureFramework.Logic)

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

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.

Width

Get the width of the matrix.

Declaration

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

Property Value

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

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 rooms.

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.

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

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

↳ Overworld

(BP.AdventureFramework.Assets.Locations.Overworld)

Implements

Direction

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

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

Ext

Inherited Members

Matrix

ExaminableObject.Examination

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

Overworld

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

Region

ExaminableObject.ToString()

Room

ExaminableObject.Identifier

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

RoomPosition

ExaminableObject.ToString()

Identifier

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

ExaminableObject.Description

ViewPoint

ExaminableObject.ToString()

([BP.AdventureFramework.Assets.Locations.ExaminableObject.ToString.html](#)#BP_AdventureFramework_Assets_ExaminableObject_ToString)

Description

ExaminableObject

Commands

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

ExaminableObject.IsPlayerVisible

+ **BP.AdventureFramework**.

Conversations

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

([BP.AdventureFramework.Object.Equals.html](#)#BP_AdventureFramework_Object_Equals)

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

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

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

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

Interpretation

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

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

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework**.

Syntax

Logic

(BP.AdventureFramework.Logic)

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

+ **BP.AdventureFramework**.

Constructors

Overworld(Identifier, Description)

Initializes a new instance of the overworld class.

Declaration

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

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

Assets.Locations

(BPAdventureFramework.Assets.Locations)

Parameters

Type	Direction	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier)	BP.AdventureFramework.Assets.Identifier	identifier	The identifier for this overworld.
Description (BP.AdventureFramework.Assets.Description)	BP.AdventureFramework.Assets.Description	description	A description of this overworld.

(BP.AdventureFramework.Assets.Locations)

Overworld

(BPAdventureFramework.Assets.Locations)

Region

Initializes a new instance of the overworld class.

(BPAdventureFramework.Assets.Locations)

Room

(BP.AdventureFramework.Assets.Locations)

RoomPosition

public Overworld(string identifier, string description)

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BPAdventureFramework.Assets.Locations)

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

Commands

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

(BPAdventureFramework.Commands)

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

Name

Description

identifier

The identifier for this overworld.

description

A description of this overworld.

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

Conversations

(BPAdventureFramework.Conversations)

Properties

(BPAdventureFramework.Properties)

Extensions

(BPAdventureFramework.Extensions)

CurrentRegion

+ **BPAdventureFramework.CurrentRegion**

Get the current region.

Interpretation

Declaration

(BPAdventureFramework.Interpretation)

+ **BPAdventureFramework.Interpretation**

public Region CurrentRegion { get; }

Logic

(BPAdventureFramework.Logic)

Property Value

+ **BPAdventureFramework.Logic**

- . . .

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

Regions

Get the regions in this overworld:

BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Direction

Property Value

Exit

Type

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

Overworld

(BP.AdventureFramework.Assets.Locations)

Region

Methods

AddRegion(Region)

RoomPosition

Add a region to this overworld.

ViewPoint

Declaration

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

public void AddRegion(Region region)

Commands

(BP.AdventureFramework.Commands)

Parameters

+ BP.AdventureFramework.

Type

Conversations

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

Name	Description
region	The region to add.

+ BP.AdventureFramework.

Extensions

Examine()

(BP.AdventureFramework.Extensions)

Examine this object.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

public override ExaminationResult Examine()

+ BP.AdventureFramework.

Logic

Returns

(BP.AdventureFramework.Logic)

+ 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 ViewPoint

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 Logic

(BP.AdventureFramework.Logi

Description

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

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

RemoveRegion(Region)

Remove a region from this overworld.

Declaration

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

Parameters

- **BP.AdventureFramework.**

Type **Assets.Locations**

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

Name

Description

region

The region to remove.

Direction

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

Implements

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

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

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

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

Overworld

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

Region

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

Room

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

RoomPosition

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

ViewPoint

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

+ BP.AdventureFramework.

Commands

(**BP.AdventureFramework.Commands**)

+ BP.AdventureFramework.

Conversations

(**BP.AdventureFramework.Conversations**)

+ BP.AdventureFramework.

Extensions

(**BP.AdventureFramework.Extensions**)

+ BP.AdventureFramework.

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ BP.AdventureFramework.

Logic

(**BP.AdventureFramework.Logic**)

+ BP.AdventureFramework.

Nodes

(**BP.AdventureFramework.Nodes**)

Class Region

Represents a region.

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

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

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

↳ Region

↳ Direction

Implements

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

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

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

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

Implements

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

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

↳ Overworld

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

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

IRegion

ExaminableObject.ToString()

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

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

ToString()

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

IIdentifier

RoomPosition

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

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

ViewPoint

ExaminableObject.Description

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

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

+ **BP.AdventureFramework.**

Commands

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

ICommands

ExaminableObject.Commands

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

+ **BP.AdventureFramework.**

Conversations

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

IPermissible

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

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

+ **BP.AdventureFramework.**

Extensions

object.Equals(object, object)

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

+ **BP.AdventureFramework.Extra**

object.GetHashCode()

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

+ **BP.AdventureFramework**

Interpretation

object.ReferenceEquals(object, object)

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

+ **BP.AdventureFramework.Interpretation**

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

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

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Logic

Syntax

↳ **(BP.AdventureFramework.Logic)**

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

Rendering

Constructors

Region(Identifier, Description)

Initializes a new instance of the Region class.

Declaration

- BP.AdventureFramework.

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

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

Parameters

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

Overworld

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

Region(string, string)

(BP.AdventureFramework.Assets.L

Initializes a new instance of the Region class.

Room

Declaration

RoomPosition

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

```
ViewPoint
```

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

Parameters

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

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 x

Description The x position.

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

y

The y position.

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

z

The z position.

Room

Property Value
(BP.AdventureFramework.Assets.Locations)

Type RoomPosition

(BP.AdventureFramework.Assets.Locations)

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

ViewPoint

Description The room.

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Rooms

Commands

(BP.AdventureFramework.Commands)

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Property Value

Extensions

Type (BP.AdventureFramework.Extensions)

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

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
```

(BP.AdventureFramework.Assets.Locations)

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

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

(BP.AdventureFramework.Assets.Locations)

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.**

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

Extensions

int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y location of the room.
---	---	-----------------------------

int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z location of the room.
---	---	-----------------------------

+ **BP.AdventureFramework.**

Interpretation

Returns

(BP.AdventureFramework.Interpretations)

Type

+ **BP.AdventureFramework.**

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

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Move(Direction)

Rendering

Move in a direction.

Declaration

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

Parameters

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

Returns

(BPAdventureFramework.Assets.L

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

Matrix

(BPAdventureFramework.Assets.L

Overworld

SetStartRoom(Room)

(BPAdventureFramework.Assets.L

Region

Set the room to start in.

(BPAdventureFramework.Assets.L

Room

(BPAdventureFramework.Assets.L

RoomPosition

public void SetStartRoom(Room room)

(BPAdventureFramework.Assets.L

ViewPoint

Parameters

(BPAdventureFramework.Assets.L

+ **BPAdventureFramework.**

Name

Description

Commands

room

The Room to start in.

(BPAdventureFramework.Com

+ **BPAdventureFramework.**

SetStartRoom(int, int, int)

Conversations

(BPAdventureFramework.Con

Set the room to start in.

+ **BPAdventureFramework.**

Declaration

Extensions

(BPAdventureFramework.Exte

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

+ **BPAdventureFramework.**

Interpretation

(BPAdventureFramework.Inter

Name

Description

Type

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

x

The x position.

Logic

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

y

The y position.

(BPAdventureFramework.Logi

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

z

The z position.

+ **BPAdventureFramework.**

Rendering

ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

- BP.AdventureFramework.

Returns

Assets.Locations

Type

(BP.AdventureFramework.Assets.Locati

Matrix

(BP.AdventureFramework.Assets.Locati

Direction

(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

Name

Description

direction

The direction to unlock in.

BP.AdventureFramework.

Commands

Type

(BP.AdventureFramework.Com

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

Description

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

+ BP.AdventureFramework.

Conversations

Implements

IExaminable

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

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering


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

Constructors

Assets.Locations

Room(Identifier, Description, params Exit[])

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.Locations.Room)

Declaration

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

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

(BP.AdventureFramework.Assets.Locations.Exit)

Overworld

Parameters

(BP.AdventureFramework.Assets.Locations.Identifier)

Type

Region

Name

Description

(BP.AdventureFramework.Assets.Locations.Identifier)

identifier

This rooms identifier.

Room

(BP.AdventureFramework.Assets.Locations.Description)

description

This rooms description.

Description

(BP.AdventureFramework.Assets.Locations.Exit)

exits

The exits from this room.

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

ViewPoint

(BP.AdventureFramework.Assets.Locations.ViewPoint)

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

+ BP.AdventureFramework.

Commands

Initializes a new instance of the Room class.

(BP.AdventureFramework.Commands.Room)

Declaration

(BP.AdventureFramework.Commands.Room)

+ BP.AdventureFramework.

```
public Room(Identifier identifier, Description description, Exit[] exits = null, par
```

ams.Item[] items)

(BP.AdventureFramework.Commands.Room)

+ BP.AdventureFramework.

Parameters

Extensions

Type

(BP.AdventureFramework.Extensions.Room)

Name

Description

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

identifier

This rooms identifier.

+ BP.AdventureFramework.

Interpretation

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

description

This rooms description.

(BP.AdventureFramework.Interpretation)

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

exits

The exits from this room.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

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 (https://learn.microsoft.com/dotnet/api/system.string)		identifier	This rooms identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)		description	This rooms description.
Direction Exit (BP.AdventureFramework.Assets.Locations.Exit.html)[] (BP.AdventureFramework.Assets.L	Exit	exits	The exits from this room.

Exit
(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

Initializes a new instance of the Room class.

Declaration
Region

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

RoomPosition

Parameters
(BP.AdventureFramework.Assets.L

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

+ BP.AdventureFramework.Properties

Extensions

(BP.AdventureFramework.Exte

Characters

+ BP.AdventureFramework.

Interpretation

Get the Characters in this Room.

(BP.AdventureFramework.Inter
Declaration

+ BP.AdventureFramework.

Logic NonPlayableCharacter[] characters { get; }

(BP.AdventureFramework.Logi

Property Value

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

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

EnteredFrom

Assets.Locations

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

Declaration
Direction

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

Property Value
Matrix

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

Type
Overworld

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

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

Exits
(BP.AdventureFramework.Assets.Locations)

RoomPosition

Get the exits.
(BP.AdventureFramework.Assets.Locations)

Declaration
ViewPoint

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

+ **BP.AdventureFramework.**

Commands

Properties
(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

Type	Description
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
Logic

Type	Description
(BP.AdventureFramework.Logic)	

+ **BP.AdventureFramework.**

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

Rendering

(BP.AdventureFramework.Rendering)

Interaction

Get or set the interaction.

Declaration

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

Assets Locations

Property Value

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

Exit

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

this[Direction]

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

Get an Exit

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

Declaration

Region

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

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

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

Parameters

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

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

+ BP.AdventureFramework.

Commands

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

Conversations

(BP.AdventureFramework.Conversations.html)

Items

(BP.AdventureFramework.Items.html)

Extensions

Get the items in this Room.

(BP.AdventureFramework.Extensions.html)

Declaration

+ BP.AdventureFramework.

Interpretation

[Items] Items { get; }

(BP.AdventureFramework.Interpretation.html)

Property Value

(BP.AdventureFramework.Items.html)

Logic

(BP.AdventureFramework.Logic.html)

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

UnlockedExits

Get all unlocked exits.

Declaration

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

AssetsLocations

Property value

(BP.AdventureFramework.Assets.L

Type

Direction

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

Description

Exit

(BP.AdventureFramework.Assets.L

Matrix

(BP.AdventureFramework.Assets.L

Overworld

(BP.AdventureFramework.Assets.L

Methods

AddCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Assets.L

Add **Character** to this room.

Room

Declaration

RoomPosition

(BP.AdventureFramework.Assets.L

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

ViewPoint

(BP.AdventureFramework.Assets.L

Parameters

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

NonPlayableCharacter

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

Name

Description

character

The character to add.

Conversations

(BP.AdventureFramework.Con

AddExit(Exit)

+ BP.AdventureFramework.

Add an exit to this room.

Extensions

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Inter

Parameters

+ BP.AdventureFramework.

Type

Logic

(BP.AdventureFramework.Logi

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

Name

Description

exit

The exit to add.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

Add an item to this room.

Declaration

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

Parameters

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

Direction

(BP.AdventureFramework.Assets.L

Exit

CanMove(Direction)

(BP.AdventureFramework.Assets.L

Matrix

Test if a move is possible.

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

Region

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

(BP.AdventureFramework.Assets.L

Room

Parameters

(BP.AdventureFramework.Assets.L

Type

RoomPosition

(BP.AdventureFramework.Assets.L

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

Name

Description

direction

The direction to test.

(BP.AdventureFramework.Assets.L

Returns

+ BP.AdventureFramework.

Type

Commands

b (BP.AdventureFramework.Commands)

Description

If a move in the specified direction is possible.

+ BP.AdventureFramework.

Conversations

ContainsCharacter(NonPlayableCharacter, bool)

(BP.AdventureFramework.Con

Can this Room contains a character.

+ BP.AdventureFramework.

Extensions

Declaration

(BP.AdventureFramework.Exte

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

Interpretation

(BP.AdventureFramework.Inter

Parameters

+ BP.AdventureFramework.

Type

Logic

(BP.AdventureFramework.Logi

(BP.AdventureFramework.Assets.Characters.NonP

layableCharacter.html)

Name

character

Description

The character.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

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

>Returns

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

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

ContainsCharacter(string, bool)

(BP.AdventureFramework.Assets.Locations.ContainsCharacter)

Get if this Room contains a character.

(BP.AdventureFramework.Assets.Locations.ContainsCharacter)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Locations.ContainsCharacter)

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

= (BP.AdventureFramework.Assets.Locations.ContainsCharacter)

Room

(BP.AdventureFramework.Assets.Locations.ContainsCharacter)

Parameters

RoomPosition

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

+ BP.AdventureFramework.

Commands

bool
(BP.AdventureFramework.Commands.ContainsCharacter)

System boolean)

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations.ContainsCharacter)

Type

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Extensions.ContainsCharacter)

+ BP.AdventureFramework.

ContainSExit(Direction, bool)

Interpretation

Get if this Room contains an exit.

(BP.AdventureFramework.Interpretations.ContainsExit)

Declaration

+ BP.AdventureFramework.

Logic

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

(BP.AdventureFramework.Logic.ContainsExit)

+ BP.AdventureFramework.

Parameters

Rendering

(BP.AdventureFramework.Rendering.ContainsExit)

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

(BP.AdventureFramework.Assets.Locations)

Returns
Direction

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

Matrix

(BP.AdventureFramework.Assets.Locations)

ContainsExit(bool)

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

Region
Declaration

Room
(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

ParaviewPoint

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

Extensions

(BP.AdventureFramework.Extensions)

ContainsInteractionTarget(string)

+ BP.AdventureFramework.

Interpretation
Gets if this location contains an interaction target.

Declaration
(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic
public bool ContainsInteractionTarget(string targetName)

(BP.AdventureFramework.Logic)

Parameters

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	targetName	The name of the target to check for.

Returns

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

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

Type	Name	Description
RoomPosition		
Item (https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item.html)	item	The item to check for.

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

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

(BP.AdventureFramework.Compartments)

+ [BP.AdventureFramework.](#)
ContainsItem(string, bool)
Conversations

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

Get if this Room contains an item.

+ [BP.AdventureFramework.](#)

Declaration
Extensions

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

+ [BP.AdventureFramework.](#)

Parameters
Interpretation

Type	Name	Description
+ BP.AdventureFramework. Logic	itemName	The item name to check for.
+ BP.AdventureFramework. Rendering	includeInvisibleItems	Specify if invisible items should be included.

Returns

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

▼ Examine()

Assets.Locations

Handle examination this Room.

(BP.AdventureFramework.Assets.Locations)

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Matrix

Returns

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Description

Exit

(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)

Overrides

Room

ExaminableObject.Examine()

(BP.AdventureFramework.Assets.Locations)

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

Examine()

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

FindCharacter(string, out NonPlayableCharacter)

+ BP.AdventureFramework.

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

Commands

Declaration

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Type

Extensions

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

Name

Description

characterName

The character.

(BP.AdventureFramework.Extensions)

character

The character name.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ BP.AdventureFramework.

Type

Logic

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

Description

True if the character was found.

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

FindCharacter(string, out NonPlayableCharacter, bool)

(BP.AdventureFramework.Render)

Find a character.

Declaration

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



Parameters

Assets.Locations

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

Returns
RoomPosition

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

+ BP.AdventureFramework.

Commands

FindExit(Direction, bool, out Exit)

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

Find an exit.

+ BP.AdventureFramework.

Declaration

Conversations

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

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

+ BP.AdventureFramework.

Extensions

Parameters

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

Returns

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

FindInteractionTarget(string, out IInteractWithItem)

Assets.Locations

Find an interaction target.

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

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Matrix

Parameters

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Name

Description

String

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

targetName

The targets name.

Region

IInteractWithItem

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

target

The target.

(BP.AdventureFramework.Assets.Locations)

RoomPosition

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

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

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

itemName

The items name. This is case insensitive

+ **BP.AdventureFramework.**

Item

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

item

The item

Logging

Returns

+ **BP.AdventureFramework.**

Rendering

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

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

FindItem(string, out Item, bool)

Find an item.

Assets.Locations

Declaration:

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

Direction

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

Exit

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

Parameters

Matrix

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

Returns

+ BP.AdventureFramework.

Type

Commands

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

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

+ BP.AdventureFramework.

Conversations

HasLockedExitInDirection(Direction, bool)

(BP.AdventureFramework.Con...

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

+ BP.AdventureFramework.

Declaration:

Extensions

(BP.AdventureFramework.Exte...

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter...

Parameters

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren...

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

Returns

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

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

HasUnlockedExitInDirection(Direction, bool)

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

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

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Locations.OverWorld)

Region bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)

(BP.AdventureFramework.Assets.Locations.OverWorld)

Room

(BP.AdventureFramework.Assets.Locations.Room)

Parameters

RoomPosition

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

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Interactions

(BP.AdventureFramework.Interactions)

Interact with an item.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logic)

public InteractionResult Interact(Item item)

+ BP.AdventureFramework.

Rendering

Parameters
(BP.AdventureFramework.Rendering)

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

Returns

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

Direction

Movedinto(Direction?)

Exit

Handle movement into this GameLocation.

Matrix

Declaration
(BP.AdventureFramework.Assets.Locations)

Overworld

parameters
(BP.AdventureFramework.Movement(Assertion? fromDirection))

Region

Parameters
(BP.AdventureFramework.Assets.LocationViewPoint)

Room

Type	Name	Description
BP.AdventureFramework.Assets.LocationViewPoint Direction (BP.AdventureFramework.Assets.LocationViewPoint) (BP.AdventureFramework.Assets.LocationViewPoint.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.

RemoveCharacter(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.Characters.NonPlayableCharacter) (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html)	character	The character to remove.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

RemoveExit(Exit)

Declaration
(BP.AdventureFramework.Exit)

+ BP.AdventureFramework.

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.Renderers)

Declaration

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

Parameters

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

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

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

View Point

Assembly: BP.AdventureFramework.dll

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

Syntax

+ **BP.AdventureFramework.**

public class RoomPosition

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Constructors

Conversations

(**BP.AdventureFramework.Con**

RoomPosition(Room, int, int)

Extensions

 Initializes a new instance of the RoomPosition class.

(**BP.AdventureFramework.Exte**

 Declaration

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Inter**

 Parameters

(**BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Logi**

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

Name

room

The room/

+ **BP.AdventureFramework.**

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

Rendering

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

x

The x position of the room.

y

The y position of the room.

+ **BP.AdventureFramework.**

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

Properties

(BP.AdventureFramework.Assets.Room)

Room

(BP.AdventureFramework.Assets.Location)

Get the room.

Exit

(BP.AdventureFramework.Assets.Location)

Declaration

Matrix

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

Overworld

(BP.AdventureFramework.Assets.Location)

Property Value

Type	Description
Room	

(BP.AdventureFramework.Assets.Location)

RoomPosition

(BP.AdventureFramework.Assets.Location)

ViewPoint

(BP.AdventureFramework.Assets.Location)

Get the X position of the room.

BP.AdventureFramework.

Commands

Declaration

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Property Value

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Type	Description
Conversation	

(BP.AdventureFramework.Conversation)

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Get the Y position of the room.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Interpretation)

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Property Value

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Rendering)

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

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

ZY

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

Declaration Direction

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

(BP.AdventureFramework.Assets.L

Matrix
Property Value
(BP.AdventureFramework.Assets.L

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

Methods

Room Position

(BP.AdventureFramework.Assets.L

ViewPoint

Position(int, int, int)
(BP.AdventureFramework.Assets.L

IsAtPosition(int, int, int)
(BP_AdventureFramework_Assets_L

+ **BP.AdventureFramework**.

Commands

Declaration

(BP Adv)

(BPAventurerFramework.com)

+ BP.AdventureFramework.

Conversations

Parameters
IBPAdventureFramework.Com

Type

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

Returns **(BPAdventureFramework.Interpretation)**

i-BP Adventure Framework

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

+ BP.AdventureFramework.

Rendering

(BP_AdventureFramework_Ben)

+ RR Adventure Framework

▼

(BP.AdventureFramework.Assets)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

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

ViewPoint

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

Syntax

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

Conversations

Properties

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

Any

Extensions

(**BP.AdventureFramework.Extensions**)

Get if there is a view in any direction.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Interpretation**)

Property Value

Logic

(**BP.AdventureFramework.Logic**)

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

Rendering

(**BP.AdventureFramework.Rendering**)

AnyNotVisited

(**BP.AdventureFramework.AnyNotVisited**)

Rendering

(**BP.AdventureFramework.Rendering**)

Description

Get a view point representing no view.

Declaration

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

Property Value

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

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

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

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

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

Methods

Create(Region)

Create a new ViewPoint.

(BP.AdventureFramework.Assets.LocationViewPoint.html)

Declaration
RoomPosition

(BP.AdventureFramework.Assets.LocationViewPoint.html)

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

(BP.AdventureFramework.Assets.LocationViewPoint.html)

Parameters

BP.AdventureFramework.

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

Commands

(BP.AdventureFramework.Commands)

Region

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

Conversations

(BP.AdventureFramework.Conversations)

Region

+ (BP.AdventureFramework.Conversations)

Type	Description
(BP.AdventureFramework.Conversations)	The view point.

Extensions

(BP.AdventureFramework.Extensions)

ViewPoint
(BP.AdventureFramework.Extensions)

+ (BP.AdventureFramework.Extensions)

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

RenderingEngineBuilder

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.](#)

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([BP.AdventureFramework.Exte](#)

+ [BP.AdventureFramework.](#)

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([BP.AdventureFramework.Inter](#)

+ [BP.AdventureFramework.](#)

 Logic

([BP.AdventureFramework.Logi](#)

+ [BP.AdventureFramework.](#)

 Rendering

([BP.AdventureFramework.Render](#)

+ [BP.AdventureFramework.](#)

 Rendering.FrameBuilders

([BP.AdventureFramework.Render](#)

+ [BP.AdventureFramework.](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ CustomCommand

Assets.Locations

Implements

(**BP.AdventureFramework.Ass**

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

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

Commands

Inherited Members

(**BP.AdventureFramework.Com**

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

(**BP.AdventureFramework.Comma**

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

(**BP.AdventureFramework.Comma**

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

(**ICommand**

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

(**BP.AdventureFramework.Comma**

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

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

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

(**BP.AdventureFramework.Com**

Name (BP.AdventureFramework.html).Commands

(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework**

Extensions

Syntax

(**BP.AdventureFramework.Exte**

public class CustomCommand : ICommand, IPlayerVisible

+ **BP.AdventureFramework**.

Interpretation

(**BP.AdventureFramework.Inter**

Constructors

+ **BP.AdventureFramework.**

Logic

CustomCommand(CommandHelp help, bool, CustomCommandCallback)

+ **BP.AdventureFramework**.CustomCommand

Init BPAdventureFramework.CustomCommand class.

Declaration

(**BP.AdventureFramework.Ren**

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

allback)

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

Parameters

+ **BP.AdventureFramework**.

Rendering.FrameBuilders.

Color

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

- BP.AdventureFramework.

Commands

+ **BP.AdventureFramework.Com**

CustomCommand

Arguments

BP.AdventureFramework.Comma

CustomCommandCallback

Get or set the arguments

(BP.AdventureFramework.Comma

ICommand

Declaration

(BP.AdventureFramework.Comma

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

Property Value

+ BP.AdventureFramework.	Description
Extensions string (https://learn.microsoft.com/dotnet/api/system.string)[] (BP.AdventureFramework.Exte	

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.	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

+ BP.AdventureFramework.

Declaration

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

Property Value

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Methods

- BP.AdventureFramework.

Commands

In(BP.AdventureFramework.Com

CustomCommand

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

Declaration

ActionCommandCallback

(BP.AdventureFramework.Commands.ICommand.html)

player Reaction Invoke(Game game)

(BP.AdventureFramework.Commands.ICommand.html)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Convo

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

+ BP.AdventureFramework.

Extensions

Returns

(BP.AdventureFramework.Exte

Type

Description

+ BP.AdventureFramework.

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

The reaction.

Interpretation

(BP.AdventureFramework.Inter

Implements

BP.AdventureFramework.

Logic

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

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Asses

- **BP.AdventureFramework.**

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

Commands

(BP.AdventureFramework.Com

Parameters

Type	Name	Description
CustomCommand	game	The game to invoke the command on.
CustomCommandCallback	arguments	The arguments to invoke the command with.

+ **BP.AdventureFramework.**

Conversations

Returns

(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

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

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

Interface ICommand

Represents a command.

Filter by title

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

Assets.Locations

Assembly: BPAdventureFramework.dll
(BP.AdventureFramework.Assembly.html)

Syntax

- **BP.AdventureFramework.**

Commands
public interface ICommand
(BP.AdventureFramework.Com

CustomCommand
(BP.AdventureFramework.Com
CustomCommandCallback
(BP.AdventureFramework.Com
ICommand
(BP.AdventureFramework.Comma

Methods

Invoke(Game)
+ **BP.AdventureFramework.**

Invoke the command.
Conversations

Delegates
(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**
Reaction Invoke(Game game)
Extensions

(BP.AdventureFramework.Exte
Parameters

+ **BP.AdventureFramework.**
Type
Interpretation

Name	Description
game	The game to invoke the command on.

+ **BP.AdventureFramework.**
Returns

Type	Description
(BP.AdventureFramework.Logic	

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

+ **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.

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

+ **BP.AdventureFramework.**

Conversation

This class represents a conversation.

Declaration

(BP.AdventureFramework.Conversation

+ **BP.AdventureFramework.**

Paragraphs

Parameters

+ **BP.AdventureFramework.**

Rendering

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

+ **BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Properties

([BP.AdventureFramework.Render](#)

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Name	Description
paragraphs	The paragraphs.

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
(BP.AdventureFramework.Convers

Participant
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
Logic

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering, FrameBuilders

Next(Game)

(BP.AdventureFramework.Rend

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)

+ 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.

Commands

Conversations

Parameters

(BP.AdventureFramework.Con

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

+ 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.

RenderingFrameBuilders

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Commands

↳ LogItem

(BP.AdventureFramework.Com

Inherited Members

- **BP.AdventureFramework.**

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

Conversations

(BP.AdventureFramework.Con

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

Conversation

(BP.AdventureFramework.Conver

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

Conversation

(BP.AdventureFramework.Conver

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

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

LogItem

NameSpace BP.AdventureFramework.Conversations

(BP.AdventureFramework.html).Conversations

Paragraph

(BP.AdventureFramework.Convers

Syntax

(BP.AdventureFramework.Convers

Response

public sealed class LogItem

(BP.AdventureFramework.Conver

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

LogItem(Participant, String)

Interpretation

Initializes a new instance of the LogItem class.

(BP.AdventureFramework.Inter

Declaration

+ **BP.AdventureFramework.**

Logic

public LogItem(Participant participant, string line)

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Parameters

Rendering

(BP.AdventureFramework.Rende

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

participant

The participant.

+ **BP.AdventureFramework.**

RenderingFrameBuilders

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Properties

Line

Get the line.



Declaration

+ BP.AdventureFramework.

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

Commands

(BP.AdventureFramework.Com

Property Value

- BP.AdventureFramework.

Type

Conversations

(BP.AdventureFramework.Con

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

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

Participant

(BP.AdventureFramework.Convers

Get the participant.

(BP.AdventureFramework.Convers

Declaration

Paragraph

(BP.AdventureFramework.Convers

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

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Type

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

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

Type	Description
(BP.AdventureFramework.Exte	

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

Commands

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

+ BP.AdventureFramework.

Conversations

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

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

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

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

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

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

Paragraph

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

(BP.AdventureFramework.Convers

Assembly: BP.AdventureFramework.dll

Syntax: BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

public sealed class Paragraph

+ BP.AdventureFramework.

Extensions

CONSTRUCTORS

+ BP.AdventureFramework.

Paragraph(string)

(BP.AdventureFramework.Inte

Initializes a new instance of the Paragraph class.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logi

public Paragraph(string line)

+ BP.AdventureFramework.

Rendering

Parameters

(BP.AdventureFramework.Ren

Type

+ BP.AdventureFramework.

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

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

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

Rendering.FrameBuilders

Initializes a new instance of the Paragraph class.

Color

	Name	Description
	line	Specify the line.

Declaration

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

Parameters

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

+ BP.AdventureFramework.

Extensions

Parameters

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

+ BP.AdventureFramework.

Rendering

Properties

+ BP.AdventureFramework.

Rendering.FrameBuilders

Action

(BP.AdventureFramework.Rendering)

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

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

Color

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

Property Value

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

Commands

(BP.AdventureFramework.Com

CanRespond

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

Responses

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

Commands

Declaration

BP.AdventureFramework.Com

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

Conversations

(BP.AdventureFramework.Com)

Property	Type	Description
Conversation	(BP.AdventureFramework.Conversations)	
Responses	(BP.AdventureFramework.Conversations.Response.html)[]	
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)

- + BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren)

- + BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren)

- + BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Enum Participant

Enumeration of participants in a conversation.

Filter by title

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

(BP.AdventureFramework.Com

Assembly: BP.AdventureFramework.dll

Syntax

BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Com

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

Fields

LogItem

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

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>delta</i>	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

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

▼

ASSETS.LOCATIONS

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

DirectionExtensions

(BP.AdventureFramework.Extensions.DirectionExtensions)

StringExtensions

(BP.AdventureFramework.Extensions.StringExtensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

ASSETS.LOCATIONS

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

↳ [StringExtensions](#)

+ **BP.AdventureFramework.**

Inherited Members

Commands

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

+ **BP.AdventureFramework.**

Conversations

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

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

- **BP.AdventureFramework.**

Extensions

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

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

Name [StringExtensions](#)

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

Assembly [BPAdventureFramework.dll](#)

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

+ **BP.AdventureFramework.**

public static class StringExtensions

Interpretation

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

+ **BP.AdventureFramework.**

Logic

Methods

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

+ **BP.AdventureFramework.**

CaseInsensitiveContains(string, string)

Rendering

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

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

- **BP.AdventureFramework.**

Rendering.FrameBuilders

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

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders.

Type

Color

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

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

Name

value

Description

The value.

+ **BP.AdventureFramework.**

Rendering.Frames

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

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

subString

The string to seek.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

ASSETS.LOCATIONS

EnsureFinishedSentence(string)

+ **BP AdventureFramework.**

Ensure this string is a finished sentence, ending in either ?, ! or .

Commands

Declaration

(BP.AdventureFramework.Com

+ **BP AdventureFramework.**EnsureFinishedSentence(this string value)

Conversations

(BP.AdventureFramework.Con

Parameters

- **BP AdventureFramework.**

Extensions

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

(BP.AdventureFramework.Exte

Returns

(BP.AdventureFramework.Exten

Type StringExtensions

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

Type	Description
StringExtensions	The finished string.

+ **BP AdventureFramework.**

Interpretation

EqualExaminable(string, IExaminable)

+ **BP AdventureFramework.**

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.FrameBuilders.

Color

(BP.AdventureFramework.Ren

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

Type	Description
bool	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 (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	The identifier.

+ **BP.AdventureFramework.**

Returns

Conversations

Type	Description
b (BP.AdventureFramework.html)	True if this string equals the identifier, else false.

Extensions

(**BP.AdventureFramework.Extensions**)

GetObjectifier(string)
Get an objectifier for a word.
StringExtensions

Declaration

+ **BP.AdventureFramework.**

```
public static string GetObjectifier(this string word)
```

Interpretation

(**BP.AdventureFramework.Interpretation**)

Parameters

+ **BP.AdventureFramework.**

Type

Logic

Name	Description
word	The word.

+ **BP.AdventureFramework.**

Returns

Rendering

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

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

The objectifier.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

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

IsPlural(string)

+ **BP.AdventureFramework.**

Get if word is plural.

Rendering.FrameBuilders.

Color

Declaration

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

```
public static bool IsPlural(this string word)
```

Rendering.Frames

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

Parameters

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

Returns

Type	Description
Assets.Locations https://learn.microsoft.com/dotnet/api/system.boolean (BP.AdventureFramework.Ass	True if the word is plural.

+ BP.AdventureFramework.

Commands

IsVowel(string) <https://learn.microsoft.com/dotnet/api/bp.adventureframework.commands.isvowel>

Get if a character is a vowel.

+ BP.AdventureFramework.

Declarations

Conversations <https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations>

(BP.AdventureFramework.Con

```
public static bool IsVowel(this string value)
```

- BP.AdventureFramework.

Extensions

Parameters

(BP.AdventureFramework.Exte

Type	Name	Description
DirectionExtensions https://learn.microsoft.com/dotnet/api/bp.adventureframework.extensions	value	The value to check.

Returns

+ BP.AdventureFramework.

Type

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

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

(BP.AdventureFramework.Inter

True if the character is a vowel.

Type	Description
Interpretation https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation	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
Rendering.FrameBuilders https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders	value	The value.

Color

Returns

(BP.AdventureFramework.Render

Type	Description
Rendering.FrameBuilders https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders	The number of lines in the string.

(BP.AdventureFramework.Render

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

ASSETS.LOCATIONS

Parameters

(BP.AdventureFramework.Ass

Type	Name	Description
+ BP.AdventureFramework.		

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

value

The string to ensure isn't finished finish.

(BP.AdventureFramework.Com

Returns

+ BP.AdventureFramework.

Type

Conversations

(BP.AdventureFramework.Com

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

Description

The unfinished string.

- BP.AdventureFramework.

Extensions

ToDescription(string)

(BP.AdventureFramework.Exte

Returns

Dictionary<Extension, Description>

(BP.AdventureFramework.Exten

Declaration

StringExtensions

(BP.AdventureFramework.Exten

```
public static Description ToDescription(this string value)
```

+ BP.AdventureFramework.

Interpretation

Parameters

(BP.AdventureFramework.Inter

Type

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Returns

+ BP.AdventureFramework.

Type

Rendering

(BP.AdventureFramework.Render

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

Name

value

Description

The value.

+ BP.AdventureFramework.

Rendering.FrameBuilders

ToIdentifier(string)

(BP.AdventureFramework.Render

Returns this string as an Identifier.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

```
public static Identifier ToIdentifier(this string value)
```

+ BP.AdventureFramework.

Parameters

Rendering.Frames

(BP.AdventureFramework.Render

▼

ASSETS.LOCATIONS

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

DirectionExtensions

(BP.AdventureFramework.Extensions.Direction)

StringExtensions

(BP.AdventureFramework.Extensions.String)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Commands

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

Provides help for a command.

+ **BP.AdventureFramework.**

Conversations

CustomCommandInterpreter
(BP.AdventureFramework.Com)

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html)

+ **BP.AdventureFramework.**

Provides an object that can be used for interpreting custom commands.

Extensions

(BP.AdventureFramework.Exte

InterpretationResult

(BP.AdventureFramework.Com)

Interpretation

Represents the result of an interpretation.

(BP.AdventureFramework.Inter

Interfaces

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

IInterpreter

Represents any object that can act as an interpreter for input.

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

↳ Commands

(**BP.AdventureFramework.Com**

Implements

+ **IEquatable<CommandHelp>**

([BP.AdventureFramework.Interpretation.CommandHelp.html](#))>

(**BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.Object**

↳ Extensions

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

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	(BP.AdventureFramework.Ren	command	The command.

+ **BP.AdventureFramework.**

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The help.

Properties

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Command)
Get the command.

+ **BP.AdventureFramework.**

Declaration
Conversations

(BP.AdventureFramework.Conversations)
public string Command { get; }

+ **BP.AdventureFramework.**

Extensions

Property Value

(BP.AdventureFramework.Extensions)
Type

- **BP.AdventureFramework.**

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

Interpretation

(BP.AdventureFramework.Interpretation)

Description

(BP.AdventureFramework.Interpretation)
(BP.AdventureFramework.Interpretation)

Get the description of the command.

(BP.AdventureFramework.Interpretation)
Declaration
Interpreter

(BP.AdventureFramework.Interpretation)
public string Description { get; }
InterpretationResult

Property Value

(BP.AdventureFramework.Logic)

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

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

Methods

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.**

Equals(CommandHelp other)
Indicates whether the current object is equal to another object of the same type.

Rendering.FrameBuilders.

Declaration

Color

(BP.AdventureFramework.Rendering)
public bool Equals(CommandHelp other)

+ **BP.AdventureFramework.**

Parameters

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	other	An object to compare with this object.

>Returns

Type	Description
+ BP.AdventureFramework. Commands (BP.AdventureFramework.Com rossoft.com/dotne t/api/system.bool ear Conversations (BP.AdventureFramework.Con + BP.AdventureFramework. Implements Extensions IEquatable<T> (https://learn.microsoft.com/dotnet/api/system.iequatable-1)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool). + BP.AdventureFramework. ear Conversations (BP.AdventureFramework.Con + BP.AdventureFramework. Implements Extensions IEquatable<T> (https://learn.microsoft.com/dotnet/api/system.iequatable-1)

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

CommandHelp
(BP.AdventureFramework.Interpret
CustomCommandInterpreter
(BP.AdventureFramework.Interpret
IInterpreter
(BP.AdventureFramework.Interpret
InterpretationResult
(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

↳ [CustomCommandInterpreter](#)

(**BP.AdventureFramework.Com**
Implements

+ **BP.AdventureFramework.**

↳ [IInterpreter](https://learn.microsoft.com/dotnet/api/system.interpretation.iiinterpreter) (<https://learn.microsoft.com/dotnet/api/system.interpretation.iiinterpreter.html>)

Conversations

Inherited Members

(**BP.AdventureFramework.Con**

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

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Exte**

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

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

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

(**BP.AdventureFramework.Inter**

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

CommandHelp

Namespace: BP (BP.html).AdventureFramework (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.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 (https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation.commandhelp.html)[]	

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

+ **BP.AdventureFramework.**

public CommandHelp[] GetContextualCommandHelp(Game game)
Commands

(BP.AdventureFramework.Com-

Parameters

+ **BP.AdventureFramework.**

Type
Conversations

(BP.AdventureFramework.Con-

Name	Description
game	The game.

+ **BP.AdventureFramework.**

Returns

Extensions

Type
(BP.AdventureFramework.Exte

Description
The contextual help.

- **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter-

Interpret(string, Game)

CommandHelp

Interpret a string

CustomCommandInterpreter

Declaration

(BP.AdventureFramework.Interpret

IInterpreter

p(BP.AdventureFramework.Interpret

Interpret(string input, Game game)

InterpretationResult

(BP.AdventureFramework.Interpret

Parameters

+ **BP.AdventureFramework.**

Type
Logic

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

Name	Description
input	The string to interpret.

(BP.AdventureFramework.Logic)

Name	Description
game	The game.

+ **BP.AdventureFramework.**

Rendering

Returns

(BP.AdventureFramework.Render

Type
FrameBuilders

InterpretationResult

(BP.AdventureFramework.Rendering.FrameBuilders)

(BP.AdventureFramework.Render

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

SupportedCommands.

Interpretation

Get an array of all supported commands.

(BP.AdventureFramework.Inter

Declaration

CommandHelp

(BP.AdventureFramework.Interpret
CommandHelp[] SupportedCommands { get; }
CustomCommandInterpreter

(BP.AdventureFramework.Interpret

Interpreter

Property Value

(BP.AdventureFramework.Interpret

Type InterpretationResult

(BP.AdventureFramework.Interpret
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

Description

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

Methods

+ **BP.AdventureFramework.**

Rendering

GetContextualCommandHelp(Game)

~~+ **BP.AdventureFramework.**~~ a game, based on its current state.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Parameters

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

Returns

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]	The contextual help.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com Interpret(string, Game)

+ BP.AdventureFramework. Interpret a string.

Conversations

Declaration (BP.AdventureFramework.Con

+ BP.AdventureFramework.

InterpretationResult Interpret(string input, Game game)

Extensions

(BP.AdventureFramework.Exte Parameters

- BP.AdventureFramework.

Type	Name	Description
Interpretation	input	The string to interpret.
string (https://learn.microsoft.com/dotnet/api/system.string)	game	The game.

(BP.AdventureFramework.Interpret

ReturnCustomCommandInterpreter

Type	Description
CustomCommandInterpreter	The result of the interpretation.

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Commands

↳ InterpretationResult

(**BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.**

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

Conversations

(**BP.AdventureFramework.Com**

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

+ **BP.AdventureFramework.**

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

Extensions

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

(**BP.AdventureFramework.Exte**

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

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

- **BP.AdventureFramework.**

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

Interpretation

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

(**BP.AdventureFramework.Inter**

Assembly: BPAdventureFramework.dll

Syntax

CustomCommandInterpreter

```
public class InterpretationResult
    IInterpreter
```

(**BP.AdventureFramework.Interpret**

InterpretationResult

(**BP.AdventureFramework.Interpret**

+ **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

(BP.AdventureFramework.Rend

Get if interpreted successfully.

(BP.AdventureFramework.Rend

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

Get frame builders.

(BP.AdventureFramework.Rend

Color

(BP.AdventureFramework.Rend

Property Value

+ BP.AdventureFramework.

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

▼

- + **BP.AdventureFramework.**
Commands
([BP.AdventureFramework.Commands](#))
- + **BP.AdventureFramework.**
Conversations
([BP.AdventureFramework.Conversations](#))
- + **BP.AdventureFramework.**
Extensions
([BP.AdventureFramework.Extensions](#))
- **BP.AdventureFramework.**
Interpretation
([BP.AdventureFramework.Interpretation](#))
 - CommandHelp
([BP.AdventureFramework.Interpretation.CommandHelp](#))
 - CustomCommandInterpreter
([BP.AdventureFramework.Interpretation.CustomCommandInterpreter](#))
 - IInterpreter
([BP.AdventureFramework.Interpretation.IInterpreter](#))
 - InterpretationResult
([BP.AdventureFramework.Interpretation.InterpretationResult](#))
- + **BP.AdventureFramework.**
Logic
([BP.AdventureFramework.Logic](#))
- + **BP.AdventureFramework.**
Rendering
([BP.AdventureFramework.Rendering](#))
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
([BP.AdventureFramework.Rendering.FrameBuilders](#))
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))
- + **BP.AdventureFramework.**

Namespace BP.AdventureFramework.Logic

Classes

Filter by title

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

Represents the result of an end check.

(BP.AdventureFramework.Con

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

Represents the structure of the game

(BP.AdventureFramework.Exte

Enums

(BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inte

ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

GameState (BP.AdventureFramework.Logic.GameState.html)

EndCheck

Enumeration of game states.

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

Delegates

(BP.AdventureFramework.Logic.De

ExitMode

(BP.AdventureFramework.Logic.Ex

EndCheck (BP.AdventureFramework.Logic.EndCheck.html)

Represents the callback used for end checks.

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

Represents the callback used for Game creation.

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)

+ BP.AdventureFramework.

Represents a callback for Overworld creation.

Rendering

(BP.AdventureFramework.Ren

PlayerCreationCallback

(BP.AdventureFramework.

PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)

Rendering.FrameBuilders

Represents a callback for Player creation.

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

▼

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

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

```
EndCheckResult (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.Ga

GameState

Get a default result for not ended.

(BP.AdventureFramework.Logic.Ga

Declaration

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

```
public static EndCheckResult NotEnded { get; }
```

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Property Value

Rendering

(BP.AdventureFramework.Render

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

Description

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Title

+ BP.AdventureFramework.

Get a title to describe the end.

Rendering.FrameBuilders.

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	
+ BP.AdventureFramework.	
Conversations	
(BP.AdventureFramework.Conversations)	
+ BP.AdventureFramework.	
Extensions	
(BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework.	
Interpretation	
(BP.AdventureFramework.Interpretation)	
- BP.AdventureFramework.	
Logic	
(BP.AdventureFramework.Logic)	
EndCheck	
(BP.AdventureFramework.Logic.EndCheck)	
EndCheckResult	
(BP.AdventureFramework.Logic.EndCheckResult)	
ExitMode	
(BP.AdventureFramework.Logic.ExitMode)	
Game	
(BP.AdventureFramework.Logic.Game)	
GameCreationCallback	
(BP.AdventureFramework.Logic.GameCreationCallback)	
GameState	
(BP.AdventureFramework.Logic.GameState)	
OverworldCreationCallback	
(BP.AdventureFramework.Logic.OverworldCreationCallback)	
PlayerCreationCallback	
(BP.AdventureFramework.Logic.PlayerCreationCallback)	
+ BP.AdventureFramework.	
Rendering	
(BP.AdventureFramework.Rendering)	
+ BP.AdventureFramework.	
Rendering.FrameBuilders	
(BP.AdventureFramework.Rendering.FrameBuilders)	
+ BP.AdventureFramework.	
Rendering.FrameBuilders.	

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.EndCheckResult)  
public sealed class Game  
    EndCheckResult  
        (BP.AdventureFramework.Logic.EndCheckResult)  
    ExitMode  
        (BP.AdventureFramework.Logic.ExitMode)  
    Game  
        (BP.AdventureFramework.Logic.Game)  
    GameCreationCallback  
        (BP.AdventureFramework.Logic.GameCreationCallback)  
    GameState  
        (BP.AdventureFramework.Logic.GameState)
```

Fields

DefaultErrorPrefix

Get the default error prefix.
OverworldCreationCallback
Declaration
(BP.AdventureFramework.Logic.OverworldCreationCallback)
PlayerCreationCallback
public const string DefaultErrorPrefix = "Oops"

+ **BP.AdventureFramework.**

Rendering

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

Description

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

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

+ **BP.AdventureFramework.**

Properties

Rendering.FrameBuilders.

ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

+ BP.AdventureFramework.

Property Value

Conversations

Type
(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Author

+ BP.AdventureFramework.

Get or set the name of the author.

Interpretation

Declaration
(BP.AdventureFramework.Interpretation)

- BP.AdventureFramework.

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

Logic

(BP.AdventureFramework.Logic)

Property Value

EndCheck

Type
(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

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

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

DefaultInterpreter

Game

(BP.AdventureFramework.Logic.Game)

Get the default interpreter.

GameCreationCallback

Declaration
(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

```
public static IInterpreter DefaultInterpreter { get; }
```

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Property Value

PlayerCreationCallback

Type
(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

IIInterpreter (BP.AdventureFramework.Interpretation.IIInterpreter.html)

Rendering

(BP.AdventureFramework.Rendering)

DefaultSize

Rendering.FrameBuilders

Get the default size.

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

```
public static Size DefaultSize { get; }
```

Property Value

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

+ BP.AdventureFramework.

Conversations

BP.AdventureFramework.Conversations

+ BP.AdventureFramework.

Extensions

Declaration

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Property Value

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

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

DisplayCommandListInSceneFrames

Get (BP.AdventureFramework.Logic.DisplayCommandListInSceneFrames)

ExitMode

Declaration

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

Property Value

GameState

Type

(BP.AdventureFramework.Logic.GameState)

Description

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

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

DisplaySize

+ BP.AdventureFramework.

Rendering

Get (BP.AdventureFramework.Rendering.DisplaySize)

Declaration

+ BP.AdventureFramework.

RenderingFrameBuilders

public Size DisplaySize { get; }

(BP.AdventureFramework.Rendering.DisplaySize)

Property Value

+ BP.AdventureFramework.

RenderingFrameBuilders

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.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

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

+ **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

(BP.AdventureFramework.Render

string

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

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Type	Name	Description
string	name	The name of the game.
string	introduction	An introduction to the game.
string	description	A description of the game.

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
+ BP.AdventureFramework. Conversations (BP.AdventureFramework.Conversations)	<i>completionCondition</i>	The callback used to check game completion.
+ BP.AdventureFramework. Extensions (BP.AdventureFramework.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.
+ BPAdventureFramework. CompletionCheck (BP.AdventureFramework.Logic.CompletionCheck.html)	<i>completionCondition</i>	The callback used to check game completion.
+ BPAdventureFramework. EndCheck (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.
+ BPAdventureFramework. FrameBuilderCollection (BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
- BPAdventureFramework. Logic (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.

± BP AdventureFramework

Adventure Framework

Declaration

Rendering

Rendering

```
(BP.AdventureFramework.Renderer)
```

• PR Adventure Framework

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BPAdventureFramework.Render)

DisplayHelp()

+ **BP.AdventureFramework.**
Display the help frame

Display the help frame. **RenderingFrameBuilders.**

Planning Panel Charter

Declaration

```
public void DisplayHelp()
```

DisplayMap()

Display the map frame.

Conversations

Declaration

```
(BP.AdventureFramework.Con
```

+ BP.AdventureFramework.

Extensions

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

DisplayTransition(string, string)

Display a transition frame.

```
(BP.AdventureFramework.Inter
```

Declaration

- BP.AdventureFramework.

```
Logic void DisplayTransition(string title, string message)
```

```
(BP.AdventureFramework.Logi
```

Parameters

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

Game

```
(BP.AdventureFramework.Logic.Ga
```

ExecuteGameCreationCallback()

```
(BP.AdventureFramework.Logic.Ga
```

ExecuteGame.

```
(BP.AdventureFramework.Logic.Ga
```

Declaration

OverworldCreationCallback

```
(BP.AdventureFramework.Logic.Ov
```

```
public static void Execute(GameCreationCallback creator)
```

```
(BP.AdventureFramework.Logic.Pla
```

Parameters

Type	Description	Name	Description
GameCreationCallback			
(BP.AdventureFramework.Logic.GameCreationCallback.html)		creator	The creator to use to create the game.

Rendering.FrameBuilders

```
(BP.AdventureFramework.Render
```

FindInteractionTarget(string)

+ BP.AdventureFramework.

```
Rendering.FrameBuilders.
```

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```



Parameters

+ BP.AdventureFramework.		Name	Description
Conversations string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Conversations.html)		name	The targets name.

Returns

+ BP.AdventureFramework.

Type	Description
IInteractWithItem (BP.AdventureFramework.IInteractWithItem.html)	The first IInteractWithItem object which has a name that matches the name parameter.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

GetAllPlayerVisibleExaminables()

Logic

(BP.AdventureFramework.Logic.html)

Declaration

EndCheck

(BP.AdventureFramework.Logic.EndCheck.html)

EndCheckResult

IExaminable[] GetAllPlayerVisibleExaminables()

(BP.AdventureFramework.Logic.EndCheckResult.html)

ExitMode

Returns

(BP.AdventureFramework.Logic.ExitMode.html)

+ BP.AdventureFramework.

Game

(BP.AdventureFramework.Logic.Game.html)

IExaminable

GameCreationCallback

(BP.AdventureFramework.Assets.IExaminable.html)

(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.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Delegate GameCreationCallback

Represents the callback used for Game creation.

 Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

(BP.AdventureFramework.Exte

 public delegate Game GameCreationCallback()

+ BP.AdventureFramework.

Interpretation

Returns

(BP.AdventureFramework.Inter

Type

- BP.AdventureFramework.

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

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Enum GameState

Enumeration of game states.

Filter by title

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

Assembly: BP.ADVANTUREFRAMEWORK.dll

Syntax

(BP.AdventureFramework.Con

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.PlayableChara

(BP.AdventureFramework.Logi

cter.html)

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.En

EndCheckResult

(BP.AdventureFramework.Logic.En

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Namespace BP.AdventureFramework. Rendering

▼ Filter by title

Enums

Commands

(BP.AdventureFramework.Com)

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

+ BP.AdventureFramework.

Enumeration of key types.

Conversations

(BP.AdventureFramework.Con)

RegionMapMode (BP.AdventureFramework.Rendering.RegionMapMode.html)

+ BP.AdventureFramework.

Enumeration of region map modes.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

- BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render)

KeyType

(BP.AdventureFramework.Renderin)

RegionMapMode

(BP.AdventureFramework.Renderi)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Renderi)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Renderi)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Renderi)

Enum KeyType

Enumeration of key types.

Filter by title

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

(**BP.AdventureFramework**.**KeyType**)

Assembly: BP.AdventureFramework.dll

System.Object

Commands

(**BP.AdventureFramework**.**Command**)

+ **BP.AdventureFramework.**

Conversations

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

Fields

+ **BP.AdventureFramework.**

Name	Description
Extensions	
Dynamic	Dynamic key, only show relevant key items.
None	No key.

(**BP.AdventureFramework**.**KeyType**)

Dynamic Dynamic key, only show relevant key items.

None No key.

(**BP.AdventureFramework**.**KeyType**)

+ **BP.AdventureFramework.**

Logic

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

- **BP.AdventureFramework.**

Rendering

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

KeyType

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

RegionMapMode

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

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

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

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

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

+ **BP.AdventureFramework.**

Rendering.Frames

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

IHelpFrameBuilder

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

Represents any object that can build help frames.

IRoomMapBuilder

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

Represents any object that can build room maps.

Extensions

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

ISceneFrameBuilder

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

IRegionFrameBuilder

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

IRegionMapFrameBuilder

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

Represents any object that can build region map frames.

+ BP.AdventureFramework.

Logic

IRoomMapBuilder

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

+ BP.AdventureFramework.

Represents any object that can build room maps.

Rendering

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

ISceneFrameBuilder

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

Represents any object that can build scene frames.

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

FrameBuilderCollection

([BP.AdventureFramework.Rendering.FrameBuilderCollections.ITitleFrameBuilder.html](#))

Represents any object that can build title frames.

([BP.AdventureFramework.Rendering.FrameBuilderCollections.ITitleFrameBuilder.html](#))

GridStringBuilder

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

ITransitionFrameBuilder

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

Represents any object that can build transition frames.

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

ICompletionFrameBuilder

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

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

IConversationFrameBuilder

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

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

IGameOverFrameBuilder

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

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

IHelpFrameBuilder

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

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

IRoomMapBuilder

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

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

ISceneFrameBuilder

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

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

Type	Name	Description
ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ISceneFrameBuilder.html) (BP.AdventureFramework.External)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
IRegionMapFrameBuilder + BPAdventureFramework Interpretation (BP.AdventureFramework.Interpretation) IHelpFrameBuilder + BPAdventureFramework Logic (BP.AdventureFramework.Logic) ICompletionFrameBuilder + BPAdventureFramework Rendering (BP.AdventureFramework.Rendering) IGameOverFrameBuilder - BPAdventureFramework RenderingFrameBuilders IAboutFrameBuilder (BPAdventureFramework.Renderer) (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilderCollection) ITransitionFrameBuilder FrameBuilderCollections (BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Renderer .ITransitionFrameBuilder.html) GridStringBuilder IConversationFrameBuilder AboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders (BPAdventureFramework.Renderer .IConversationFrameBuilder.html) ICompletionFrameBuilder (BP.AdventureFramework.Renderer IConversationFrameBuilder (BPAdventureFramework.Renderer ICameOverFrameBuilder (BP.AdventureFramework.Renderer IHelpFrameBuilder (BP.AdventureFramework.Renderer Declaration IRegionMapFrameBuilder (BP.AdventureFramework.Renderer public IAboutFrameBuilder AboutFrameBuilder { get; } ISceneFrameBuilder (BP.AdventureFramework.Renderer Property Value (BP.AdventureFramework.Renderer ITitleFrameBuilder	<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

Get the builder to use for about frames.

Declaration
IRegionMapFrameBuilder

```
(BP.AdventureFramework.Renderer
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

ISceneFrameBuilder

(BP.AdventureFramework.Renderer
Property Value
(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 (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

GameOverFrameBuilder

(BP.AdventureFramework.Extensions)
Get the builder to use for game over frames.

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 (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

Type	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	

HelpFrameBuilder

(BP.AdventureFramework.Extensions.IHelpFrameBuilder)

Get the builder to use for help frames.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation.IHelpFrameBuilder { get; })

+ BP.AdventureFramework.

Property Value

Logic

Type (BP.AdventureFramework.Logic.IHelpFrameBuilder)

Description

Type	Description
IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)	

Rendering

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

RegionMapFrameBuilder

- BP.AdventureFramework.

Rendering FrameBuilders

Get the builder to use for region map frames.

Declaration

FrameBuilderCollection

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

Property Value

RegionMapFrameBuilder

Type (BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

Description

IAboutFrameBuilder

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder.html)

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

SceneFrameBuilder

IGameOverFrameBuilder

Get the builder to use for scene frames.

IHelpFrameBuilder

Declaration

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

IRegionMapFrameBuilder

Property Value

IRoomMapBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

ITitleFrameBuilder

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	

TitleFrameBuilder

(BP.AdventureFramework.Extensions)

Get the builder to use for title frames.

Declaration

Interpretation

(BP.AdventureFramework.Interpreters.ITitleFrameBuilder { get; })

+ BP.AdventureFramework.

Property Value

Logic

Type (BP.AdventureFramework.Logic)

Description

+ ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

Rendering

(BP.AdventureFramework.Renderers.ITransitionFrameBuilder)

TransitionFrameBuilder

- BP.AdventureFramework.

Rendering FrameBuilders

Get the builders to use for transition frames.

(BP.AdventureFramework.Renderers.ICollection<ITransitionFrameBuilder>)

Declaration

FrameBuilderCollection

(BP.AdventureFramework.Renderers.FrameBuilderCollection) TransitionFrameBuilder { get; }

FrameBuilderCollections

(BP.AdventureFramework.Renderers.FrameBuilderCollections)

Property Value

ITransitionFrameBuilder

Description

Type (BP.AdventureFramework.Renderers.ICollection<ITransitionFrameBuilder>)

IAboutFrameBuilder

ITransitionFrameBuilder (BP.AdventureFramework.Renderers.IAboutFrameBuilder)

(BP.AdventureFramework.Renderers.ITransitionFrameBuilder)

(BP.AdventureFramework.Renderers.IConversationFrameBuilder)

(BP.AdventureFramework.Renderers.IGameOverFrameBuilder)

(BP.AdventureFramework.Renderers.IHelpFrameBuilder)

(BP.AdventureFramework.Renderers.IRegionMapBuilder)

(BP.AdventureFramework.Renderers.IRegionMapViewBuilder)

(BP.AdventureFramework.Renderers.IRoomMapBuilder)

(BP.AdventureFramework.Renderers.ISceneFrameBuilder)

(BP.AdventureFramework.Renderers.ITitleFrameBuilder)

▼

EXCEPTIONS

(BP.AdventureFramework.Exce

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render
 - FrameBuilderCollection
(BP.AdventureFramework.Renderin
 - FrameBuilderCollections
(BP.AdventureFramework.Renderin
 - GridStringBuilder
(BP.AdventureFramework.Renderin
 - IAboutFrameBuilder
(BP.AdventureFramework.Renderin
 - ICompletionFrameBuilder
(BP.AdventureFramework.Renderin
 - IConversationFrameBuilder
(BP.AdventureFramework.Renderin
 - IGameOverFrameBuilder
(BP.AdventureFramework.Renderin
 - IHelpFrameBuilder
(BP.AdventureFramework.Renderin
 - IRegionMapBuilder
(BP.AdventureFramework.Renderin
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Renderin
 - IRoomMapBuilder
(BP.AdventureFramework.Renderin
 - ISceneFrameBuilder
(BP.AdventureFramework.Renderin
 - ITitleFrameBuilder

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.

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char) (BP.AdventureFramework.Exten	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

+ BP.AdventureFramework.

Interpretation

Properties

BP.AdventureFramework.Inter

+ BP.AdventureFramework.

DisplaySize

(BP.AdventureFramework.Logi

Get the display size.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Render

```
public Size DisplaySize { get; }
```

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Type

FrameBuilderCollection
Size (<https://learn.microsoft.com/dotnet/api/system.size.html>)

Description

HorizontalDividerCharacter

(BP.AdventureFramework.Render

Get or set the character used for horizontal dividers.
IAssetFrameBuilder

(BP.AdventureFramework.Render

Declaration

ICompletionFrameBuilder

(BP.AdventureFramework.Render

```
public char HorizontalDividerCharacter { get; set; }
```

IConversationFrameBuilder

(BP.AdventureFramework.Render

ICoverFrameBuilder

(BP.AdventureFramework.Render

Type

HelpFrameBuilder

Description

LeftBoundaryCharacter

(BP.AdventureFramework.Render

IRoomMapBuilder

Get or set the character used for left boundary.
(BP.AdventureFramework.Render

Declaration

ISectionFrameBuilder

(BP.AdventureFramework.Render

ITitleFrameBuilder

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

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

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

LineTerminator

Interpretation

Get or Set the interpretation of the line terminator.

(BP.AdventureFramework.Inter

Declaration

P BP.AdventureFramework.

Logic

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

+ BP.AdventureFramework.

Property Value

Rendering

Type

(BP.AdventureFramework.Render

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

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

RightBoundaryCharacter

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Get or Set the character used for right boundary.

FrameBuilderCollections

Declaration

(BP.AdventureFramework.Renderin

GridStringBuilder

```
public char RightBoundaryCharacter { get; set; }
```

IAboutFrameBuilder

(BP.AdventureFramework.Renderin

Property Value

ICompletionFrameBuilder

Type

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

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

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

Methods

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

DrawBoundary(AnsiColor)

(BP.AdventureFramework.Renderin

Draw the boundary

IRoomMapBuilder

Declaration

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

ITitleFrameBuilder

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type		Name	Description
AnsiColor <small>(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm) (BP.AdventureFramework.Extensions)</small>		color	The color to draw the boundary.

+ BP.AdventureFramework.

Interpretation

DrawCentralisedWrapped(String, int, int, AnsiColor, out int, out int)

+ BP.AdventureFramework.

Draw a wrapped string.

Logic

Declaration
(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

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 (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l) ▼	color	The color to draw the boundary.

EXTENSIONS

(BP.AdventureFramework.Exte

DrawUnderline(int, int, int, AnsiColor)

+ BP.AdventureFramework.

Declaration

+ BP.AdventureFramework.

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

(BP.AdventureFramework.Logi

Parameters

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

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

Name

Description

x

The position of the underline, in x.

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

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

length

The length of the underline.

(BP.AdventureFramework.Render

AnsiColor
FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm

l)
GridStringBuilder

color

The color of the underline.

(BP.AdventureFramework.Render

IAboutFrameBuilder

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

ICompletionFrameBuilder

DrawWrapped(string

(BP.AdventureFramework.Render

IConversationFrameBuilder

Declaration

(BP.AdventureFramework.Render

IGameOverFrameBuilder

```
public void Drawwrapped(string value, int startX, int startY, int maxWidth, AnsiColo
```

rColor, out int endX, out int endY)

IHelpFrameBuilder

(BP.AdventureFramework.Render

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 (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the character.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the character.

+ BP.AdventureFramework.

Returns

Interpretation

Type	Description
(BP.AdventureFramework.Interpreter)	The character.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

GetNumberOfLines(string, int, int, int)

+ BP.AdventureFramework.

Gets the number of lines a string will take up.

Rendering

(BP.AdventureFramework.Rendering)

Declaration

- BP.AdventureFramework.

```
public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

(BP.AdventureFramework.Rendering.FrameBuilders)

(BP.AdventureFramework.Rendering.FrameBuilders)

Parameters

FrameBuilderCollection

Type	Name	Description
FrameBuilderCollection		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.

Returns

IConversationFrameBuilder

Type	Description
IGameOverFrameBuilder	The number of lines the string will take up.

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Resize(Size)

(BP.AdventureFramework.Rendering.FrameBuilders)

Resizes this builder

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

```
public void Resize(Size displaySize)
```

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

ITitleFrameBuilder

Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	<i>displaySize</i>	The new size.

SetCell(int, int, char, AnsiColor)

(BPAdventureFramework.Exte
Set a Gantt

Declarative Adventure Framework

Interpretation

(BPAdventureFramework) Intent y, char character, AnsiColor color)

+ BP.AdventureFramework.

Parameters

Type	Name	Description
BP.AdventureFramework.Log int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the cell.
BP.AdventureFramework.Rendering (BP.AdventureFramework.Render) int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the cell.
- BP.AdventureFramework.Rendering.FrameBuilders color (https://learn.microsoft.com/dotnet/api/system.char)	character	The character.
(BP.AdventureFramework.Render) 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.RendererBuilder

IFrameBuilderCollection title, Game game, int width, int height)

(BP.AdventureFramework.RendererBuilder

FrameBuilderCollections

Parameters

(BP.AdventureFramework.RendererBuilder

Type GridStringBuilder

Name

Description

(BP.AdventureFramework.RendererBuilder

title

The title.

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

game

The game.

(BP.AdventureFramework.RendererBuilder

width

The width of the frame.

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

height

The height of the frame.

(BP.AdventureFramework.RendererBuilder

IGameOverFrameBuilder

Returns

(BP.AdventureFramework.RendererBuilder

Type HelpFrameBuilder

Description

(BP.AdventureFramework.RendererBuilder

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

IRoomMapBuilder

(BP.AdventureFramework.RendererBuilder

ISceneFrameBuilder

(BP.AdventureFramework.RendererBuilder

ITitleFrameBuilder

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpreter.IFrameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IFrameBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

Build (string message, string reason, int width, int height)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

IFrameBuilderCollection message, string reason, int width, int height)

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

Type GridStringBuilder

Name

Description

Type GridStringBuilder		Name	Description
(BP.AdventureFramework.Rendering.IFrameBuilderCollection)	message	The message to display to the user.	
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.	
(BP.AdventureFramework.Rendering.IFrameBuilderCollection)	width	The width of the frame.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.	

Returns IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

Type HelpFrameBuilder

Description

Type HelpFrameBuilder		Description
(BP.AdventureFramework.Rendering.IFrameBuilderCollection)		

IFrameBuilderCollection (BP.AdventureFramework.Rendering.Frames.IFrame.html)

IRRegionMapBuilder

(BP.AdventureFramework.Rendering.IRegionMapBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

ITitleFrameBuilder

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IConversationFrameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IConversationFrameBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

Build(string converser, CommandHelp[], int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.IConversationFrameBuilder)

IFrameBuilderCollection title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

Parameters

GridStringBuilder

Type	Name	Description
IBuildFrameBuilder	title	The title to display to the user.
IConverser	converser	The converser.
CommandHelp	contextualCommands	The contextual commands to display.
int	width	The width of the frame.
int	height	The height of the frame.

IRoomMapBuilder

Return (BP.AdventureFramework.Rendering.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

ITitleFrameBuilder

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

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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
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	message	The message to display to the user.	
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	reason	The reason the game ended.	
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	width	The width of the frame.	
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	height	The height of the frame.	

Returns **IGameOverFrameBuilder**

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)

Type HelpFrameBuilder

Description

Type HelpFrameBuilder		Description
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)		

(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)

BU(BP.AdventureFramework.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

IHelpFrameBuilderCollection title, string description, CommandHelp[] commandHelp, int width,
int height)

i(BP.AdventureFramework.Renderer)

FrameBuilderCollections

(BP.AdventureFramework.Renderer.IHelpFrameBuilderCollection)

Parameters

GridStringBuilder

Type	Name	Description
IHelpFrameBuilder	title	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description.
CommandHelp[]	commandHelp	The command help.
int	width	The width of the frame.
int	height	The height of the frame.

Return Value

Type	Description
IRoomMapBuilder	(BP.AdventureFramework.Renderer.IRoomMapBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

ITitleFrameBuilder

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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.Interpreter)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

Methods

+ **BP.AdventureFramework.**

Rendering

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

BuildRegionMap(GridStringBuilder)

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderin

gFrameBuilderCollection(GridStringBuilder gridStringBuilder, Region region, int x, int y, BP.AdventureFramework.Renderin

gFrameBuilderCollection)

Parameters

GridStringBuilder

Type	Name	Description
IRegionMapBuilder	gridStringBuilder	The string builder to use.
RegionConversationFrameBuilder	region	The region.
int	x	The x position to start building at.
int	y	The y position to start building at.
IRoomMapBuilder	maxWidth	The maximum horizontal space available in which to build the map.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

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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	Name	Description
(BP.AdventureFramework.Renderer.ICompletionFrameBuilder)(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)(BP.AdventureFramework.Renderer.html)(BP.AdventureFramework.Renderer.IConversationFrameBuilder)	gridStringBuilder	The string builder to use.
Room (BP.AdventureFramework.Renderer.IAssets.Locations.Room.html)	room	The room.
ViewPoint (BP.AdventureFramework.Renderer.IHelpFrameBuilder)	viewPoint	The viewpoint from the room.
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
IRRegionMapBuilder	startX	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, y.
IRRegionMapBuilder	endX	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, y.
ISceneFrameBuilder		
(BP.AdventureFramework.Renderer.ITileFrameBuilder)		

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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) ISceneFrameBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic) ISceneFrameBuilder

Methods

+ **BP.AdventureFramework.**

Rendering

Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

- **BP.AdventureFramework.**

Build a frame

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders) ISceneFrameBuilder

Declaration

Declaration

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders) ISceneFrameBuilder Build(FrameBuilderCollection frameBuilders, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

(BP.AdventureFramework.Renderer) ISceneFrameBuilder

GridStringBuilder

Parameters

(BP.AdventureFramework.Renderer) ISceneFrameBuilder

Type AboutFrameBuilder

Name

Description

(BP.AdventureFramework.Renderer) ISceneFrameBuilder

room

Specify the Room.

Room

(BP.AdventureFramework.Renderer) ICompletionFrameBuilder

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

(BP.AdventureFramework.Renderer) ISceneFrameBuilder

ViewPoint

(BP.AdventureFramework.Renderer) IConversationFrameBuilder

(BP.AdventureFramework.Assets.Renderer) IViewPoint

(BP.AdventureFramework.Renderer) IGameOverFrameBuilder

(BP.AdventureFramework.Renderer) IRegionMapBuilder

(BP.AdventureFramework.Renderer) ITitleFrameBuilder

viewPoint

Specify the viewpoint from the room.

PlayableCharacter

(BP.AdventureFramework.Renderer) IHelpFrameBuilder

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

(BP.AdventureFramework.Renderer) ISceneFrameBuilder

player

Specify the player.

string

(BP.AdventureFramework.Renderer) IRegionMapFrameBuilder

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

message

Any additional message.

(BP.AdventureFramework.Renderer) IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer) ITitleFrameBuilder

(BP.AdventureFramework.Renderer) IRegionMapBuilder

(BP.AdventureFramework.Renderer) ITitleFrameBuilder

contextualCommands

The contextual commands to display.

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.Interpreters)	

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

ITitleFrameBuilder

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.Exte
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.InterpreterBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic

Methods

+ **BP.AdventureFramework.**

Rendering

Build (string, string, int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

IFrameBuilderCollection title, string description, int width, int height)

(BP.AdventureFramework.Renderir

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderir

Type GridStringBuilder

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

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

IRoomMapBuilder

(BP.AdventureFramework.Renderir

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

ITitleFrameBuilder

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpreter) IFrameBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic) IFrameBuilder

Methods

+ **BP.AdventureFramework.**

Rendering

Build (string, string, int, int) IFrameBuilder

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders) IFrameBuilderCollection

IFrameBuilderCollection title, string message, int width, int height)

(BP.AdventureFramework.Renderer) IFrameBuilderCollection

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderer) IFrameBuilderCollection

Type GridStringBuilder

Name

Description

Type GridStringBuilder		Name	Description
(BP.AdventureFramework.Renderer) IFrameBuilderCollection	title	The title to display to the user.	
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.	

Returns IGameOverFrameBuilder

(BP.AdventureFramework.Renderer) IGameOverFrameBuilder

Type HelpFrameBuilder

Description

Type HelpFrameBuilder		Description
(BP.AdventureFramework.Renderer) IFrameBuilder	(BP.AdventureFramework.Rendering.Frames.IFrame.html)	

(BP.AdventureFramework.Renderer) IRegionMapBuilder

(BP.AdventureFramework.Renderer) IRoomMapBuilder

(BP.AdventureFramework.Renderer) ISceneFrameBuilder

(BP.AdventureFramework.Renderer) ITitleFrameBuilder

Namespace BP.AdventureFramework.Rendering.FrameBuilders.Color

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Extensions

ColorAboutFrameBuilder

([BP.AdventureFramework.ExternalFrameBuilders.html](#)) ([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html](#)) ([BP.AdventureFramework.html](#))

Interpretation

Provides a builder of color about frames.

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

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html](#)) ([BP.AdventureFramework.Logical.html](#))

Provides a builder of color completion frames.

+ **BP.AdventureFramework.**

Rendering

ColorConversationFrameBuilder

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

Rendering.FrameBuilders

Provides a builder of color conversation frames.

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

ColorGameOverFrameBuilder

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

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

Provides a builder of color game over frames.

AnsiColor

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

ColorHelpFrameBuilder

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

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

Provides a builder of color help frames.

ColorConversationFrameBuilder

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

ColorRegionMapBuilder

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

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

Provides a color builder for regions.

ColorRegionMapBuilder

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

ColorRegionMapFrameBuilder

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

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

/RD_AdventureFramework_Rendering

Provides a builder of color region map frames.

ColorRoomMapBuilder

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

Provides a color room map builder.

+ [BP.AdventureFramework.](#)

ColorSceneFrameBuilder

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

+ [BP.AdventureFramework.](#)

Provides a builder for color scene frames.

Interpretation

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

ColorTitleFrameBuilder

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

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

([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**

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

ColorOverFrameBuilder

Property Value

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Description

(BP.AdventureFramework.Renderin

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

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)

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

/RD_AdventureFramework_Renderir

Methods

(BP.AdventureFramework.Render

ColorRoomMapBuilder

/RD_AdventureFramework_Renderir

```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
Game (BP.AdventureFramework.Logic.Game.html)	<i>game</i>	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

+ BP.AdventureFramework.

Extensions

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

+ BP.AdventureFramework.

Interpretation

Returns

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

Type

+ BP.AdventureFramework.

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

(BP.AdventureFramework.Logic)

implements

Rendering

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

(BP.AdventureFramework.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](#))

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

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

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

```
public AnsiColor DescriptionColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

Property Value

ColorOverFrameBuilder

Type

Description

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

AnsColor (BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

Get or set the title color.

/RD_AdventureFramework_Renderin

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	+ BPAventureFramework (BPAventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Extensions

Methods

Interpretation

(BP.AdventureFramework.IntelBuild(string, string, int, int)
+ BP.AdventureFramework.

Build a frame. Logic.

(BP_AdventureFramework.Logic) Declaration

+ BP.AdventureFramework.

```
public IFrame Build(string message, string reason, int width, int height)
```

Rendering (RR Adventure Framework Beta)

Parameters

Parameters + BP.AdventureFramework.

Type

Rendering.FrameBuilders			
(BP_AdventureFramework.Render)	string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
-string (BP_AdventureFramework.Render)	string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
Rendering.FrameBuilders			
Color	int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
(BP_AdventureFramework.Render)	int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

AnsiColor
Returns

Type	Description
ColorAboutFrameBuilder (BP.AdventureFramework.Renderer.IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) ColorCompletionFrameBuilder	

ColorConversation Implementation

ColorGameOverFrameBuilder
ICompletionFrameBuilder /BP_Adventure

`ICompletionFrameBuilder` (`BP_AdventureFramework.Rendering.IFrameBuilders.ICompletionFrameBuilder.html`)
(BP_AdventureFramework.Renderer)

ColorHelpFrameBuilder

(BP.AdventureFrame

ColorRegionMapBuilder

(BP.AdventureFramewo

ColorRegionMapFrameBuilder

(BP.AdventureFramewo

ColorRoomMapBuilder

ColorRoomMapBuilder
(RRAdventureFramework.Renderir

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

IClusterable ([IClusterable.html](#))

IConversationFrameBuilder ([IConversationFrameBuilder.html](#))

(**BP.AdventureFramework.IConver**

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.Render**) ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

(**BP.AdventureFramework.Rendering.FrameBuild**) ([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

(**BP.AdventureFramework.Renderin**)

Assembly: BP.AdventureFramework.dll

BP.AdventureFramework.

Syntax
Rendering.FrameBuilders.

Color public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

(**BP.AdventureFramework.Renderin**)

AnsiColor

Constructors
ColorConversationFrameBuilder ([ColorConversationFrameBuilder.html](#))

ColorAboutFrameBuilder

(**BP.AdventureFramework.Renderin**)

ColorCompletionFrameBuilder

(**BP.AdventureFramework.Renderin**)

ColorConversationFrameBuilder(GridStringBuilder) ([ColorConversationFrameBuilder\(GridStringBuilder\).html](#))

ColorConversationFrameBuilder (GridStringBuilder) ([ColorConversationFrameBuilder\(GridStringBuilder\).html](#))

Initializes a new instance of the ColorConversationFrameBuilder class.

(**BP.AdventureFramework.Renderin**)

Declaration

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Renderin**)

public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)

ColorHelpFrameBuilder

(**BP.AdventureFramework.Renderin**)

ColorRegionMapBuilder

(**BP.AdventureFramework.Renderin**)

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Renderin**)

ColorRoomMapBuilder

(**BP.AdventureFramework.Renderin**)

ColorRoomMapFrameBuilder

(**BP.AdventureFramework.Renderin**)

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

NonPlayerMessageColor

Get or set the player message color.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Exte

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

+ BP.AdventureFramework.

Interpretation

Property Value

(BP.AdventureFramework.Inter

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

PlayerMessageColor

Rendering

Get (BP.AdventureFramework.Render

Declaration

(BP.AdventureFramework.Render

FrameBuilders

```
public AnsiColor PlayerMessageColor { get; set; }
```

- BP.AdventureFramework.

Property Value

Rendering.FrameBuilders.

Type	Description
AnsiColor	

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

Get Color the response color

(BP.AdventureFramework.Render

Declaration

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

```
public AnsiColor ResponseColor { get; set; }
```

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

Property Value

(BP.AdventureFramework.Render

Type	Description
ColorRegionMapBuilder	

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

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)
```

(BP.AdventureFramework.Rendering.IFrameBuilder)

Parameters

+ BP.AdventureFramework.

Type

Color

string

(BP.AdventureFramework.Rendering.IFrameBuilder)

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

Name

title

Description

The title to display to the user.

Type

IConverser

(BP.AdventureFramework.Rendering.IFrameBuilder)

(https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.characters.iconverser)

converser

Description

The converser.

Type

CommandCompletionFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilder)

(https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.frames.commandhelp)

contextualCommands

The contextual commands to display.

Type

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilder)

(https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.frames.colorconversationframebuilder)

width

Description

The width of the frame.

Type

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilder)

(https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.frames.colorgameoverframebuilder)

height

Description

The height of the frame.

Type

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.IFrameBuilder)

(https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.frames.colorregionmapbuilder)

/BP_AdventureFramework_Rendering

Implements

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

▼

- + **BP.AdventureFramework.Extensions**
(BP.AdventureFramework.Extensions.IConversationFrameBuilder)
- + **BP.AdventureFramework.Interpretation**
(BP.AdventureFramework.Interpretation.IConversationFrameBuilder)
- + **BP.AdventureFramework.Logic**
(BP.AdventureFramework.Logic.IConversationFrameBuilder)
- + **BP.AdventureFramework.Rendering**
(BP.AdventureFramework.Rendering.IConversationFrameBuilder)
- + **BP.AdventureFramework.Rendering.FrameBuilders**
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)
- **BP.AdventureFramework.Rendering.FrameBuilders.Color**
(BP.AdventureFramework.Rendering.FrameBuilders.Color.IConversationFrameBuilder)
 - AnsiColor
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.IConversationFrameBuilder)
 - ColorAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder.IConversationFrameBuilder)
 - ColorCompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder.IConversationFrameBuilder)
 - ColorConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder.IConversationFrameBuilder)
 - ColorGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder.IConversationFrameBuilder)
 - ColorHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder.IConversationFrameBuilder)
 - ColorRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder.IConversationFrameBuilder)
 - ColorRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder.IConversationFrameBuilder)
 - ColorRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder.IConversationFrameBuilder)

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Extensions

↳ ColorGameOverFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IGameOverFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

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

+ **BP.AdventureFramework.**

Logic

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

(**BP.AdventureFramework.Logi**

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

+ **BP.AdventureFramework.**

Rendering

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

(**BP.AdventureFramework.Ren**

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

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Initializes a new instance of the ColorGameOverFrameBuilder class.

ColorConversationFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

Type

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridString

Builder.html)

/BP.AdventureFramework.Renderin

Type	Name	Description
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ BP.AdventureFramework.

Type

Description

Interpretation

(BP.AdventureFramework.Inter

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Logic

BorderColor
(BP.AdventureFramework.Logi

Get or set the border color.

+ BP.AdventureFramework.

Declaration

Rendering
(BP.AdventureFramework.Render

```
public AnsiColor BorderColor { get; set; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

(BP.AdventureFramework.Render

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

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

```
public AnsiColor DescriptionColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

Property Value

(BP.AdventureFramework.Renderin

Type

Description

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

AnsiColor (BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

Get or set the title color.

(BP.AdventureFramework.Renderin

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	BPAdventureFramework
+ Ansicolor (BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Extensions

Methods

Interpretation

(BP.AdventureFramework.IntelBuild(string, string, int, int)
+ BP.AdventureFramework.

Build a frame.

(BP_AdventureFramework.Logic) Declaration

+ BP.AdventureFramework.

```
public IFrame Build(string message, string reason, int width, int height)
```

Rendering
(RBAdventureFramework Beta)

Parameters

Parameters			
Type	Name	Description	
+ BPAdventureFramework. Rendering.FrameBuilders			
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.	
- BPAdventureFramework. Rendering.FrameBuilders			
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.	
Color			
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.	
(BPAdventureFramework.Rem	height	The height of the frame.	

AnsiColor
Returns
(PBA) return Errors and Results

Type	Description
(BP.AdventureFramework.Renderir.IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) ColorCompletionFrameBuilder)	

ColorConversations Implementation

ColorGameOverFrameBuilder
IGameOverFrameBuilder (BP_Adventure)

(BP.AdventureFramework.Renderir
ColorHelpFrameBuilder

(BPAdventureFramework.Renderer)

ColorRegionMapBuilder

(BPAdventureFramework.Renderer)

(B) Adventure Framework.Renderer
ColorRegionMapFrameBuilder

ColorRegionMapFrameBuilder / RAVAdventureFramework.Renderer

(BFAdventureFramework.Render)
ColorRoomMapBuilder

ColorRoomMapBuilder (RPAAdventureFramework.Renderer)

ЧАСТЬ ВТОРАЯ. ПЕРЕВОДЫ С ДРУГИХ

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](#))

Rendering.FrameBuilders

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

AnsiColor

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

ColorAboutFrameBuilder

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

ColorCompletionFrameBuilder

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

ColorConversationFrameBuilder

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

ColorGameOverFrameBuilder

public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)

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

ColorHelpFrameBuilder

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

Parameters

ColorRegionMapBuilder

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

ColorRegionMapFrameBuilder

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

Builder.html

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

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.GridString)	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **BP.AdventureFramework.**

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ **BP.AdventureFramework.**

Type
Interpretation

Description

(BP.AdventureFramework.Inter

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

+ **BP.AdventureFramework.**

Logic

BorderColor
(BP.AdventureFramework.Logi

Get or set the border color.

+ **BP.AdventureFramework.**

Declaration
Rendering

(BP.AdventureFramework.Render

```
public AnsiColor BorderColor { get; set; }
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Property Value
(BP.AdventureFramework.Render

- Type
BP.AdventureFramework.

Description

Rendering.FrameBuilders

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

Color

(BP.AdventureFramework.Render

CommandColor

(BP.AdventureFramework.Renderir

Get or set the command color.

ColorAboutFrameBuilder

Declaration
(BP.AdventureFramework.Renderir

ColorCompletionFrameBuilder

```
public AnsiColor CommandColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderir

Property Value
OverFrameBuilder

(BP.AdventureFramework.Renderir

ColorHelpFrameBuilder

Description

AnsiColor ([BP.AdventureFramework.Renderir](#))

ColorRegionMapBuilder ([BP.AdventureFramework.Renderir](#))

ColorRegionMapFrameBuilder

CommandDescriptionColor
(BP.AdventureFramework.Renderir

ColorRoomMapBuilder

Get or set the description color.

(BP.AdventureFramework.Renderir


```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type	Name	Description
+ BP.AdventureFramework.		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
+ BP.AdventureFramework.Extensions.		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
+ BP.AdventureFramework.CommandHelp.		
CommandHelp	<i>commandHelp</i>	The command help.
+ BP.AdventureFramework.IInterpretation.		
IInterpretation (https://learn.microsoft.com/dotnet/api/system.commandhelp.html)		
+ BP.AdventureFramework.ILogics.		
ILogics (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
+ BP.AdventureFramework.		
ILogics (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.
+ BP.AdventureFramework.		

+ **BP.AdventureFramework.**

Returns

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Implementations

BP.AdventureFramework.

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

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

AnsiColor

(BP.AdventureFramework.Rendering.Color)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.Color)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.Color)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.Color)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.Color)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.Color)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.Color)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.Color)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.Color)

(BP.AdventureFramework.Rendering.Color)

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

 Property Value

 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.Ren

- BP.AdventureFramework.

Rendering.FrameBuilders.

LockedExit

Color

Declaration

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

```
public char LockedExit { get; set; }
```

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Property Value

BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

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

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

LockedExitColor

ColorRegionMapBuilder

Get or Set the locked exit color.

ColorRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

/RD_AdventureFramework.Renderin

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

Description

AnsiColor (BP.AdventureFramework.Render	
ColorCompletionFrameBuilder (BP.AdventureFramework.Render	

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

Player (BP.AdventureFramework.Render

ColorGameOverFrameBuilder

Get or set the character to use for indicating the player.

(BP.AdventureFramework.Render

Declaration (BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

```
public char Player { get; set; }
```

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

Property Value (BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

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

PlayerColor

Get or set the player color.

+ **BP.AdventureFramework.**

Declaration

(BP.AdventureFramework.Exte

```
public AnsiColor PlayerColor { get; set; }
```

+ **BP.AdventureFramework.**

Interpretation

Property Value

(BP.AdventureFramework.Inter

Type

+ **BP.AdventureFramework.**

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

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

ShowLowerFloors

Rendering

Get or set whether lower floors should be shown.

(BP.AdventureFramework.Render

Declaration

BP.AdventureFramework.

Rendering.FrameBuilders

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

(BP.AdventureFramework.Render

- **BP.AdventureFramework.**

Property Value

Rendering.FrameBuilders.

Type

Color

(BP.AdventureFramework.Render

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

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

Get ColorAboutFrameBuilder representing an unlocked exit.

(BP.AdventureFramework.Renderin

Declaration

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

```
public char UnlockedExit { get; set; }
```

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

Property Value

(BP.AdventureFramework.Renderin

Type ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

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

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

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.Render

- BP.AdventureFramework.

Rendering.FrameBuilders.

VisitedBoundaryColor

Color

Get (BP.AdventureFramework.Render

AnsiColor

Declaration

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Property Value

BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

AnsiColor (BP.AdventureFramework

Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

/RD_AdventureFramework_Renderin

Methods

Description

ansiColor (BP.AdventureFramework

Rendering.FrameBuilders.Color.AnsiColor.html)

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```

▼

Parameters

+ BP.AdventureFramework.

Type	Name	Description
Extensions GridStringBuilder (BP.AdventureFramework.GridStringBuilder.html)	<i>gridStringBuilder</i>	The string builder to use.
+ BP.AdventureFramework. FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)	<i>region</i>	The region.
+ BP.AdventureFramework. Interpretation (BP.AdventureFramework.Interpretation.html)	<i>x</i>	The x position to start building at.
+ BP.AdventureFramework. Logic (BP.AdventureFramework.Logic.html)	<i>y</i>	The y position to start building at.
+ BP.AdventureFramework. Rendering (BP.AdventureFramework.Rendering.html)	<i>maxWidth</i>	The maximum horizontal space available in which to build the map.
- BP.AdventureFramework. Rendering_FrameBuilders (BP.AdventureFramework.Rendering_FrameBuilders.html)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

Implements

AnsiColor
BP.AdventureFramework.Renderer
ColorAboutFrameBuilder
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)
(BP.AdventureFramework.Renderer)
ColorCompletionFrameBuilder
(BP.AdventureFramework.Renderer)
ColorConversationFrameBuilder
(BP.AdventureFramework.Renderer)
ColorGameOverFrameBuilder
(BP.AdventureFramework.Renderer)
ColorHelpFrameBuilder
(BP.AdventureFramework.Renderer)
ColorRegionMapBuilder
(BP.AdventureFramework.Renderer)
ColorRegionMapFrameBuilder
(BP.AdventureFramework.Renderer)
ColorRoomMapBuilder
(BP.AdventureFramework.Renderer)

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>)

(**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 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](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

/RD AdventureFramework.Renderin

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
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)

Description

- 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; }
```

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Property

(BP.AdventureFramework.Render

Type

(BP.AdventureFramework.Render

AnsiColor(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Description

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

TitleColor

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

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

Declaration

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

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

Description

ItemOrCharacterColor

ColorRegionMapBuilder

Get or Set the item or character color.

ColorRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

/RD_AdventureFramework_Renderer

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BP.AdventureFramework.

Extensions

ItemOrCharacterColorExtension

+ BP.AdventureFramework.

Get or set the character used for representing there is an item or a character in the room.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Property Value

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

+ BP.AdventureFramework.

KeyPaddingFrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the padding between the key and the map.

- BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

```
public int KeyPadding { get; set; }
```

(BP.AdventureFramework.Rendering.FrameBuilders)

Property Value

(BP.AdventureFramework.Renderer)

Type

colorAboutFrameBuilder

(BP.AdventureFramework.Renderer)

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

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderer)

LockedExit

(BP.AdventureFramework.Renderer)

ColorGameOverFrameBuilder

Get or set the character used for representing a locked exit.

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

```
public char LockedExit { get; set; }
```

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)

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

LockedExitColor

Get or set the locked exit color.

+ **BP.AdventureFramework.**

Declaration

(BP.AdventureFramework.Exte

```
public AnsiColor LockedExitColor { get; set; }
```

+ **BP.AdventureFramework.**

Interpretation

Property Value

(BP.AdventureFramework.Inter

Type

+ **BP.AdventureFramework.**

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

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

UnvisitedExitColor

Rendering

Get or set the unvisited exit color.

(BP.AdventureFramework.Render

Declaration

BP.AdventureFramework.

Rendering.FrameBuilders

```
public AnsiColor UnvisitedExitColor { get; set; }
```

(BP.AdventureFramework.Render

- **BP.AdventureFramework.**

Property Value

Rendering.FrameBuilders.

Type

Color

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

Get ColorComplianceFrameBuilder vertical boundaries.

(BP.AdventureFramework.Render

Declaration

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

```
public char VerticalBoundary { get; set; }
```

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

Property Value

(BP.AdventureFramework.Render

Type ColorRegionMapBuilder

(BP.AdventureFramework.Render

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

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

/RD AdventureFramework.Render

Description

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type

(BP.AdventureFramework.Exte

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

VisitedExitColor

+ BP.AdventureFramework.

Get or set the visited exit color.

Logic

Declaration

```
(BP.AdventureFramework.Logi
```

+ BP.AdventureFramework.

```
public AnsiColor VisitedExitColor { get; set; }
```

Rendering

(BP.AdventureFramework.Ren

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

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

(BP.AdventureFramework.Ren

- BP.AdventureFramework.

Rendering.FrameBuilders.

Methods

(BP.AdventureFramework.Ren

AnsiColor

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

ColorAboutFrameBuilder

Build a map for a room.

ColorCompletionFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

```
(BP.AdventureFramework.Renderin) GridStringBuilder gridStringBuilder, Room room, ViewPoint v
```

```
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

/RD_AdventureFramework_Renderin

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

gridStringBuilder	The string builder to use.
-------------------	----------------------------

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	room	The room.
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
Key Type (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
+ BP.AdventureFramework.		
Extensions int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
Extensions int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
(BP.AdventureFramework.Extensions) int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
+ BP.AdventureFramework.		
Interpretation (BP.AdventureFramework.Interpretation)	endY	The end position, x.

(BP.AdventureFramework.Interpretation)

Implements

BP.AdventureFramework.

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.AnsiColor)

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 ([BP.AdventureFramework.Renderin](#)

 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

ColorRegionMapBuilder ([BP.AdventureFramework.Renderin](#)

 ↳ ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder ([BP.AdventureFramework.Renderin](#)

 ↳ /RD AdventureFramework.Renderin

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
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

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

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.Renderin

ColorAboutFrameBuilder

```
public AnsiColor BorderColor { get; set; }
```

ColorCompletionFrameBuilder

Property

(BP.AdventureFramework.Render

Type

ColorConversationFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

CommandsColor

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the commands color.

ColorRegionMapFrameBuilder

Declaration

ColorRoomMapBuilder

(BP.AdventureFramework.Render

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

TextColor

Get or set the text color.

+ **BP.AdventureFramework.**

Declaration

(**BP.AdventureFramework.Extensions**)

```
public AnsiColor TextColor { get; set; }
```

+ **BP.AdventureFramework.**

Interpretation

Property Value

(**BP.AdventureFramework.Interpretation**)

Type

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Logging**)

+ **BP.AdventureFramework.**

Methods

(**BP.AdventureFramework.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		
(BP.AdventureFramework.Render)		
(BP.AdventureFramework.Assets.Locations.Room.html)		
ColorConversationFrameBuilder		
ViewPoint	viewPoint	Specify the viewpoint from the room.
(BP.AdventureFramework.Render)		
(BP.AdventureFramework.Assets.Locations.ViewPoint.html)		
PlayableCharacter	player	Specify the player.
ColorHelpFrameBuilder		
PlayableCharacter		
(BP.AdventureFramework.Render)		
(BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)		
ColorRegionMapBuilder		
String	message	Any additional message.
(https://learn.microsoft.com/dotnet/api/system.string)		
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.
+ BP.AdventureFramework.		
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
+ BP.AdventureFramework.	
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 ([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>)

(**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

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

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

ColorGameOverFrameBuilder

public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder)
([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

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

Parameters

ColorRegionMapBuilder

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

ColorRegionMapFrameBuilder

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

GridStringBuilder

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

ColorRoomMapBuilder

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

/BP.AdventureFramework.Render

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.GridString)	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ BP.AdventureFramework.

Type
Interpretation

Description

(BP.AdventureFramework.Inter

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Logic

BorderColor
(BP.AdventureFramework.Logi

Get or set the border color.

+ BP.AdventureFramework.

Declaration

Rendering
(BP.AdventureFramework.Render

```
public AnsiColor BorderColor { get; set; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value
(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.FrameBuilders

Description

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

```
public AnsiColor DescriptionColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

Property Value
OverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Description

AnsiColor (BP.AdventureFramework.Renderin

Description

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(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.

Methods

Interpretation

(BP.AdventureFramework.Inter

Build(string, string, int, int)

+ BP.AdventureFramework.

Build frame.

Logic

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

public IFrame Build(string title, string description, 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

title

The title.

- BP.AdventureFramework.

Rendering.FrameBuilders

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

Name

Description

description

The description.

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

Name

Description

Color

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

Name

Description

(BP.AdventureFramework.Ren

Name

Description

AnsiColor

Returns

(BP.AdventureFramework.Renderir

Type

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderir

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderir

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderir

ColorGameOverFrameBuilder

ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(BP.AdventureFramework.Renderir

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ColorRoomMapBuilder

(BP.AdventureFramework.Renderir

/RD AdventureFramework.Renderir

Implements

ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(BP.AdventureFramework.Renderir

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ColorRoomMapBuilder

(BP.AdventureFramework.Renderir

/RD AdventureFramework.Renderir

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)
 (BP.AdventureFramework.Renderin

 ColorHelpFrameBuilder

Parameters
 ColorRegionMapBuilder

 (BP.AdventureFramework.Renderin

Type		Name	Description
ColorRegionMapBuilder (BP.AdventureFramework.Renderin			
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuil	gridStringBuilder	A builder to use for the string layout.	

 ColorRoomMapBuilder

 (BP.AdventureFramework.Renderin

 GridStringBuilder
 (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuil

 ColorRoomMapBuilder

 (BP.AdventureFramework.Renderin

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **BP.AdventureFramework.**

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ **BP.AdventureFramework.**

Type
Interpretation

Description

(BP.AdventureFramework.Inter

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

+ **BP.AdventureFramework.**

Logic

BorderColor
(BP.AdventureFramework.Logi

Get or set the border color.

+ **BP.AdventureFramework.**

Declaration
Rendering

(BP.AdventureFramework.Render

```
public AnsiColor BorderColor { get; set; }
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Property Value
(BP.AdventureFramework.Render

- Type
BP.AdventureFramework.

Description

Rendering.FrameBuilders

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

Color

(BP.AdventureFramework.Render

MessageColor

(BP.AdventureFramework.Renderin

Get or set the message color.

ColorAboutFrameBuilder

Declaration
(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

```
public AnsiColor MessageColor { get; set; }
```

ColorConversationFrameBuilder

Property Value
OverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Description

AnsiColor ([BP.AdventureFramework.Renderin](#))

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

TitleColor
(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

Get or set the title color.

(BP.AdventureFramework.Renderin

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	BPAventureFramework

Extensions

Methods

Interpretation

```
(BP.AdventureFramework.Intel  
Build(string, string, int, int)  
+ BP.AdventureFramework.
```

Build a frame.

→ (BP_AdventureFramework | Logi

+ BP AdventureFramework

```
public IFrame Build(string title, string message, int width, int height)
```

(BP.AdventureFramework.Ren

Parameters			
Type	Name	Description	
+ BPAdventureFramework. Rendering.FrameBuilders			
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title to display to the user.	
- BPAdventureFramework. Rendering.FrameBuilders			
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	The message to display to the user.	
Color			
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.	
Color			
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.	
+ BPAdventureFramework.Render			

AnsiColor Returns

Type	Description
ColorAboutFrameBuilder (BP.AdventureFramework.Renderer.IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) ColorCompletionFrameBuilder	

ColorConversation Implementation

ColorGameOverFrameBuilder
ITransitionFrameBuilder (BP_Adventure)

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder (RRAdventureFramework.Renderir.)

(B) Adventurer Framework: Render ColorRegionMapBuilder

(BPAdventureFramework Renderir)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ColorRoomMapBuilder

/RD AdventureFramework Renderir

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](#))

Type
GridTextFrame
GridStringBuilder
([BP.AdventureFramework.Render](#))
([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))
IFrame
Builder.html
([BP.AdventureFramework.Render](#))

Name

Description

builder

The builder that creates

the frame.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorLeft</i>	The cursor left position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor ↓ (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Ass	<i>backgroundColor</i>	The background color.

+ BP.AdventureFramework.

Commands

Properties

+ BP.AdventureFramework.

AcceptsInput

(BP.AdventureFramework.Con

Get or set if this Frame accepts input.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Exte

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

+ BP.AdventureFramework.

Interpretation

Property Value

(BP.AdventureFramework.Inter

Type

+ BP.AdventureFramework.

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

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

BackgroundColor

Rendering

Get the background color.

(BP.AdventureFramework.Render

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders

```
public AnsiColor BackgroundColor { get; }
```

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Property Value

Rendering.FrameBuilders.

Type

Color

A (BP.AdventureFramework.Render

ing.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.Frames

CursorLeft

(BP.AdventureFramework.Render

Get the cursor left position.

(BP.AdventureFramework.Render

Declaration

IFrame

(BP.AdventureFramework.Render

TextFrame

```
public int CursorLeft { get; }
```

Property Value

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

+ BP.AdventureFramework.

CursorTop

(BP.AdventureFramework.Com
Get the cursor top position.

+ BP.AdventureFramework.

Declaration
Conversations

(BP.AdventureFramework.Con
public int CursorTop { get; }

+ BP.AdventureFramework.

Extensions

Property Value
(BP.AdventureFramework.Exte
Type

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Inter

ShowCursor

Logic

Get or set if the cursor should be shown.
(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

public bool ShowCursor { get; set; }
(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Property Value

Rendering.FrameBuilders

Type
(BP.AdventureFramework.Render

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

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Methods

- BP.AdventureFramework.

Rendering.Frames

Render(TextWriter)

(BP.AdventureFramework.Render

Render this frame on a writer.

GridTextFrame

Declaration
(BP.AdventureFramework.Renderin

IFrame

(BP.AdventureFramework.Renderin

TextFrame

```
public void Render(TextWriter writer)
```

Parameters

Type		Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)	(BP.AdventureFramework.Ass	<i>writer</i>	The writer.

+ BP.AdventureFramework.

ToS

([BP.AdventureFramework.Com](#)

Returns a string that represents the current object.

+ BP.AdventureFramework.

Declaration

Conversations

([BP.AdventureFramework.Con](#)

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

+ BP.AdventureFramework.

Extensions

Returns

Type	Description
BP.AdventureFramework.Exte	A string that represents the current object.

+ BP.AdventureFramework.

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

Interpretation

([BP.AdventureFramework.Inter](#)

Overrides

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

+ BP.AdventureFramework.

Logic

Implements

[Microsoft.Extensions.Logging.ILogi](#)

[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.Renderir](#)

IFrame

([BP.AdventureFramework.Renderir](#)

TextFrame

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

Assembly: BP.AdventureFramework.dll

Syntax

Commands

(**BP.AdventureFramework.Com**

 public interface IFrame

+ **BP.AdventureFramework.**

 Conversations

 (**BP.AdventureFramework.Con**

Properties

BP.AdventureFramework.

 Extensions

 (**BP.AdventureFramework.Exte**

AcceptsInput

+ **BP.AdventureFramework.**

Get or set if this Frame accepts input.

Interpretation

 (**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

 bool AcceptsInput { get; set; }

Logic

 (**BP.AdventureFramework.Logi**

Property Value

+ **BP.AdventureFramework.**

 Type

Rendering

 (**BP.AdventureFramework.Render**

 (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders

CursorLeft

 (**BP.AdventureFramework.Render**

Get the cursor left position.

+ **BP.AdventureFramework.**

 Data

 (**BP.AdventureFramework.Render**

 Color

 (**BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

Property Value

Rendering.Frames

 (**BP.AdventureFramework.Render**

Description

GridTextFrame

 int (<https://learn.microsoft.com/dotnet/api/system.int32>)

 (**BP.AdventureFramework.Render**

 IFrame

 (**BP.AdventureFramework.Render**

 TextFrame

CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

([BP.AdventureFramework.Ass](#))

Property Value

+ [BP.AdventureFramework.](#)

Type

Commands

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ [BP.AdventureFramework.](#)

Conversations

ShowCursor

([BP.AdventureFramework.Con](#))

Get or set if the cursor should be shown.
+ [BP.AdventureFramework.](#)

Extensions

([BP.AdventureFramework.Exte](#))

bool ShowCursor { get; set; }

+ [BP.AdventureFramework.](#)

Interpretation

Property Value

([BP.AdventureFramework.Inter](#))

Type

+ [BP.AdventureFramework.](#)

Logic

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.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

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
Color
`(BP.AdventureFramework.Render`

- **BP.AdventureFramework.**

Type
RenderingFrames
`int (https://learn.microsoft.com/dotnet/api/system.int32)`

(**BP.AdventureFramework.Render**

GridTextFrame

`(BP.AdventureFramework.Renderir`

ShowCursor
IFrame

`(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
(BP.AdventureFramework.Assistant) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ BP.AdventureFramework.

Commands

[\(BP.AdventureFramework.Commands\)](#)

Methods

+ BP.AdventureFramework.

Conversations

[\(BP.AdventureFramework.Conversations\)](#)

Reopen this frame writer.

BP.AdventureFramework.

Extensions

Declaration
[\(BP.AdventureFramework.Extensions\)](#)

+ public void Render(TextWriter writer)

Interpretation

Parameters
[\(BP.AdventureFramework.Interpretation\)](#)

+ BP.AdventureFramework.

To String()

Rendering

[\(BP.AdventureFramework.Rendering\)](#)

Returns a string that represents the current object.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

[\(BP.AdventureFramework.Rendering.FrameBuilders\)](#)

+ BP.AdventureFramework.

Returns a string that represents the current object.

Rendering.FrameBuilders.

Color

[\(BP.AdventureFramework.Rendering\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

A string that represents the current object.

- BP.AdventureFramework.

Rendering.Frames

[\(BP.AdventureFramework.Frames\)](#)

GridTextFrame

Implements

[\(System.Object\)](#)

[\(System.IComparable\)](#)

[\(IFrame\)](#)

[\(BP.AdventureFramework.Rendering.Frames.IFrame.html\)](#)

TextFrame

▼

- (BP.AdventureFramework.Asses
- + BP.AdventureFramework.
Commands
(BP.AdventureFramework.Com
- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con
- + BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rend
- BP.AdventureFramework.
Rendering.Frames
(BP.AdventureFramework.Rend
- GridTextFrame
(BP.AdventureFramework.Renderin
- IFrame
(BP.AdventureFramework.Renderin
- TextFrame

Namespace BP.AdventureFramework. Utilities

▼ Filter by title

Classes

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.
OverWorldMaker (BP.AdventureFramework.Utilities.OverworldMaker.html)

Conversations

Provides a class for helping to make Regions.
(BP.AdventureFramework.Com)

+ BP.AdventureFramework.
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)

Extensions

Provides a class for helping to make Regions.
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

IAssetTemplate<T> (BP.AdventureFramework.Utilities.IAssetTemplate-1.html)

+ BP.AdventureFramework.

Represents any object that is a template for an asset.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rende

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilit

IAssetTemplate<T>

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

(**BP.AdventureFramework.AssetTemplate**)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Command**)

+ **BP.AdventureFramework.**

Type Conversations

(**BP.AdventureFramework.Conversation**)

+ **BP.AdventureFramework.**

The type of asset being templated.

Extensions

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

Methods

Interpretation

(**BP.AdventureFramework.Interpretation**)

Instantiate()

+ **BP.AdventureFramework.**

Logic

Instantiate a new instance of the templated asset.

(**BP.AdventureFramework.Logic**)

Declaration

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders)	The asset.

T The asset.

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Rendering.Frames**)

- **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

([BP.AdventureFramework.Exte](#))

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](#))

OverworldMaker

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>

Type	Name	Description
Identifier	identifier	An identifier for the region.
Description	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.**

↳ object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([BP.AdventureFramework.Con](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

↳ object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

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

identifier

Description

An identifier for the region.

([BP.AdventureFramework.Render](#))

Description ([BP.AdventureFramework.Assets.Description.html](#))

name

description

A description for the region.

- **BP.AdventureFramework.**

Utilities

RegionMaker(string, string)l

IAssetTemplate<T>

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```



Parameters

Type	Name	Description
+ BP.AdventureFramework.Asset string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	An identifier for the region.
+ BP.AdventureFramework.Commands string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description for the region.

+ **BP.AdventureFramework.**

Conversations

Properties

+ **BP.AdventureFramework.**

Extensions

this[int, int]

(**BP.AdventureFramework.Exte**

Get or set the room at a location.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inter**

```
public Room this[int x, int y, int z] { get; set; }
```

+ **BP.AdventureFramework.**

Logic

Parameters

Type	Name	Description
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position.
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position.

Rendering.FrameBuilders

Property Value

(**BP.AdventureFramework.Render**

Type

Type	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	The room.

Color

(**BP.AdventureFramework.Render**

Methods

Rendering.Frames

(**BP.AdventureFramework.Render**

CanPlaceRoom(int, int, int)

- **BP.AdventureFramework.**

Determines if a room can be placed at a location

Utilities

(**BP.AdventureFramework.Utilit**

Declaration

IAssetTemplate<T>

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Assets.RoomPosition.html)	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32) + BP.AdventureFramework.Commands	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Commands)	z	The Z position.

Returns
+ BP.AdventureFramework.

Type
Conversations

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Conversations)	True if the room can be placed, else false.

+ BP.AdventureFramework.

Type
Extensions

GetRoomPositions()
(BP.AdventureFramework.Extensions)

Get all current room positions.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

```
public RoomPosition[] GetRoomPositions()
```

+ BP.AdventureFramework.

Type
Logic

Returns
(BP.AdventureFramework.Logic)

Type	Description
RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition.html)[] (BP.AdventureFramework.Logic)	The room positions.

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Make()
Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

```
public Region Make()
```

Color
(BP.AdventureFramework.Rendering)

Returns

+ BP.AdventureFramework.

Type
Rendering.Frames

(BP.AdventureFramework.Rendering)

Type	Description
Region (BP.AdventureFramework.Assets.Locations.Region.html) (BP.AdventureFramework.Rendering)	The created region.

- BP.AdventureFramework.

Utilities

Make(RoomPosition)
(BP.AdventureFramework.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

Conversations

(BP.AdventureFramework.Conversations)

Region (BP.AdventureFramework.Assets.Locations.Region.html)

Description

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.Render	z	The start z position.
int (https://learn.microsoft.com/dotnet/api/system.int32)		
+ BP.AdventureFramework.		
Rendering.FrameBuilders		

+ BP.AdventureFramework.Rende

Returns

Type	Description
Rendering.FrameBuilders	The created region.

+ BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilit

IAssetTemplate<T>