

# Namespace BP.AdventureFramework. Assets

▼ Filter by title

## Classes

- **BP.AdventureFramework.**

**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.Attributes

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

- + **BP.AdventureFramework.**

Assets.Characters

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

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

Represents a size.

- + **BP.AdventureFramework.**

Assets.Interaction

**INTERFACE** ([BP.AdventureFramework.Assets.IInteraction.html](#))

Assets.Locations

Represents any object that is examinable.

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

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

Assets.Locations

Represents any object that is examinable.

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

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

Commands

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.Attributes**

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

#### + **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**

# 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) ([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.E

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

(BP.AdventureFramework.Assets.E

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

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.I

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

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

Syntax

Identifier (BP.AdventureFramework.Assets.I

Item public sealed class ConditionalDescription : Description

(BP.AdventureFramework.Assets.I

Size

(BP.AdventureFramework.Assets.S

## Constructors

### + BP.AdventureFramework.

#### Assets.Attributes

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

#### + BP.AdventureFramework.

Initializes a new instance of the ConditionalDescription class.

#### Assets.Characters

Declaration

(BP.AdventureFramework.Assets.I

+ BP.AdventureFramework.

Parameters condition

#### Assets.Interaction

(BP.AdventureFramework.Assets.I

Parameters

#### + BP.AdventureFramework.

#### Assets.Locations

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

Name trueDescription

Description The true description.

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

Name falseDescription

Description The false description.

#### Commands

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	trueDescription	The true description.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	falseDescription	The false description.

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

## Properties

### - BP.AdventureFramework.

#### Condition

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

ConditionalDescription

Declaration  
(BP.AdventureFramework.Assets.Condition)

Description

public AdventureFramework.Condition { get; set; }

ExaminableObject

Property Value  
(BP.AdventureFramework.Assets.ExaminationCallback)

Type  
(BP.AdventureFramework.Assets.ExaminationCallback)

Description

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

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

## Methods

Identifier

(BP.AdventureFramework.Assets.Identifier)

### GetDescription()

Item

(BP.AdventureFramework.Assets.Item)

Get the description.  
Size

Declaration  
(BP.AdventureFramework.Assets.Item)

### + BP.AdventureFramework.

public override string GetDescription()  
**Assets.Attributes**

**(BP.AdventureFramework.Assets.Attributes)**

Returns

### + BP.AdventureFramework.

Type  
**Assets.Characters**

string (BP.AdventureFramework.Assets.Characters)

Description

The description.

### + BP.AdventureFramework.

Overrides

**Assets.Interaction**

Description.GetDescription()

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

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

### ↳ BP.AdventureFramework.

**Assets.Locations**

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

### + BP.AdventureFramework.

**Commands**



- **BP.AdventureFramework.**

- Assets**

- (BP.AdventureFramework.Assets)**

- 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.Attributes**

- (BP.AdventureFramework.Assets.**

- + **BP.AdventureFramework.**

- Assets.Characters**

- (BP.AdventureFramework.Assets.**

- + **BP.AdventureFramework.**

- Assets.Interaction**

- (BP.AdventureFramework.Assets.**

- + **BP.AdventureFramework.**

- Assets.Locations**

- (BP.AdventureFramework.Assets.**

- + **BP.AdventureFramework.**

- Commands**

# 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))

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

Inherited from [System.Object](https://learn.microsoft.com/dotnet/api/system.object)

Description

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

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>)

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

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>)

IExaminable

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

(**BP.AdventureFramework.Assets.IToString**)

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

PlayerVisible

Assembly: [BP \(BP.html\).AdventureFramework](https://learn.microsoft.com/bp/html/AdventureFramework.html) ([BP.AdventureFramework.html](https://learn.microsoft.com/bp/html/AdventureFramework.html))

Syntax

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

Item

public class Description

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

Size

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

## Constructors

+ **BP.AdventureFramework.**

**Assets.Attributes**

**Description(string)**

+ **BP.AdventureFramework.**

Initialized a new instance of the Description class

**Assets.Characters**

Declaration

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

+ **BP.AdventureFramework.**

Initialized a new instance of the Description class

**Assets.Interaction**

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

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

+ **BP.AdventureFramework.**

**Commands**

(**BP.AdventureFramework.Commands**)

Name	Description
description	The description

# Properties

## DefaultDescription

Get or set the description.

Declaration

- **BP.AdventureFramework.**

### Assets

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

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

Property Value

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

Type Description

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

ExaminableObject

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

ExaminationCallback

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

ExaminationResult

Get an empty description.

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

Declaration

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

IPlayerVisible

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

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

Identifier

Property Value

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

Type

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

Size

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

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

+ **BP.AdventureFramework.**

Assets.Attributes

**Methods**

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

+ **BP.AdventureFramework.**

GetDescription()

Assets.Characters

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

Get the description.

+ **BP.AdventureFramework.**

Declaration

Assets.Interaction

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

+ **BP.AdventureFramework.**

Returns

Assets.Locations

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

+ **BP.AdventureFramework.**

Command

(**BP.AdventureFramework.Command**)

Commands

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

Condition

(**BP.AdventureFramework.Condition**)

Conditions

(**BP.AdventureFramework.Conditions**)

+ **BP.AdventureFramework.**

Description

(**BP.AdventureFramework.Description**)

Descriptions

(**BP.AdventureFramework.Descriptions**)

+ **BP.AdventureFramework.**

ExaminableObject

(**BP.AdventureFramework.ExaminableObject**)

ExaminableObjects

(**BP.AdventureFramework.ExaminableObjects**)

+ **BP.AdventureFramework.**

Identifier

(**BP.AdventureFramework.Identifier**)

Identifiers

(**BP.AdventureFramework.Identifiers**)

+ **BP.AdventureFramework.**

Interaction

(**BP.AdventureFramework.Interaction**)

Interactions

(**BP.AdventureFramework.Interactions**)

+ **BP.AdventureFramework.**

Location

(**BP.AdventureFramework.Location**)

Locations

(**BP.AdventureFramework.Locations**)

+ **BP.AdventureFramework.**

Method

(**BP.AdventureFramework.Method**)

Methods

(**BP.AdventureFramework.Methods**)

+ **BP.AdventureFramework.**

Object

(**BP.AdventureFramework.Object**)

Objects

(**BP.AdventureFramework.Objects**)

+ **BP.AdventureFramework.**

PlayerVisible

(**BP.AdventureFramework.PlayerVisible**)

PlayerVisibles

(**BP.AdventureFramework.PlayerVisibles**)

+ **BP.AdventureFramework.**

Size

(**BP.AdventureFramework.Size**)

Sizes

(**BP.AdventureFramework.Sizes**)

+ **BP.AdventureFramework.**

String

(**BP.AdventureFramework.String**)

Strings

(**BP.AdventureFramework.Strings**)

+ **BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Type**)

Types

(**BP.AdventureFramework.Types**)

+ **BP.AdventureFramework.**

Value

(**BP.AdventureFramework.Value**)

Values

(**BP.AdventureFramework.Values**)

+ **BP.AdventureFramework.**

ConditionedString

(**BP.AdventureFramework.ConditionedString**)

ConditionedStrings

(**BP.AdventureFramework.ConditionedStrings**)

+ **BP.AdventureFramework.**

Identifier

(**BP.AdventureFramework.Identifier**)

Identifiers

(**BP.AdventureFramework.Identifiers**)

+ **BP.AdventureFramework.**

Method

(**BP.AdventureFramework.Method**)

Methods

(**BP.AdventureFramework.Methods**)

+ **BP.AdventureFramework.**

Object

(**BP.AdventureFramework.Object**)

Objects

(**BP.AdventureFramework.Objects**)

+ **BP.AdventureFramework.**

String

(**BP.AdventureFramework.String**)

Strings

(**BP.AdventureFramework.Strings**)

+ **BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Type**)

Types

(**BP.AdventureFramework.Types**)

+ **BP.AdventureFramework.**

Value

(**BP.AdventureFramework.Value**)

Values

(**BP.AdventureFramework.Values**)

+ **BP.AdventureFramework.**

ConditionedString

(**BP.AdventureFramework.ConditionedString**)

ConditionedStrings

(**BP.AdventureFramework.ConditionedStrings**)

+ **BP.AdventureFramework.**

Identifier

(**BP.AdventureFramework.Identifier**)

Identifiers

(**BP.AdventureFramework.Identifiers**)

+ **BP.AdventureFramework.**

Method

(**BP.AdventureFramework.Method**)

Methods

(**BP.AdventureFramework.Methods**)

+ **BP.AdventureFramework.**

Object

(**BP.AdventureFramework.Object**)

Objects

(**BP.AdventureFramework.Objects**)

+ **BP.AdventureFramework.**

String

(**BP.AdventureFramework.String**)

Strings

(**BP.AdventureFramework.Strings**)

+ **BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Type**)

Types

(**BP.AdventureFramework.Types**)

+ **BP.AdventureFramework.**

Value

(**BP.AdventureFramework.Value**)

Values

(**BP.AdventureFramework.Values**)

+ **BP.AdventureFramework.**

ConditionedString

(**BP.AdventureFramework.ConditionedString**)

ConditionedStrings

(**BP.AdventureFramework.ConditionedStrings**)

+ **BP.AdventureFramework.**

Identifier

(**BP.AdventureFramework.Identifier**)

Identifiers

(**BP.AdventureFramework.Identifiers**)

+ **BP.AdventureFramework.**

Method

(**BP.AdventureFramework.Method**)

Methods

(**BP.AdventureFramework.Methods**)

+ **BP.AdventureFramework.**

Object

(**BP.AdventureFramework.Object**)

Objects

(**BP.AdventureFramework.Objects**)

+ **BP.AdventureFramework.**

String

(**BP.AdventureFramework.String**)

Strings

(**BP.AdventureFramework.Strings**)

+ **BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Type**)

Types

(**BP.AdventureFramework.Types**)

+ **BP.AdventureFramework.**

Value

(**BP.AdventureFramework.Value**)

Values

(**BP.AdventureFramework.Values**)

+ **BP.AdventureFramework.**

ConditionedString

(**BP.AdventureFramework.ConditionedString**)

ConditionedStrings

(**BP.AdventureFramework.ConditionedStrings**)

+ **BP.AdventureFramework.**

Identifier

(**BP.AdventureFramework.Identifier**)

Identifiers

(**BP.AdventureFramework.Identifiers**)

+ **BP.AdventureFramework.**

Method

(**BP.AdventureFramework.Method**)

Methods

(**BP.AdventureFramework.Methods**)

+ **BP.AdventureFramework.**

Object

(**BP.AdventureFramework.Object**)

Objects

(**BP.AdventureFramework.Objects**)

+ **BP.AdventureFramework.**

String

(**BP.AdventureFramework.String**)

Strings

(**BP.AdventureFramework.Strings**)

+ **BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Type**)

Types

(**BP.AdventureFramework.Types**)

+ **BP.AdventureFramework.**

Value

(**BP.AdventureFramework.Value**)

Values

(**BP.AdventureFramework.Values**)

+ **BP.AdventureFramework.**

ConditionedString

(**BP.AdventureFramework.ConditionedString**)

ConditionedStrings

(**BP.AdventureFramework.ConditionedStrings**)

+ **BP.AdventureFramework.**

Identifier

(**BP.AdventureFramework.Identifier**)

Identifiers

(**BP.AdventureFramework.Identifiers**)

+ **BP.AdventureFramework.**

Method

(**BP.AdventureFramework.Method**)

Methods

(**BP.AdventureFramework.Methods**)

+ **BP.AdventureFramework.**

Object

(**BP.AdventureFramework.Object**)

Objects

(**BP.AdventureFramework.Objects**)



- **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.Attributes**

**(BP.AdventureFramework.Assets.Attributes)**

+ **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)**

# 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\(system-object-system-object\)](#))  
↳ [\(System.Object\)](#)

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

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

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

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

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

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

Syntax

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

+ [BP.AdventureFramework.ExaminableObject](#)

public class ExaminableObject : IExaminable, IPlayerVisible

## Assets.Characters

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

+ [BP.AdventureFramework.Characters](#)

## Properties

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

+ [BP.AdventureFramework.Attributes](#)

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

Attributes

## Assets.Locations

Get the attribute manager for this object.

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

Declaration

+ [BP.AdventureFramework.Attributes](#)

## Commands

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

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

#### Property Value

Type	Description
AttributeManager (BP.AdventureFramework.Assets.Attributes.AttributeManager.html) <b>Assets</b>	

#### (BP.AdventureFramework.Assets)

##### Commands

ConditionalDescription  
(BP.AdventureFramework.Assets.Commands)

Description  
Get or set this objects commands.  
(BP.AdventureFramework.Assets.Commands)

Declaration  
ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)  
public CustomCommand[] Commands { get; set; }

ExaminationResult  
ExaminationResult

Property Value  
(BP.AdventureFramework.Assets.ExaminationResult)

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

CustomCommand (BP.AdventureFramework.Commands.CustomCommand.html)  
IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)  
Identifier

Description  
AdventureFramework.Assets.Identifier

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

Size  
Declaration  
(BP.AdventureFramework.Assets.Size)

+ BP.AdventureFramework.Assets.Description { get; set; }

##### Assets.Characters

Property Value

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

+ BP.AdventureFramework.

##### Assets.Examination

(BP.AdventureFramework.Assets.Examination)

Get or set the callback handling all examination of this object.

+ BP.AdventureFramework.

Declaration  
Assets.Locations

(BP.AdventureFramework.Assets.Locations)

public ExaminationCallback Examination { get; set; }

+ BP.AdventureFramework.

##### Commands

Property Value

(BP.AdventureFramework.Commands)

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

## Identifier

Gets the objects identifier.

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

Declaration

ConditionalDescription

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

Description

(BP.AdventureFramework.Assets.D

Property Value

ExaminableObject

Type	Description
(BP.AdventureFramework.Assets.E	

ExaminationCallback

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

(BP.AdventureFramework.Assets.E

ExaminationResult

(BP.AdventureFramework.Assets.E

ExaminableObject

## IsPlayerVisible

(BP.AdventureFramework.Assets.I

Get **IsPlayerVisible** visible to the player.

(BP.AdventureFramework.Assets.I

Declaration

Identifier

(BP.AdventureFramework.Assets.I

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

(BP.AdventureFramework.Assets.I

Size

Property Value

(BP.AdventureFramework.Assets.S

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

### + BP.AdventureFramework.

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

## Assets.Attributes

### (BP.AdventureFramework.Assets.

## Methods

### Characters

### (BP.AdventureFramework.Assets.

## Examine()

### Assets.Interaction

Examine this object.

### (BP.AdventureFramework.Assets.

Declaration

### + BP.AdventureFramework.

### Assets.Locations

```
public virtual ExaminationResult Examine()
```

### (BP.AdventureFramework.Assets.

## Returns

### Commands

### (BP.AdventureFramework.Com

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

## ToString() Assets

Returns a string that represents the current object.

Declaration:

```
(BP.AdventureFramework.Assets.C
Description) override string ToString()
(BP.AdventureFramework.Assets.D
```

ExaminableObject

Returns: BP.AdventureFramework.Assets.E

Type	Description
ExaminationCallback (BP.AdventureFramework.Assets.E string (https://learn.microsoft.com/dotnet/api/system.string) ExaminationResult (BP.AdventureFramework.Assets.E	A string that represents the current object.

Overrides:

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

IPlayerVisible

(BP.AdventureFramework.Assets.I
Identifier

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

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

(BP.AdventureFramework.Assets.I
Size

(BP.AdventureFramework.Assets.S

## + BP.AdventureFramework.

### Assets.Attributes

(BP.AdventureFramework.Assets.A

## + 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.Com

# 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

IExaminableObject

Type

(BP.AdventureFramework.Assets.IExaminableObject)

obj

The object to examine.

Returns

IExaminationResult

Type

(BP.AdventureFramework.Assets.IExaminationResult)

Description

PlayerVisible

Type

(BP.AdventureFramework.Assets.PlayerVisible)

Description

Identifier

Type

(BP.AdventureFramework.Assets.Identifier)

A string representing the result of the examination.

Item

Type

(BP.AdventureFramework.Assets.Item)

Size

Type

(BP.AdventureFramework.Assets.SizeType)

+ **BP.AdventureFramework.**

**Assets.Attributes**

(**BP.AdventureFramework.Assets.Attributes**)

+ **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.**

**Assets.Scenes**

(**BP.AdventureFramework.Assets.Scenes**)

# Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Inherited Members

Object  
    (BP.AdventureFramework.Assets.E)  
Result.Description  
    ExaminationCallback  
(BP.AdventureFramework.Assets.Interaction.Result.html#BP\_AdventureFramework\_Assets\_Interaction\_Result\_Description)  
    (BP.AdventureFramework.Assets.E)  
    ExaminationResult  
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object)))  
    (BP.AdventureFramework.Assets.E)  
    IExaminable  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object>equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object>equals(system-object-system-object)))  
    (BP.AdventureFramework.Assets.I)  
    IPlayerVisible  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
    (BP.AdventureFramework.Assets.I)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
    Identifier  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
    (BP.AdventureFramework.Assets.I)  
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](#))

Assembly: BPAdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

**Assets.Attributes**

public class ExaminationResult : Result  
(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

**Assets.Characters**

Constructors  
(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

**ExaminationResult(string)**

Assets.Interaction  
Initiates a new instance of the ExaminationResult class.  
(BP.AdventureFramework.Assets)

Declarations

+ **BP.AdventureFramework.**

**Assets.Locations**

public ExaminationResult(string description)  
(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Parameters

Commands

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

Conversations



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

# 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

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

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

(BP.AdventureFramework.Assets.Id

Item

Attributes (BP\_AdventureFramework\_Assets.Attr

Size

Get the attribute manager for this object.

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.AttributeManager.Attributes { get; }

+ BP.AdventureFramework.

Property Value

Assets.Characters

Type	Description
AttributeManager (BP_AdventureFramework_Assets_AttributeManager.html)	

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Commands

+ BP.AdventureFramework.

Get the list of commands.

(BP.AdventureFramework.Assets.Commands { get; }

Declaration

+ BP.AdventureFramework.

CustomCommand[] Commands { get; set; }

(BP.AdventureFramework.Com

Property Value

+ BP.AdventureFramework.

Conversations

(BP\_AdventureFramework\_Con

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

## Description

Get or set a description of this object.  
 (BP.AdventureFramework.Assets.C

Declaration

(BP.AdventureFramework.Assets.C

ExaminableObject

Description { get; set; }

(BP.AdventureFramework.Assets.E

ExaminationCallback

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationResult

(BP.AdventureFramework.Assets.E

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

Description

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

Identifier

Get (BP.AdventureFramework.Assets.I

Item

Declaration

(BP.AdventureFramework.Assets.I

Size

Identifier Identifier { get; }

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Property Value

Assets.Attributes

Type BP.AdventureFramework.Asse

Description

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

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Asse

BP.AdventureFramework.

Methods

Assets.Interaction

(BP.AdventureFramework.Asse

Examine()

+ BP.AdventureFramework.

Examine this object.

Assets.Locations

(BP.AdventureFramework.Asse

+ BP.AdventureFramework.

ExaminationResult Examine()

Commands

(BP.AdventureFramework.Com

Returns

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

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

▼

(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.II  
IPlayerVisible  
(BP.AdventureFramework.Assets.II  
Identifier  
(BP.AdventureFramework.Assets.I  
Item  
(BP.AdventureFramework.Assets.I  
Size  
(BP.AdventureFramework.Assets.S

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

# Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

**Assembly:** BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.D

Syntax

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

```
ExaminationCallback
```

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

```
ExaminationResult
```

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

```
IExaminable
```

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

```
IPlayerVisible
```

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

```
Identifier
```

Get [BP.AdventureFramework.IPlayerVisible](#)

```
Item
```

Declaration

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

```
Size
```

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

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

## + BP.AdventureFramework.

### Assets.Attributes

Type	Description
<a href="#">BP.AdventureFramework.AttributeSet</a>	

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

### 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 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.html) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
Identifier  
object (BP.AdventureFramework.Assets.Identifier.html) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object (BP.AdventureFramework.Assets.Identifier.html) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object (BP.AdventureFramework.Assets.Identifier.html) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object (BP.AdventureFramework.Assets.Identifier.html) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

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

Assembly: BP.AdventureFramework.dll

Syntax: <https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Identifier>

+ **BP.AdventureFramework.Identifier**

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

**Assets.Characters**

(BP.AdventureFramework.Assets.Characters.Identifier)

- Constructors

BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.Identifier(string))

+ **BP.AdventureFramework.Identifier**

Creates a new instance of the Identifier class.

**Assets.Locations**

(BP.AdventureFramework.Assets.Locations.Identifier)

+ **BP.AdventureFramework.Identifier**

public Identifier(string name)

**Commands**

(BP.AdventureFramework.Commands.Identifier)

Parameters

+ **BP.AdventureFramework.Identifier**

Type

**Conversations**

(BP.AdventureFramework.Conversations.Identifier)

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

Name	Description
name	The name.

+ **BP.AdventureFramework.Identifier**

# 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

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.Attributes

Type (BP.AdventureFramework.Assets.	Description
--	-------------

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

## + BP.AdventureFramework.

### Assets.Characters

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

## Name

## + BP.AdventureFramework.

Get the name.

### Assets.Interaction

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

## + BP.AdventureFramework.

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

### Assets.Locations

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

Property Value

## + BP.AdventureFramework.

Type Commands

Type (BP.AdventureFramework.Com	Description
------------------------------------	-------------

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

## + BP.AdventureFramework.

### Conversations

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

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

Equals(string) Framework.Assets.S

+ BPAdventureFramework

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

Assets.Attributes

Declaration  
(BP.AdventureFramework.Attributes)

+ BPAdventureFramework(string other)

Assets.Characters

(BP.AdventureFramework.Attributes)

Parameters

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

+ BPAdventureFramework.

Assets.Locations

Type	Description
bool (BP.AdventureFramework.Attributes)	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).

+ BPAdventureFramework.

Commands  
(BP.AdventureFramework.Commands)

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BPAdventureFramework.

Returns a string that represents the current object.

Declaration

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

>Returns

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

ExaminationCallback

Overrides  
(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableobject.getexaminationcallback>)

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

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableobject.gettostring>)

## Implements

IExaminable  
(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.iexaminable>)

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

IComparable  
(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.icomparable>)

Identifier

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

Item

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

Size

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

## + BP.AdventureFramework.

### Assets.Attributes

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

## + BP.AdventureFramework.

### Assets.Characters

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

## + BP.AdventureFramework.

### Assets.Interaction

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

## + BP.AdventureFramework.

### Assets.Locations

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

## + BP.AdventureFramework.

### Commands

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

## + BP.AdventureFramework.

### Conversations

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

## + BP.AdventureFramework.

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

# Class Item

Represents an item that can be used within the game.

Filter by title

## Inheritance

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

## Implementation

IExaminable ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html#IExaminable](#))  
IExaminable  
IPlayerVisible ([BP\\_AdventureFramework\\_Assets\\_IPlayerVisible.html](#))  
IInteractable ([BP\\_AdventureFramework\\_Assets\\_IInteractWithItem.html](#))  
IPlayerVisible  
Inherited Members  
↳ (BP.AdventureFramework.Assets.II)

## ExaminableObject.Examination

(BP\_AdventureFramework\_Assets\_ExaminableObject.Examination)  
↳ (BP\_AdventureFramework\_Assets\_ExaminableObject.Examination)

## ExaminableObject.Item

(BP\_AdventureFramework\_Assets\_ExaminableObject.Item)  
↳ (BP\_AdventureFramework\_Assets\_ExaminableObject.Item)

## ExaminableObject.Identifier

+ **BP\_AdventureFramework.**  
↳ (BP\_AdventureFramework\_Assets\_ExaminableObject.Identifier)  
↳ (BP\_AdventureFramework\_Assets\_ExaminableObject.Identifier)

## ExaminableObject.Commands

(BP\_AdventureFramework\_Assets\_ExaminableObject.Commands)  
↳ (BP\_AdventureFramework\_Assets\_ExaminableObject.Commands)

## + **BP\_AdventureFramework.**

↳ (BP\_AdventureFramework\_Assets\_ExaminableObject.Examine)  
↳ (BP\_AdventureFramework\_Assets\_ExaminableObject.Examine)

## Assets.Characters

ExaminableObject.Commands  
↳ (BP\_AdventureFramework\_Assets\_ExaminableObject.Commands)

## + **BP\_AdventureFramework.**

↳ (BP\_AdventureFramework\_Assets\_ExaminableObject.Examine)  
↳ (BP\_AdventureFramework\_Assets\_ExaminableObject.Examine)

## Assets.Interaction

(BP\_AdventureFramework\_Assets\_ExaminableObject.Examine)  
↳ (BP\_AdventureFramework\_Assets\_ExaminableObject.Examine)

## + **BP\_AdventureFramework.**

↳ (BP\_AdventureFramework\_Assets\_ExaminableObject.Examine)  
↳ (BP\_AdventureFramework\_Assets\_ExaminableObject.Examine)

## Commands

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

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>)

## Conversations.Instructions

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

**Assembly:** BP.AdventureFramework.dll

Syntax

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

ExaminableObject

## Constructors

ExaminationCallback

(BP.AdventureFramework.Assets.E

### Item(Identifier, Description, bool)

(BP.AdventureFramework.Assets.E

Initializes a new instance of the Item class.

Examinable

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

```
public Item(Identifier identifier, Description description, bool isTakeable = false)
```

(BP.AdventureFramework.Assets.II

#### Parameters

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

## + BP.AdventureFramework.

### Item(string, string, bool)

(BP.AdventureFramework.Assets.II

Initializes a new instance of the Item class.

## + BP.AdventureFramework.

Declaration

### Assets.Interaction

(BP.AdventureFramework.Assets.II

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

## + BP.AdventureFramework.

### Assets.Locations

Type	Name	Description
+ BP.AdventureFramework.		
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	This Items identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	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.Con

## Properties

### Conversations.Instructions

## Interaction

Get or set the interaction.

Declaration

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

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationCallback

Description

(BP.AdventureFramework.Assets.E

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

ExaminationResult

(BP.AdventureFramework.Assets.E

IExaminable

IsTakeable

(BP.AdventureFramework.Assets.II

IPlayerVisible

Get or set if this is takeable

(BP.AdventureFramework.Assets.II

Declaration

(BP.AdventureFramework.Assets.II

Item

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

(BP.AdventureFramework.Assets.II

Size

Property Value

(BP.AdventureFramework.Assets.S

Description

+ BP.AdventureFramework.

Assets.Attributes

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

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Interact(Item)

Assets.Interaction

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Parameters

Commands

Type (BP.AdventureFramework.Com

Name

Description

- BP.AdventureFramework.

item

The item to interact with.

Conversations

Returns

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

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

## ▼ Morph(Item)

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

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

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

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

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

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

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

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

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

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.html)

+ BPAdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

+ BPAdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

+ BPAdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ BPAdventureFramework.

Commands

(BP.AdventureFramework.Commands.html)

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

+ BPAdventureFramework.

Conversations.Instructions

# 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** ([\(BP.AdventureFramework\)](#) AdventureFramework.dll  
**Syntax** (BP.AdventureFramework.Assets.**Size**)  
    Item  
        (BP.AdventureFramework.Assets.**Size**)  
            public struct **Size**  
                Size  
            (BP.AdventureFramework.Assets.**Size**)

## + BP.AdventureFramework. Constructors

Assets.Attributes

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

## + BP.AdventureFramework. Assets.Characters

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

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

## + BP.AdventureFramework. Assets.Interaction

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

Parameters

(BP.AdventureFramework.)

Type	Name	Description
(BP.AdventureFramework.Assets. <b>Size</b> ) int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>width</i>	The width.
(BP.AdventureFramework.Assets. <b>Size</b> ) int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>height</i>	The height.

## + BP.AdventureFramework. Commands

(BP.AdventureFramework.Com)

## + BP.AdventureFramework. Properties

Conversations

(BP.AdventureFramework.Con)

## Height

(BP.AdventureFramework.)

Conversations.Instructions

Get the height.

(BP.AdventureFramework.Con)

## Declaration

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

### Property Value

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

### Width

Declaration  
Type  
Value

Get the width.

(BP.AdventureFramework.Assets.IItem)

Declaration  
Type  
Value

(BP.AdventureFramework.Assets.IItem)

public int width { get; }

Declaration  
Type  
Value

(BP.AdventureFramework.Assets.IItem)

Item  
Property Value

(BP.AdventureFramework.Assets.IItem)

Declaration  
Type  
Value

(BP.AdventureFramework.Assets.IItem)

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

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

# Namespace BP.AdventureFramework. Assets.Attributes

▼ Filter by title

## Classes

+ **BP.AdventureFramework.**

**Assets**

**Attribute** ([BP.AdventureFramework.Attributes.Attribute.html](#))

      Provides a description of an attribute.

    - **BP.AdventureFramework.**

**Assets.Attributes**

**AttributeManager**

        ([BP.AdventureFramework.Attributes.AttributeManager.html](#))

**Attribute**

          Provides a class for managing attributes.

          ([BP.AdventureFramework.Attributes.AttributeManager.html](#))

**AttributeManager**

          ([BP.AdventureFramework.Attributes.AttributeManager.html](#))

+ **BP.AdventureFramework.**

**Assets.Characters**

    ([BP.AdventureFramework.Attributes.Characters.Character.html](#))

+ **BP.AdventureFramework.**

**Assets.Interaction**

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

+ **BP.AdventureFramework.**

**Assets.Locations**

    ([BP.AdventureFramework.Attributes.Locations.Location.html](#))

+ **BP.AdventureFramework.**

**Commands**

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

+ **BP.AdventureFramework.**

**Conversations**

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

+ **BP.AdventureFramework.**

**Conversations.Instructions**

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

+ **BP.AdventureFramework.**

**Extensions**

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

# Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

(**BP.AdventureFramework.Attribute**)

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

- **BP.AdventureFramework.**

**Assets.Attributes**

Inherited Members

(**BP.AdventureFramework.Attribute**)

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.Attributes.AttributeManager**)

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.Attributes.AttributeManager**)

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.referenceeequals>)

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

+ **BP.AdventureFramework.**

**Assets.Characters**

(**BP.AdventureFramework.Attribute**)

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

+ **BP.AdventureFramework.**

**Assets.Locations**

public class Attribute

(**BP.AdventureFramework.Attribute**)

+ **BP.AdventureFramework.**

**Constructors**

(**BP.AdventureFramework.Con**)

**Attribute(string, string, int, int)**

**Conversations**

Initializes a new instance of the Attribute class.

(**BP.AdventureFramework.Con**)

Declaration

+ **BP.AdventureFramework.**

**Conversations.Instructions**

public Attribute(string name, string description, int minimum, int maximum)

(**BP.AdventureFramework.Con**)

+ **BP.AdventureFramework.**

**Parameters**

**Extensions**

Type

(**BP.AdventureFramework.Exte**)

string

+ **BP.AdventureFramework.**

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

**Interpretation**

string

(**BP.AdventureFramework.Inter**)

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

+ **BP.AdventureFramework.**

		Name	Description
		name	Specify the name of the attribute.
		description	Specify the description of the attribute.



Property Value

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

▼  
**Name**

(**BP.AdventureFramework.Attributes.Attribute**)  
Get the name of the attribute.

- **BP.AdventureFramework.**

Declaration  
**Assets.Attributes**

(**BP.AdventureFramework.Attributes.Attribute**)  
public string Name { get; }

Attribute

(**BP.AdventureFramework.Attributes.AttributeManager**)  
Property Value  
AttributeManager

Type (**BP.AdventureFramework.Attributes.Attribute**)

Description

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

**Assets.Characters**

(**BP.AdventureFramework.Attributes.Characters**)

+ **BP.AdventureFramework.**

**Assets.Interaction**

(**BP.AdventureFramework.Attributes.Interaction**)

+ **BP.AdventureFramework.**

**Assets.Locations**

(**BP.AdventureFramework.Attributes.Locations**)

+ **BP.AdventureFramework.**

**Commands**

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

**Conversations**

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

**Conversations.Instructions**

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

+ **BP.AdventureFramework.**

**Extensions**

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

**Interpretation**

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

**Properties**

(**BP.AdventureFramework.Properties**)

# Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

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

**Assets.Attributes**

Inherited Members

Attribute  
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.Attributes.Attribute**)

AttributeManager  
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.Attributes.AttributeManager**)

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

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

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

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

+ **BP.AdventureFramework.**NameSpace.BP.Frmwk.AdventureFramework (<https://learn.microsoft.com/html/BP.AdventureFramework.html>).Assets

(**BP.AdventureFramework.Assets**) (<https://learn.microsoft.com/html/BP.AdventureFramework.Assets.html>)

Assembly: BP.AdventureFramework.dll

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

Syntax

+ **BP.AdventureFramework.**

**Assets.Locations**

public sealed class AttributeManager

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

+ **BP.AdventureFramework.**

**Commands**

**Properties** (<https://learn.microsoft.com/html/BP.AdventureFramework.Com>)

+ **BP.AdventureFramework.**

**Conversations**

(**BP.AdventureFramework.Conversation**)

Get the number of attributes this manager has.

+ **BP.AdventureFramework.**

Declaration

**Conversations.Instructions**

(**BP.AdventureFramework.Conversation**)

public int Count { get; }

+ **BP.AdventureFramework.**

**Extensions**

Property Value

(**BP.AdventureFramework.Extensions**)

Type

**Description**

+ **BP.AdventureFramework.**

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

**Interpretation**

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

**Logic**

# Methods

## Add(Attribute, int)

Add a value to an attribute.

Declaration

### - **BPAdventureFramework.**

```
public void Add(Attribute attribute, int value)
```

### **Assets.Attributes**

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

Parameters

Attribute

Type (**BP.AdventureFramework.Assets.Attribute**)

Name

Description

attribute

The attribute.

AttributeManager

Attribute (**BP.AdventureFramework.Assets.Attributes.Attribute.html**)

attribute

The attribute.

(**BP.AdventureFramework.Assets.Attribute**)

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

value

The value.

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

#### **Assets.Characters**

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

### Add(String, int)

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

Add a value to an attribute.

#### **Assets.Interaction**

Declaration

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

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

```
public void Add(string attributeName, int value)
```

### **Assets.Locations**

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

Parameters

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

Type

Commands

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

Name

Description

attributeName

The name of the attribute.

(**BP.AdventureFramework.Commands**)

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

value

The value.

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

#### **Conversations**

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

### GetAsDictionary()

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

Get all attributes as a dictionary.

#### **Conversations.Instructions**

#### (**BP.AdventureFramework.Conversations.Instructions**)

Declaration

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

```
public Dictionary<Attribute, int> GetAsDictionary()
```

#### **Extensions**

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

Returns

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

Type

Interpretation

Description

(**BP.AdventureFramework.Interpretation**)

An array of

Dictionary<Attribute, int> (<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>)<

atributes.

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

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

#### **Logic**

## GetAttributes()

Get all attributes.

Declaration

```
public Attribute[] GetAttributes()
```

Returns

**BP.AdventureFramework.**

Type	Description
<b>(BP.AdventureFramework.Attributes.Attribute[])</b>	An array of attributes.

Attribute

(BP.AdventureFramework.Attributes.Attribute)

AttributeManager

**GetValue(Attribute)**

(BP.AdventureFramework.Attributes.Attribute)

**BP.AdventureFramework.**

**Assets.Characters**

Declaration

**(BP.AdventureFramework.Attributes.AttributeSet)**

+ **BP.AdventureFramework.**

**Assets.Interaction**

Part of **(BP.AdventureFramework.Attributes.AttributeSet)**

Type	Name	Description
<b>Attribute</b>	<i>attribute</i>	The attribute.

Returns

+ **BP.AdventureFramework.**

**Type**

**Commands**

**(BP.AdventureFramework.Commands.Command)**

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

**Description**

The value.

+ **BP.AdventureFramework.**

**Conversations**

**GetValue(string)Conversation**

**BP.AdventureFramework.**

**Conversations.Instructions**

Declaration

**(BP.AdventureFramework.ConversationInstructions)**

+ **BP.AdventureFramework.**

**Extensions**

Part of **(BP.AdventureFramework.Extensions)**

Type	Name	Description
<b>String</b>	<i>attributeName</i>	The name of the attribute.

Returns

+ **BP.AdventureFramework.**

**Logic**

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

## Remove(Attribute)

Remove an attribute.

### - BP.AdventureFramework.

Declaration

#### Assets.Attributes

##### (BP.AdventureFramework.Attributes)

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

Attribute

(BP.AdventureFramework.Attributes.Attributes)

Parameters

AttributeManager

Type (BP.AdventureFramework.Attributes.Attributes)

Name

Description

### + BP.AdventureFramework.

Attributes

attribute

The attribute.

### Assets.Characters

#### (BP.AdventureFramework.Attributes.Characters)

### Remove(string)

#### (BP.AdventureFramework.Attributes.Characters)

Assets.Interaction

Remove an attribute.

#### (BP.AdventureFramework.Attributes.Interaction)

Declaration

### + BP.AdventureFramework.

#### Assets.Locations

```
public void Remove(string attributeName)
```

#### (BP.AdventureFramework.Attributes.Locations)

Parameters

### + BP.AdventureFramework.

#### Commands

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

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

Name

Description

The name of the attribute.

### + BP.AdventureFramework.

#### Conversations

#### (BP.AdventureFramework.Conversations)

### + BP.AdventureFramework.

Remove all attributes.

#### Conversations.Instructions

Declaration

#### (BP.AdventureFramework.Conversations.Instructions)

### + BP.AdventureFramework.

#### Extensions

#### (BP.AdventureFramework.Extensions)

### + BP.AdventureFramework.

#### Interpretation

Subtract a value from an attribute.

#### (BP.AdventureFramework.Interpretation)

Declaration

### + BP.AdventureFramework.

#### Logic

```
public void Subtract(Attribute attribute, int value)
```

#### Parameters

Type		Name	Description
Attribute (BP.AdventureFramework.Assets.Attributes.Attribute.html)		attribute	The attribute.
- int (System.Int32) (dotnet/api/system.int32)		value	The value.

#### Assets.Attributes

##### (BP.AdventureFramework.Assets.Attributes)

#### Subtract(string, int)

(BP.AdventureFramework.Assets.Attributes.AttributeManager)

Subtract a value from an attribute.

AttributeManager

Declaration

#### + BP.AdventureFramework.

```
public void Subtract(string attributeName, int value)
```

#### Assets.Characters

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

#### Parameters

#### + BP.AdventureFramework.

#### Assets.Interaction

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

string (System.String) (dotnet/api/system.string)

- int (System.Int32) (dotnet/api/system.int32)

#### Assets.Locations

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

#### + BP.AdventureFramework.

#### Commands

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

#### + BP.AdventureFramework.

#### Conversations

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

#### + BP.AdventureFramework.

#### Conversations.Instructions

##### (BP.AdventureFramework.Conversations.Instructions)

#### + BP.AdventureFramework.

#### Extensions

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

#### + BP.AdventureFramework.

#### Interpretation

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

#### + BP.AdventureFramework.

#### Logic

# Namespace BP.AdventureFramework. Assets.Characters

▼ Filter by title

## Classes

(BP.AdventureFramework.Assets.Character)

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

Assets.Attributes

Represents a generic in-game character.

(BP.AdventureFramework.Assets.Character)

- BP.AdventureFramework.  
NonPlayableCharacter

Assets.Characters

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

(BP.AdventureFramework.Assets.Character)

Represents a non-playable character.

Character

(BP.AdventureFramework.Assets.Character)

PlayableCharacter

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

NonPlayableCharacter

Represents a playable character.

(BP.AdventureFramework.Assets.Character)

PlayableCharacter

(BP.AdventureFramework.Assets.Character)

## Interfaces

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

(BP.AdventureFramework.Assets.Character)

Represents an object that can converse.

+ BP.AdventureFramework.  
Assets.Locations

(BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.  
Commands

(BP.AdventureFramework.Command)

+ BP.AdventureFramework.  
Conversations

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.  
Conversations.Instructions

(BP.AdventureFramework.ConversationInstruction)

+ BP.AdventureFramework.  
Extensions

(BP.AdventureFramework.Extension)

+ BP.AdventureFramework.  
Events

(BP.AdventureFramework.Event)

# Class Character

Represents a generic in game character.

Filter by title

Inheritance

## Assets.Attributes

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

## - BP\_AdventureFramework.

### Assets.Characters

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

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

Implements

### Character

IExaminable ([BP\\_AdventureFramework\\_Assets\\_IExaminable.html](#))

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

IIInteractableItem ([BP\\_AdventureFramework\\_Assets\\_Interaction\\_IInteractWithItem.html](#))

Inherited Members

### NonPlayableCharacter

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

ExaminableObject\_Examination

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Examination](#))

Examination

## + BP\_AdventureFramework.

### Assets.Interaction

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Examination](#))

ToObject

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_ToObject](#))

ExaminableObject.Identifier

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Identify](#))

### Assets.Locations

([BP\\_AdventureFramework\\_Assets\\_Locations](#))

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Locations](#))

Description

ExaminableObject.Commands

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Commands](#))

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

ExaminableObject.Attributes

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Attributes](#))

### Conversations

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Conversations](#))

([BP\\_AdventureFramework\\_Conversations](#))

ExaminableObject.Examine()

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

([BP\\_AdventureFramework\\_Conversations](#))

ExaminableObject.IsPlayerVisible

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_IsPlayerVisible](#))

([BP\\_AdventureFramework\\_Conversations](#))

Extensions

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

([BP\\_AdventureFramework\\_Extensions](#))

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

([BP\\_AdventureFramework\\_Equals](#))

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

([BP\\_AdventureFramework\\_GetHashCode](#))

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

([BP\\_AdventureFramework\\_GetType](#))

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

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

**Assembly:** BP.AdventureFramework.dll

Syntax

**Assets.Attributes** class Character : ExaminableObject, IExaminable, IPlayerVisible, IIn  
(BP.AdventureFramework.Assets.Characters.html)

- **BP.AdventureFramework.**

**Assets.Characters**

(BP.AdventureFramework.Assets.Characters.html)

## Properties

Character

(BP.AdventureFramework.Assets.Characters.html)

## Interaction

(BP.AdventureFramework.Assets.Characters.html)

Get or set the Interaction

NonPlayableViewCharacter

(BP.AdventureFramework.Assets.Characters.html)

Declaration

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.html)

public InteractionCallback Interaction { get; set; }

+ **BP.AdventureFramework.**

**Assets.Interaction**

Property Value

(BP.AdventureFramework.Assets.Characters.html)

Type

+ **BP.AdventureFramework.**

InteractionCallback ([BP.AdventureFramework.Assets.Interaction.InteractionCallback.html](https://learn.microsoft.com/dotnet/api/system.eventargs#interactioncallback))

**Assets.Locations**

(BP.AdventureFramework.Assets.Characters.html)

+ **BP.AdventureFramework.**

**IsAlive**

Commands

Get if this character is alive

(BP.AdventureFramework.Characters.html)

Declaration

+ **BP.AdventureFramework.**

**Conversations**

public bool IsAlive { get; protected set; }

(BP.AdventureFramework.Characters.html)

+ **BP.AdventureFramework.**

Property Value

**Conversations.Instructions**

Type

(BP.AdventureFramework.Characters.html)

Description

+ **BP.AdventureFramework.**

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

Description

**Extensions**

(BP.AdventureFramework.Extensions.html)

**Items**

+ **BP.AdventureFramework.**

Get the items this Character holds.

**Interpretation**

(BP.AdventureFramework.Interpretation.html)

Declaration

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

## Property Value

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

## Assets.Attributes

### (BP.AdventureFramework.Assets.Attributes)

## Methods

### Assets.Characters

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

##### AcquireItem(Item)

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

IConverser

Declaration

NonPlayableCharacter

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

PlayableCharacter

(BP.AdventureFramework.Assets.Characters)

Parameters

#### + BP.AdventureFramework.

##### Assets.Interaction

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

Name

Description

item

The item to acquire.

#### + BP.AdventureFramework.

### Assets.Locations

##### DeacquireItem(Item)

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

De-acquire an item.

## BP.AdventureFramework.

### Commands

#### (BP.AdventureFramework.Commands)

public virtual void DeacquireItem(Item item)

#### + BP.AdventureFramework.

### Conversations

Parameters

#### (BP.AdventureFramework.Conversations)

##### Instructions

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

Name

Description

item

The item to de-acquire.

#### + BP.AdventureFramework.

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

#### (BP.AdventureFramework.Extensions)

Find an item.

## BP.AdventureFramework.

Declarator

### Interpretation

#### (BP.AdventureFramework.Interpretation)

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

#### Parameters

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

IConverser

Returns [BP.AdventureFramework.Assets.Character](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Character)

Type	Description
NonPlayableCharacter ( <a href="https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Character">https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Character</a> )	True if the item was found.

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

#### + BP.AdventureFramework.

#### GiveItem(Character)

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

Give an item to another in game Character.

#### + BP.AdventureFramework.

Declaration

#### Assets.Locations

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

#### + BP.AdventureFramework.

Parameters

#### Commands

Type	Name	Description
BP.AdventureFramework.Commands.GiveItem	item	The item to give.
Conversations	character	The Character to give the item to.

#### + BP.AdventureFramework.

Returns

#### Conversations.Instructions

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

#### Extensions

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

#### HasItem(Item, bool)

+ BP.AdventureFramework.

Interpretation

Determines if NonPlayableCharacter has an item.

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

## Declaration

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

### Parameters

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

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

#### Returns

Character

Type	Description
IConverser (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.Characters)	True if the item is found, else false.

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

### Interact(Item)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

Interact with an item.

### + BP.AdventureFramework.

#### Declaration

#### Assets.Interaction

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

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

### + BP.AdventureFramework.

#### Assets.Locations

#### Parameters

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

### (BP.AdventureFramework.Commands)

#### Returns

### + BP.AdventureFramework.

#### Conversations

InteractionResult

### (BP.AdventureFramework.Conversations)

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

Description

The result of the interaction.

### + BP.AdventureFramework.

#### Conversations.Instructions

### (BP.AdventureFramework.Conversations)

### + BP.AdventureFramework.

InteractWithItem(Item)

#### Extensions

#### Declaration

### (BP.AdventureFramework.Extensions)

### + BP.AdventureFramework.

InteractionResult InteractWithItem(Item item)

#### Interpretation

### (BP.AdventureFramework.Interpretation)

#### Parameters

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

Returns

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

- **BP.AdventureFramework.**

### Kill

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

Kill the character.  
Character

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

IConverser

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

NonPlayableCharacter

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

PlayableCharacter

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

### Implements

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

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

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

- + **BP.AdventureFramework.**

### Assets.Locations

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

- + **BP.AdventureFramework.**

### Commands

**(BP.AdventureFramework.Commands)**

- + **BP.AdventureFramework.**

### Conversations

**(BP.AdventureFramework.Conversations)**

- + **BP.AdventureFramework.**

### Conversations.Instructions

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

- + **BP.AdventureFramework.**

### Extensions

**(BP.AdventureFramework.Extensions)**

- + **BP.AdventureFramework.**

### Interpretation

**(BP.AdventureFramework.Interpretation)**

# Interface IConverser

Represents an object that can converse.

 Filter by title

Inherited Members

<b>(BP.AdventureFramework.Assets.IExaminable.Identifier)</b>
<b>(BP.AdventureFramework.Assets.IExaminable.Description)</b>
<b>(BP.AdventureFramework.Assets.IExaminable.Commands)</b>
<b>(BP.AdventureFramework.Assets.IExaminable.Attributes)</b>
<b>(BP.AdventureFramework.Assets.IPlayerVisible.IsPlayerVisible)</b>
<b>(BP.AdventureFramework.Assets.IPlayableCharacter)</b>

## + BP.AdventureFramework.

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

Assembly: BP\_AdventureFramework.dll

## (BP.AdventureFramework.Assets.IConverser)

Syntax

### + BP.AdventureFramework.

#### Assets.Locations

public interface IConverser : IExaminable, IPlayerVisible

**(BP.AdventureFramework.Assets.IConverser)**

### + BP.AdventureFramework.

#### Commands

**Properties** (BP.AdventureFramework.Commands)

### + BP.AdventureFramework.

#### Conversations

**(BP.AdventureFramework.Conversations)**

Get or set the conversation.

### + BP.AdventureFramework.

Declaration

#### Conversations.Instructions

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

Conversation Conversation { get; set; }

### + BP.AdventureFramework.

#### Extensions

Property Value (BP.AdventureFramework.Extensions)

Type	Description
Conversation (BP.AdventureFramework.Conversations.Conversation.html)	
<b>Interpretation</b> (BP.AdventureFramework.Interpretations)	
<b>+</b> BP.AdventureFramework.	

### + BP.AdventureFramework.

▼

(BP.AdventureFramework.Assets)

- BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets)

Character

(BP.AdventureFramework.Assets.C)

IConverser

(BP.AdventureFramework.Assets.C)

NonPlayableCharacter

(BP.AdventureFramework.Assets.C)

PlayableCharacter

(BP.AdventureFramework.Assets.C)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

# Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

↳ **BP\_AdventureFramework** (com/dotnet/api/system.object)

**Assets.Characters**

(**BP\_AdventureFramework.Asset**)

↳ NonPlayableCharacter  
Character

Implements

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

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

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

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

Inherited Members

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

Character.IsAlive

+ **BP\_AdventureFramework**

**Assets.Interaction** (BP.AdventureFramework.Assets.Characters.Character.html#BP\_AdventureFramework\_Assets\_Characters\_Character\_Interaction)

(**BP\_AdventureFramework.Asset**)

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

+ **BP\_AdventureFramework**.

**Assets.Locations**

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

Character.Kill()

+ **BP\_AdventureFramework**.

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

(**BP\_AdventureFramework.Command**)

Character.AcquireItem(Item)

+ **BP\_AdventureFramework**.

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

(**BP\_AdventureFramework.Conversation**)

(BP.AdventureFramework.Assets.Characters.Character.html#BP\_AdventureFramework\_Assets\_Characters\_Conversation\_FindItem\_BP\_AdventureFramework\_Assets\_Item)

Character.HasItem(item, bool)

(**BP\_AdventureFramework.Conversation**)

(BP.AdventureFramework.Assets.Characters.Character.html#BP\_AdventureFramework\_Assets\_Characters\_Conversation\_HasItem\_BP\_AdventureFramework\_Assets\_Item\_System\_Boolean)

+ **BP\_AdventureFramework**.

Character.FindItem(string, out Item, bool)

**Extensions**

(BP.AdventureFramework.Assets.Characters.Character.html#BP\_AdventureFramework\_Assets\_Characters\_Character\_FindItem\_System\_String\_BP\_AdventureFramework\_Assets\_Item\_System\_Boolean)

(**BP\_AdventureFramework.Extension**)

Character.Give(Item, Character)

+ **BP\_AdventureFramework**.

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

(**BP\_AdventureFramework.Interpretation**)

Character.Interact(item)

+ **BP\_AdventureFramework**.

Character.Interact\_BP\_AdventureFramework\_Assets\_Item\_

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.**

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

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

CommandConverser

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

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

+ **BP.AdventureFramework.**

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

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

+ **BP.AdventureFramework.**

**Assets.Locations**  
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>)

**(BP.AdventureFramework.Conversations)**

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

+ **BP.AdventureFramework.**

Assembly: BP\_AdventureFramework.dll

**Conversations**

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

+ **BP.AdventureFramework.**

public sealed class NonPlayableCharacter : Character, IInteractWithItem, IConverser, IConverserInstruction  
**ConversationsInstructions**  
**(BP.AdventureFramework.ConversationsInstructions)**

+ **BP.AdventureFramework.**

**Constructors**

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

+ **BP.AdventureFramework.**

**NonPlayableCharacter(Identifier, Description, Conversation)**

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

Declaration  
+ **BP.AdventureFramework.**

**Ionic**

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

#### Parameters

Type		Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)		identifier	This NonPlayableCharacter's identifier.
<b>Assets.Characters</b> Description (BP.AdventureFramework.Assets.Description.html)		description	The description of this NonPlayableCharacter.
Character Conversation (BP.AdventureFramework.Assets.C (BP.AdventureFramework.Conversations.Conversation. html) (BP.AdventureFramework.Assets.C		conversation	The conversation.
NonPlayableCharacter (BP.AdventureFramework.Assets.C PlayableCharacter (BP.AdventureFramework.Assets.C			

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

#### + BPAdventureFramework

Initializes a new instance of the NonPlayableCharacter class.

#### Assets.Interaction

Declaration

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

#### + BPAdventureFramework

```
public NonPlayableCharacter(Identifier identifier, Description description, Conversation  
isAlive, InteractionCallback interaction)
```

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

#### Parameters

#### + BPAdventureFramework.

Type		Name	Description
<b>Commands</b> (BP.AdventureFramework.Com Identifier (BP.AdventureFramework.Assets.Identifier.html)		identifier	This NonPlayableCharacter's identifier.
<b>BPAdventureFramework.</b>			
<b>Conversations</b> Description (BP.AdventureFramework.Con (BP.AdventureFramework.Assets.Description.html)		description	The description of this NonPlayableCharacter.
<b>BPAdventureFramework.</b> (BP.AdventureFramework.Conversations.Conversation.ht ml) (BP.AdventureFramework.Con		conversation	The conversation.
<b>BPAdventureFramework.</b> (https://learn.microsoft.com/dotnet/api/system.boolean) <b>Extensions</b>		isAlive	Set if this NonPlayableCharacter is alive.
<b>BPAdventureFramework.Exte (BP.AdventureFramework.Assets.Interaction.InteractionC amback.html)</b>		interaction	Set this NonPlayableCharacter's interaction.
<b>BPAdventureFramework.</b> <b>Interpretation</b> (BP.AdventureFramework.Inter			

#### + BPAdventureFramework.

#### Logic

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

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

+ **BP.AdventureFramework.**

**Assets.Characters**

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

Parameters

Type	Name	Description
Character ( <b>BP.AdventureFramework.Assets.Characters</b> )		
Identifier ( <b>BP.AdventureFramework.Assets.Identifier.html</b> )	<i>identifier</i>	This NonPlayableCharacter's identifier.
Conversation ( <b>BP.AdventureFramework.Assets.Conversation.html</b> )		
NonPlayableCharacter Description ( <b>BP.AdventureFramework.Assets.Description.html</b> )	<i>description</i>	The description of this NonPlayableCharacter.
PlayableCharacter		
Conversation ( <b>BP.AdventureFramework.Assets.Conversation.html</b> )	<i>conversation</i>	The conversation.
bool ( <b>BP.AdventureFramework.Assets.Bool</b> ) ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	<i>isAlive</i>	Set if this NonPlayableCharacter is alive.
+ <b>BP.AdventureFramework.</b>		
InteractionCallback ( <b>BP.AdventureFramework.Assets.Interaction.InteractionCallback.html</b> )	<i>interaction</i>	Set this NonPlayableCharacter's interaction.
+ <b>BP.AdventureFramework.</b>		
ExaminationCallback ( <b>BP.AdventureFramework.Assets.ExaminationCallback.html</b> )	<i>examination</i>	Set this NonPlayableCharacter's examination.

+ **BP.AdventureFramework.**

**Conversations**

(**BP.AdventureFramework.Conversations**)

Initializes a new instance of the NonPlayableCharacter class.

+ **BP.AdventureFramework.**

**Conversations.Instructions**

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

```
public NonPlayableCharacter(string identifier, string description, Conversation conversation = null)
```

**Extensions**

(**BP.AdventureFramework.Extensions**)

Parameters

Type	Name	Description
Interpretation ( <b>BP.AdventureFramework.Interpretation</b> ) ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>identifier</i>	This NonPlayableCharacter's identifier.

+ **BP.AdventureFramework.**

**Ionic**

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	The description of this NonPlayableCharacter.
Conversation ( <a href="#">BP.AdventureFramework.Conversations.Conversation.html</a> )	<i>conversation</i>	The conversation.

## - BP.AdventureFramework.

### Assets.Characters

## Properties

### Character

(BP.AdventureFramework.Assets.C

### Conversation

IConverser

(BP.AdventureFramework.Assets.C

Get or set the conversation.

NonPlayableCharacter

Declaration

(BP.AdventureFramework.Assets.C

PlayableCharacter

(BP.AdventureFramework.Assets.C

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

## + BP.AdventureFramework.

### Assets.Interaction

## Properties

### Type

### Description

## + BP.AdventureFramework.

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

### Assets.Locations

## Implements

### BP.AdventureFramework.

#### Commands

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

ICitizenObject ([BP.AdventureFramework.Assets.Characters.IConverser.html](#))

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

+ BP.AdventureFramework.

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

### Conversations

## (BP.AdventureFramework.Con

## + BP.AdventureFramework.

### Conversations.Instructions

## (BP.AdventureFramework.Con

## + BP.AdventureFramework.

### Extensions

## (BP.AdventureFramework.Exte

## + BP.AdventureFramework.

### Interpretation

## (BP.AdventureFramework.Inter

## + BP.AdventureFramework.

### Logic

# Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- **BP.AdventureFramework.**

↳ [Assets.Characters](#)

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

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

Character

↳ PlayableCharacter

([BP\\_AdventureFramework\\_Assets\\_Characters\\_PlayableCharacter.html](#))

Implements

IConverser

IExaminable ([BP\\_AdventureFramework\\_Assets\\_IExaminable.html](#))

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

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

PlayableCharacter

Inherited Members

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html#BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_IsAlive](#))

Character.IsAlive

+ **BP.AdventureFramework.**

**AssetsInteraction**

(**BP\_AdventureFramework\_AssetsInteraction**)

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

+ **BP.AdventureFramework.**

**AssetsLocations**

(**BP\_AdventureFramework\_AssetsLocations**)

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

+ **BP.AdventureFramework.**

**Commands**

(**BP\_AdventureFramework\_Commands**)

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

+ **BP.AdventureFramework.**

**Conversations**

(**BP\_AdventureFramework\_Conversations**)

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

Character.AcquireItem(Item)

+ **BP.AdventureFramework.**

**ConversationsInstructions**

(**BP\_AdventureFramework\_ConversationsInstructions**)

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

Character.HasItem(Item, bool)

+ **BP.AdventureFramework.**

**ConversationsResponses**

(**BP\_AdventureFramework\_ConversationsResponses**)

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

Character.FindItem(string, out Item, bool)

+ **BP.AdventureFramework.**

**Extensions**

(**BP\_AdventureFramework\_Extensions**)

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

Character.FindItem(string, out Item, bool)

+ **BP.AdventureFramework.**

**Interpretation**

(**BP\_AdventureFramework\_Interpretation**)

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

Character.Give(Item, Character)

+ **BP.AdventureFramework.**

**Logic**

(**BP\_AdventureFramework\_Logic**)

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

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.Characters**  
ExaminableObject.Description  
**(BP.AdventureFramework.Ass**  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Character)  
Description  
Exam**BP.AdventureFramework.**Assets.C  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_ComPlayerVisibleCharacter)  
ComPlayerVisibleCharacter  
Exam**BP.AdventureFramework.**Assets.N  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_PlayableCharacter)  
PlayableCharacter  
Exam**BP.AdventureFramework.**Assets.E  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Examine)  
Examine  
+ **BP.AdventureFramework.**

**Assets.Interaction**  
ExaminableObject.IsPlayerVisible  
**(BP.AdventureFramework.Ass**  
(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_IsPlayerVisible)  
+ **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)))  
**Assets.Locations**  
**(BP.AdventureFramework.Ass**  
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>)  
**(BP.AdventureFramework.Com**  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **BP.AdventureFramework.**

**Conversations**  
Assembly: BP.AdventureFramework.dll  
**(BP.AdventureFramework.Con**  
Syntax  
+ **BP.AdventureFramework.**

**Conversations.Instructions**  
public sealed class PlayableCharacter : Character, IExaminable, IPlayerVisible, IInt  
**(BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

**Extensions**  
**Constructors**  
**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

**PlayableCharacter(Identifier, Description, params Item[])**  
**(BP.AdventureFramework.Inter**  
Initializes a new instance of the PlayableCharacter class.  
+ **BP.AdventureFramework.**

Declaration  
**Logic**  
**/BP\_AdventureFramework.Logic**

```
public PlayableCharacter(Identifier identifier, Description description, params Item[]
[] items)
```

#### Parameters

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

## PlayableCharacter(string, string, params Item[])

NonPlayableCharacter  
Initializes a new instance of the PlayableCharacter class.

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

+ **BP.AdventureFramework.**PlayableCharacter(string identifier, string description, params Item[] items)

#### Assets.Interaction

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

Type	Name	Description
<b>Assets.Locations</b> string (https://learn.microsoft.com/dotnet/api/system.string) <b>(BP.AdventureFramework.Assets.Locations)</b>	<i>identifier</i>	This PlayableCharacter's identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description of the player.
+ <b>BP.AdventureFramework.</b> Commands (BP.AdventureFramework.Commands)	<i>items</i>	The players items.

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

#### Conversations

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.**UseItem(Item, IInteractWithItem)

#### Conversations.Instructions

UseItem  
(BP.AdventureFramework.Conversations)

Declaration

+ **BP.AdventureFramework.**

#### Extensions

public InteractionResult UseItem(Item item, IInteractWithItem targetObject)

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

#### Parameters

#### Interpretation

Type  
(BP.AdventureFramework.Interpretation)

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

+ **BP.AdventureFramework.**

#### Logic

/BP\_AdventureFramework.Logic

Type	Name	Description
IInteractWithItem (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html) )	targetObject	A target object to use the item on.

>Returns

Type	Description
- <b>BP.AdventureFramework.</b> <b>Assets.Characters</b> InteractionResult (BP.AdventureFramework.Assets.Interaction.InteractionResult.html)	The result of the items usage.

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

NonPlayerCharacter  
(BP.AdventureFramework.Assets.NonPlayerCharacters.html)

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

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

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

### Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Extensions.html)

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Interpretation.html)

## + BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logic.html)

# Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

## Classes

Assets.Attributes  
(BP.AdventureFramework.Assets.Attributes.html)

## InteractionResult

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

Assets.Characters

Represents a result of an interaction.  
(BP.AdventureFramework.Assets.InteractionResult.html)

## - BP.AdventureFramework.

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

Assets.Interaction

Represents a reaction.  
(BP.AdventureFramework.Assets.Interaction.html)

Condition

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

BP.AdventureFramework.Assets

IInteractWithItem

Represents a result.

(BP.AdventureFramework.Assets.IInteractWithItem.html)

InteractionCallback

(BP.AdventureFramework.Assets.IInteractWithItem.html)

InteractionEffect

(BP.AdventureFramework.Assets.IInteractWithItem.html)

InteractionResult

(BP.AdventureFramework.Assets.IInteractWithItem.html)

## IInteractWithItem

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

Represents any object that can interact with an item.

(BP.AdventureFramework.Assets.IInteractWithItem.html)

ReactionResult

(BP.AdventureFramework.Assets.IInteractWithItem.html)

Result

(BP.AdventureFramework.Assets.IInteractWithItem.html)

## InteractionEffect

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

Assets.IInteractionEffects

(BP.AdventureFramework.Assets.IInteractionEffects.html)

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

Commands of reaction results.

(BP.AdventureFramework.Commands.ReactionResults.html)

## Delegates

BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

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

### + BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

## **InteractionCallback**

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

Represents the callback for interacting with objects.

▼

### **Assets.Attributes**

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

+ **BP.AdventureFramework.**

### **Assets.Characters**

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

- **BP.AdventureFramework.**

### **Assets.Interaction**

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

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

Reaction

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

ReactionResult

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

Result

**(BP.AdventureFramework.Assets.Interaction.Result.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.**

### **Conversations.Instructions**

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

# Delegate Condition

Represents a callback for conditions.

Filter by title

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

+ **BP.AdventureFramework.**

Assets.Characters

Syntax

- **BP.AdventureFramework.**

public delegate bool Condition()

**Assets.Interaction**

(BP.AdventureFramework.Assets)

Returns

Condition

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

InteractionCallback

(BP.AdventureFramework.Assets.IInteractionEffect)

InteractionEffect

(BP.AdventureFramework.Assets.IInteractionResult)

InteractionResult

(BP.AdventureFramework.Assets.IReaction)

Reaction

(BP.AdventureFramework.Assets.IReactionResult)

ReactionResult

(BP.AdventureFramework.Assets.IResult)

Result

(BP.AdventureFramework.Assets.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations)

# 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)

## Assets.Characters

Assemblies: BP.AdventureFramework.dll

Syntax

- **BP.AdventureFramework.**

**Assets.Interaction**

public interface IInteractWithItem

(BP.AdventureFramework.Assets.

Condition

(BP.AdventureFramework.Assets.Ir

IInteractWithItem

(BP.AdventureFramework.Assets.Ir

InteractionCallback

(BP.AdventureFramework.Assets.Ir

## Methods

**Interact(Item)**

InteractionEffect

Interact with an item.

InteractionResult

Declaration: BP.AdventureFramework.Assets.Ir

Reaction

I(BP.AdventureFramework.Assets.Item item)

ReactionResult

(BP.AdventureFramework.Assets.Ir

Parameters

Result

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

## Assets.Locations

Reference: BP.AdventureFramework.Assets.

+ **BP.AdventureFramework.**

**Commands**

InteractionResult

(BP.AdventureFramework.Com

Description

The result of the interaction.

+ **BP.AdventureFramework.**

**Conversations**

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

**Conversations.Instructions**

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

**Extensions**

(BP.AdventureFramework.Exte

# Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

**(BP.AdventureFramework.Assets.InteractionInteractionCallback)**

**Assembly:** BP.AdventureFramework.dll

- **BP.AdventureFramework.**

Syntax

**Assets.Interaction**

**(BP.AdventureFramework.Assets.InteractionInteractionCallback)**

Condition

Parameters  
    IInteractWithItem

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

InteractionEffect

Returns  
    InteractionResult

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

ReactionResult

(BP.AdventureFramework.Assets.Result.html)

Result

(BP.AdventureFramework.Assets.Result.html)

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.**

**Conversations.Instructions**

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

+ **BP.AdventureFramework.**

**Locations**

**(BP.AdventureFramework.Locations)**

# 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

**Syntax**

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

```
public enum InteractionEffect :  
    (BP.AdventureFramework.Assets.IInteractionEffect)  
{  
    IInteractWithItem  
    (BP.AdventureFramework.Assets.IInteractionEffect)  
    InteractionCallback  
    (BP.AdventureFramework.Assets.IInteractionEffect)
```

## Fields

Name	Description
FatalEffect	A fatal effect to the interaction. (BP.AdventureFramework.Assets.IInteractionEffect)
ItemMorphed	Item morphed into another object. (BP.AdventureFramework.Assets.IInteractionEffect)
ItemUsedUp	Item was used up. (BP.AdventureFramework.Assets.IInteractionEffect)
NoEffect	No effect to the interaction on either the item or the target. (BP.AdventureFramework.Assets.IInteractionEffect)
SelfContained	Any other self contained effect. (BP.AdventureFramework.Assets.IInteractionEffect)
TargetUsedUp	The target was used up. (BP.AdventureFramework.Assets.IInteractionEffect)

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.**

**Conversations.Instructions**

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

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

**Instructions**

**(BP.AdventureFramework.Instructions)**

# Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

↳ Result ([BP\\_AdventureFramework\\_Assets.Interaction.Result.html](#))

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

↳ InteractionResult

Condition

Inherited Members

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

ResultDescription

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

InteractionCallback

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

InteractionEffect

object ([BP\\_AdventureFramework\\_Assets.Result](#)) ([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.Result](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

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

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

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

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

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

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

Assembly: BP\_AdventureFramework.dll

Syntax

**BP.AdventureFramework.**

Assets.Locations

public sealed class InteractionResult : Result

(**BP.AdventureFramework.Assets.Result**)

+ **BP.AdventureFramework.**

Commands

**Constructors**

([BP\\_AdventureFramework.Constructor](#))

+ **BP.AdventureFramework.**

InteractionResult(InteractionEffect, Item)

Conversations

([BP\\_AdventureFramework.Conversation](#))

Initializes a new instance of the InteractionResult class.

**Declarations**

**Conversations.Instructions**

([BP\\_AdventureFramework.Conversation](#))

+ **BP.AdventureFramework.**

Parameters

**Extensions**

Type	Name	Description
InteractionEffect	effect	The effect of this interaction.

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

([BP\\_AdventureFramework.Assets.Interaction.InteractionEffect.html](#))

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

## InteractionResult(InteractionEffect, Item, string)

- **BP.AdventureFramework.**

Initializes a new instance of the InteractionResult class.

### Assets.Interaction

(BP.AdventureFramework.Assets.

Condition

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

(BP.AdventureFramework.Assets.

InteractionCallback

(BP.AdventureFramework.Assets.

Type InteractionEffect

(BP.AdventureFramework.Assets.

InteractionEffect

(BP.AdventureFramework.Assets.

InteractionResult

(BP.AdventureFramework.Assets.

InteractionEffect.html)

Reaction

Item (BP.AdventureFramework.Assets.

Item.html)

ReactionResult

(BP.AdventureFramework.Assets.

InteractionResult.html)

Result

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

Description descriptionOfEffect

A description of the effect.

(BP.AdventureFramework.Assets.

InteractionResult.html)

InteractionResult

(BP.AdventureFramework.

Properties

(BP.AdventureFramework.

Effect

InteractionEffect

Get the effect.

(BP.AdventureFramework.

Commands

Get the effect.

(BP.AdventureFramework.

Declaration

+ BP.AdventureFramework.

Conversations

public InteractionEffect Effect { get; }

(BP.AdventureFramework.

+ BP.AdventureFramework.

Property Value

Conversations.Instructions

Type (BP.AdventureFramework.

Conversations.

InteractionEffect (BP.AdventureFramework.Assets.

InteractionEffect.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.

Item

+ BP.AdventureFramework.

Get the item used in the interaction.

Interpretation

Description

## Declaration

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

### Property Value

Type	Description
- <a href="#">Item (BP.AdventureFramework.Assets.Item.html)</a>	
<b>Assets.Interaction</b>	
<b>(BP.AdventureFramework.Assets.Interaction)</b>	
Condition	
(BP.AdventureFramework.Assets.Interaction.Condition)	
IInteractWithItem	
(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)	
InteractionCallback	
(BP.AdventureFramework.Assets.Interaction.InteractionCallback)	
InteractionEffect	
(BP.AdventureFramework.Assets.Interaction.InteractionEffect)	
InteractionResult	
(BP.AdventureFramework.Assets.Interaction.InteractionResult)	
Reaction	
(BP.AdventureFramework.Assets.Interaction.Reaction)	
ReactionResult	
(BP.AdventureFramework.Assets.Interaction.ReactionResult)	
Result	
(BP.AdventureFramework.Assets.Interaction.Result)	
+ <b>BP.AdventureFramework.</b>	
<b>Assets.Locations</b>	
<b>(BP.AdventureFramework.Assets.Locations)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Commands</b>	
<b>(BP.AdventureFramework.Commands)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Conversations</b>	
<b>(BP.AdventureFramework.Conversations)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Conversations.Instructions</b>	
<b>(BP.AdventureFramework.Conversations.Instructions)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Extensions</b>	
<b>(BP.AdventureFramework.Extensions)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Interpretation</b>	

# Class Reaction

Represents a reaction.

Filter by title

Inheritance

## Assets.Interaction

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

↳ Reaction

Condition

Inherited Members

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

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.IReaction](#))

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.IReaction](#))

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

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

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

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

Reaction

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

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

Assembly: BP.AdventureFramework.dll

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

Syntax

Result

([BP.AdventureFramework.Assets.IReaction](#))  
public sealed class Reaction

+ BP.AdventureFramework.

## Assets.Locations

([BP.AdventureFramework.Assets.IReaction](#))  
Constructors

+ BP.AdventureFramework.

Commands

Reaction(ReactionResult, string)  
([BP.AdventureFramework.Com](#))

Initializes a new instance of the Reaction class.

+ BP.AdventureFramework.

Declaration

Conversations

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

public Reaction(ReactionResult result, string description)

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

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

Type

Type	Name	Description
+	BP.AdventureFramework.	
ReactionResult	result	The result.
Extensions		

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

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

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

+ BP.AdventureFramework.

Interpretation

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

# Properties

## Description

Get a description of the result.

Declaration

### Assets.Interaction

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

Condition

Property Value

Type	Description
<a href="#">IInteractWithItem</a> ( <a href="#">BP.AdventureFramework.Assets</a> )	

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

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

InteractionEffect

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

## Result

InteractionResult

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

Get the result.

Reaction

Declaration

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

ReactionResult

([BP.AdventureFramework.Assets](#)) { get; }

Result

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

Property Value

Type	Description
<a href="#">Assets.Locations</a>	

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

([BP.AdventureFramework](#))

## + BP.AdventureFramework.

### Commands

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

## + BP.AdventureFramework.

### Conversations

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

## + BP.AdventureFramework.

### Conversations.Instructions

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

## + BP.AdventureFramework.

### Extensions

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

## + BP.AdventureFramework.

### Interpretation

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

# 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)

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

**Assembly:** BP.AdventureFramework.dll  
Condition

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

IInteractWithItem

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

InteractionCallback

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

InteractionResult

## Fields

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.**

**Conversations.Instructions**

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

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpretation)**

+ **BP.AdventureFramework.**

**Interaction**

**(BP.AdventureFramework.Interaction)**

# Class Result

Represents a result.

Filter by title

Inheritance

↳ **object** (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ **(BP.AdventureFramework.Assets.IResult)**  
↳ **Result**  
↳ **IInteractWithItem**  
↳ **ExaminationResult** ([BP.AdventureFramework.Assets.ExaminationResult.html](#))  
↳ **(BP.AdventureFramework.Assets.IInteractionResult)**  
↳ **InteractionResult** ([BP.AdventureFramework.Assets.Interaction.InteractionResult.html](#))  
↳ **InteractionCallback**  
Inherited Members  
↳ **(BP.AdventureFramework.Assets.IResult)**  
  
object **InteractionObject** ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
↳ **(BP.AdventureFramework.Assets.IResult)**  
object **InteractionResultObject** ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
↳ **(BP.AdventureFramework.Assets.IInteractionResult)**  
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.Assets.IResult)**  
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.Locations**

Syntax

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

+ **BP.AdventureFramework.Result**

Commands

**(BP.AdventureFramework.Commands)**

**Constructors**

**(BP.AdventureFramework.Result)**

Conversations

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.Result**

Initializes a new instance of the Result class.

Conversations.Instructions

Declaration

**(BP.AdventureFramework.Result)**

+ **BP.AdventureFramework.Result**

protected **Result()**

Extensions

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.Result**

Properties

**(BP.AdventureFramework.InteractionResult)**

**Descriptions**

▪ - - - -

Get the description.

Declaration

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

Property Value

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

IInteractWithItem  
(BP.AdventureFramework.Assets.IInteractWithItem)  
InteractionCallback  
(BP.AdventureFramework.Assets.IInteractionCallback)  
InteractionEffect  
(BP.AdventureFramework.Assets.IInteractionEffect)  
InteractionResult  
(BP.AdventureFramework.Assets.IInteractionResult)  
Reaction  
(BP.AdventureFramework.Assets.IReaction)  
ReactionResult  
(BP.AdventureFramework.Assets.IReactionResult)  
Result  
(BP.AdventureFramework.Assets.IResult)

+ **BP.AdventureFramework.**

**Assets.Locations**

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

**Commands**

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

**Conversations**

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

**Conversations.Instructions**

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

**Extensions**

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

**Interpretation**

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

▪ - - - - -

# Namespace BP.AdventureFramework. Assets.Locations

▼ Filter by title

## Classes

+ 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)

  Direction

    Represents an entire overworld.

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

    Exit

    Matrix

      Represents a region.

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

    Overworld

    Room

      Represents a room.

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

    Region

      Represents a room

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

    Room

    RoomPosition

      Represents a room position.

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

    ViewPoint

    ViewPoint

      Represents a viewpoint from a room.

+ BP.AdventureFramework.

  Commands

(BP.AdventureFramework.Commands.html)

+ BP.AdventureFramework.

  Directions

(BP.AdventureFramework.Directions.html)

  Enumeration of directions.

+ BP.AdventureFramework.

  Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

+ BP.AdventureFramework.

  Extensions

(BP.AdventureFramework.Extensions.html)

# Enum Direction

Enumeration of directions.

Filter by title

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

↳ [BP.AdventureFramework](#)

Syntax

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

public enum Direction

- **BP.AdventureFramework.**

Assets.Locations

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

Fields

Direction (BP.AdventureFramework.Assets.Locations)

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

Extension Methods

DirectionExtensions (Direction)

([BP.AdventureFramework](#).Extensions.DirectionExtensions.html#BP\_AdventureFramework\_Extensions\_Direction)

Extensions (BP.AdventureFramework\_Assets\_Locations\_Direction\_)

+ **BP.AdventureFramework.**

Conversations

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

+ **BP.AdventureFramework.**

Conversations.Instructions

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

+ **BP.AdventureFramework.**

Extensions

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

+ **BP.AdventureFramework.**

Locations

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

# Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

## + **BP.AdventureFramework.**

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

### **Assets.Interaction**

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

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

↳ Exit

## BP.AdventureFramework.

### AssetsLocations

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

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

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

Direction

Inheritance

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

Exit

ExaminableObject.Examination

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

([BP.AdventureFramework.Assets.ExaminableObject.html](https://BP.AdventureFramework.Assets.ExaminableObject.html)#BP\_AdventureFramework\_Assets\_ExaminableObject\_Matrix)

Examination

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

ExaminableObject.ToString()

Overworld

([BP.AdventureFramework.Assets.ExaminableObject.html](https://BP.AdventureFramework.Assets.ExaminableObject.html)#BP\_AdventureFramework\_Assets\_ExaminableObject\_

ToCString)

Region

ExaminableObject.Identifier

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

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

Room

Identifier

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

ExaminableObject.Description

RoomPosition

([BP.AdventureFramework.Assets.ExaminableObject.html](https://BP.AdventureFramework.Assets.ExaminableObject.html)#BP\_AdventureFramework\_Assets\_ExaminableObject\_

Description)

ViewPoint

ExaminableObject.Commands

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

([BP.AdventureFramework.Assets.ExaminableObject.html](https://BP.AdventureFramework.Assets.ExaminableObject.html)#BP\_AdventureFramework\_Assets\_ExaminableObject\_

Commands

**(BP.AdventureFramework.Commands)**

ExaminableObject.Attributes

([BP.AdventureFramework.Assets.ExaminableObject.html](https://BP.AdventureFramework.Assets.ExaminableObject.html)#BP\_AdventureFramework\_Assets\_ExaminableObject\_

Attributes)

## BP.Adventure.Examinable.

### Conversations

([BP.AdventureFramework.Assets.ExaminableObject.html](https://BP.AdventureFramework.Assets.ExaminableObject.html)#BP\_AdventureFramework\_Assets\_ExaminableObject\_

Examine)

**(BP.AdventureFramework.Conversation)**

ExaminableObject.IsPlayerVisible

**(BP.AdventureFramework.Conversation)**

ExaminableObject.ToString()

**(BP.AdventureFramework.Conversation)**

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

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

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

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

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

**(BP.AdventureFramework.Examinable)**

Interpretation

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

**Assembly:** BP.AdventureFramework.dll

Syntax

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

+ **BP.AdventureFramework.**

**Assets.Interaction**

**Constructors**

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

- **BP.AdventureFramework.**

**Exit(Direction, bool, Identifier, Description)**

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

    Initializes a new instance of the `Exit` class.

    Direction  
    Declaration

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

    Exit

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

    Matrix

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

    Parameters

Type	Name	Description
Region		
Direction ( <a href="#">BP.AdventureFramework.Assets.Locations.Direction.html</a> )	direction	The direction of the exit.
Room		
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	isLocked	If this exit is locked.
RoomPosition		
Identifier ( <a href="#">BP.AdventureFramework.Assets.Identifier.html</a> )	identifier	An identifier for the exit.
ViewPoint		
Description ( <a href="#">BP.AdventureFramework.Assets.Description.html</a> )	description	A description of the exit.

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

+ **BP.AdventureFramework.**

**Commands**

    (**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

**Direction**

    Conversations

    Get (**BP.AdventureFramework.Conversations.Direction**)

- **BP.AdventureFramework.**

**Conversations.Instructions**

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

+ **BP.AdventureFramework.**

  Property Value

    Extensions

    Type (**BP.AdventureFramework.Extensions**)

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

+ **BP.AdventureFramework.**

  Interpretation

Type	Description
Direction ( <a href="#">BP.AdventureFramework.Assets.Locations.Direction.html</a> )	

## Interaction

Get or set the interaction.

Declaration

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

### + BPAdventureFramework.

Property Value

#### Assets.Interaction

Type

(BP.AdventureFramework.Assets.Interaction)

Description

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

### - BPAdventureFramework.

#### Assets.Locations

(BP.AdventureFramework.Assets.Locations)

#### IsLocked

Direction

Get if BPAdventureFramework.Assets.Locations

Exit

Declaration  
(BP.AdventureFramework.Assets.Locations)

Matrix

public bool IsLocked { get; }

(BP.AdventureFramework.Assets.Locations)

Overworld

(BP.AdventureFramework.Assets.Locations)

Property Value

Region

Type  
(BP.AdventureFramework.Assets.Locations)

Description

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

(BP.AdventureFramework.Assets.Locations)

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

## Methods

### + BPAdventureFramework.

#### Interact(Item)

(BPAdventureFramework.Com)

Interact with an item.

### + BPAdventureFramework.

Declaration

#### Conversations

(BPAdventureFramework.Conversations)

public InteractionResult Interact(Item item)

### + BPAdventureFramework.

#### Conversations.Instructions

(BPAdventureFramework.Conversations.Instructions)

Type

Name

Description

### + BPAdventureFramework.

Item (BPAdventureFramework.Assets.Item.html)

item

The item to interact with.

#### Extensions

(BPAdventureFramework.Extensions)

### + BPAdventureFramework.

#### Interpretation

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

## Lock()

+ **BPAdventureFramework.**

Lock this exit.

**Assets.Interaction**

Declaration

(BP.AdventureFramework.Assets.

- **BPAdventureFramework.**

public void Lock()

**Assets.Locations**

(BP.AdventureFramework.Assets.

Direction

**Unlock()**

(BP.AdventureFramework.Assets.L

Exit

Unlock this exit.

(BP.AdventureFramework.Assets.L

Declaration

Matrix

(BP.AdventureFramework.Assets.L

ObjectWorldId Unlock()

(BP.AdventureFramework.Assets.L

Region

(BP.AdventureFramework.Assets.L

Room

**Implements**

(BP.AdventureFramework.Assets.I

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

IPosition

(BP.AdventureFramework.Assets.I

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

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

ViewPoint

(BP.AdventureFramework.Assets.L

**+ BPAdventureFramework.**

**Commands**

(BP.AdventureFramework.Com

+ **BPAdventureFramework.**

**Conversations**

(BP.AdventureFramework.Con

+ **BPAdventureFramework.**

**Conversations.Instructions**

(BP.AdventureFramework.Con

+ **BPAdventureFramework.**

**Extensions**

(BP.AdventureFramework.Exte

+ **BPAdventureFramework.**

**Interpretation**

# Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

**Assets.Interaction**

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

**BP.AdventureFramework.**

Inherited members

**Assets.Locations**

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.Ass**

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

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

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

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

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

Overload

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

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

Assembly: BP.AdventureFramework.dll

Syntax

Room  
    (BP.AdventureFramework.Assets.L

    public sealed class Matrix

    RoomPosition

    (BP.AdventureFramework.Assets.L

    ViewPoint

## Constructors

Matrix(Room[, , ])

**(BP.AdventureFramework.Com**

Initializes a new instance of the Matrix class.

+ BP.AdventureFramework.

Declaration

**Conversations**

**(BP.AdventureFramework.Con**

    public Matrix(Room[, , ] rooms)

+ BP.AdventureFramework.

**Conversations.Instructions**

Parameters

**(BP.AdventureFramework.Con**

Type

+ BP.AdventureFramework.

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

	Name	Description
	rooms	The rooms to be represented.

**Extensions**

**(BP.AdventureFramework.Exte**

+ BP.AdventureFramework.

## Properties

**(BP.AdventureFramework.Inter**

## Depth

Get the depth of the matrix.

Declaration

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

### Assets Interaction

Property Value	Type	Description
- <b>BP.AdventureFramework.Assets.Locations</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<b>Assets.Locations</b>	
( <b>BP.AdventureFramework.Assets.Locations</b> )		

## Height

Get the height of the matrix.

Declaration  
Matrix

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

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

```
Overworld
```

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

Region

Property Value  
(BP.AdventureFramework.Assets.Locations)

Type Room

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

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

this[int, int, int]  
(BP.AdventureFramework.Assets.Locations)

## BP.AdventureFramework.

### Commands

Declaration

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**PlayRoom(this[int x, int y, int z] { get; })

### Conversations

Parameters

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**Conversations

Parameters

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**Instructions

Parameters

(**BP.AdventureFramework.Conversations**)

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

(**BP.AdventureFramework.Conversations**)

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

+ **BP.AdventureFramework.**Extensions

Parameters

(**BP.AdventureFramework.Extensions**)

Property Value

+ **BP.AdventureFramework.**Interpretation

Type

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

(**BP.AdventureFramework.Interpretation**)

Parameters

(**BP.AdventureFramework.Interpretation**)

The room.

Name	Description
x	The x position.
y	The y position.
z	The z position.

Description
The room.

## Width

Get the width of the matrix.

Declaration

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

### Assets Interaction

Type	Description
- <b>BP.AdventureFramework</b> . int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>Assets.Locations</b>	
( <b>BP.AdventureFramework</b> . Assets.Locations)	

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

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

### ToRooms()

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

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

```
public Room[] ToRooms()  
Room
```

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

Type	Description
ViewPoint Root ( <b>BP.AdventureFramework</b> .Assets.Locations.Room.html)[]	The rooms, as a one dimensional array.

### + BP.AdventureFramework.

#### Commands

(**BP.AdventureFramework**.Com

### + BP.AdventureFramework.

#### Conversations

(**BP.AdventureFramework**.Con

### + BP.AdventureFramework.

#### Conversations.Instructions

(**BP.AdventureFramework**.Con

### + BP.AdventureFramework.

#### Extensions

(**BP.AdventureFramework**.Exte

### + BP.AdventureFramework.

#### Interpretation

(**BP.AdventureFramework**.Inter



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

## Constructors



### Overworld(Identifier, Description) (BP.AdventureFramework.Assets)

Initializes a new instance of the overworld class.

- **BP.AdventureFramework.**

#### Assets.Locations

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

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

    Direction  
        (BP.AdventureFramework.Assets.L

    Exit  
Parameters

    (BP.AdventureFramework.Assets.L

Type  
Matrix

Name

Description

Type Matrix	identifier	The identifier for this overworld.
Identifier (BP.AdventureFramework.Assets.Identifier.html)	description	A description of this overworld.

    Region  
        (BP.AdventureFramework.Assets.L

    Room  
        (BP.AdventureFramework.Assets.L

### Overworld(string, string)

    (BP.AdventureFramework.Assets.L

Initializes a new instance of the overworld class.

    RoomPosition  
        (BP.AdventureFramework.Assets.L

Declaration  
ViewPoint

        (BP.AdventureFramework.Assets.L

```
    public Overworld(string identifier, string description)
```

+ **BP.AdventureFramework.**

#### Commands

Parameters

##### (BP.AdventureFramework.Com

Type

Name

Description

Type	identifier	The identifier for this overworld.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description of this overworld.

+ **BP.AdventureFramework.**

#### Conversations.Instructions

##### (BP.AdventureFramework.Con

## Properties

+ **BP.AdventureFramework.**

#### Extensions

## CurrentRegion

##### (BP.AdventureFramework.Exte

Get the current region.

+ **BP.AdventureFramework.**

#### Interpretation

##### (BP.AdventureFramework.Inter

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

#### Property Value

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

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

#### - BP.AdventureFramework.Regions

##### Assets.Locations

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

##### Declaration

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

```
Exit  
public Region[] Regions { get; }  
(BP.AdventureFramework.Assets.L.
```

```
Matrix
```

#### Property Value

##### (BP.AdventureFramework.Assets.L.

Type	Description
Overworld (BP.AdventureFramework.Assets.L.	

```
Region (BP.AdventureFramework.Assets.Locations.Region.html)[]
```

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

```
Room
```

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

```
RoomPosition
```

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

```
ViewPoint
```

### AddRegion(Region)

#### + BP.AdventureFramework.

Add a region to this overworld.

##### Commands

#### Declaration

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

#### + BP.AdventureFramework.

```
public void AddRegion(Region region)
```

##### Conversations

#### (BP.AdventureFramework.Con

Parameters

#### + BP.AdventureFramework.

##### Type

##### Conversations.Instructions

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

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

Name	Description
region	The region to add.

#### + BP.AdventureFramework.

##### Extensions

#### Examine()

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

Examine this object.

#### + BP.AdventureFramework.

Declaration

##### Interpretation

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

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

Returns

Type	Description
ExaminationResult <a href="#">(BP_AdventureFramework_Assets_ExaminationResult.html)</a>	A ExaminationResult detailing the examination of this object.

## + BP\_AdventureFramework.

### AssetsLocations

ExamineObjectExamine()

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

Direction

(BP.AdventureFramework.Assets.L

### FindRegion(string, out Region)

(BP.AdventureFramework.Assets.L

FindRegion

(BP.AdventureFramework.Assets.L

Declaration

OverWorld

(BP.AdventureFramework.Assets.L

public bool FindRegion(string regionName, out Region region)

(BP.AdventureFramework.Assets.L

Room

Parameters

(BP.AdventureFramework.Assets.L

Type RoomPosition

(BP\_AdventureFramework\_Assets\_L

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

ViewPoint

Region ([BP\\_AdventureFramework\\_Assets\\_Locations\\_Region.html](#))

Name

Description

regionName

The regions name.

region

The region.

## + BP\_AdventureFramework.

Returns

### Commands

Type [BP\\_AdventureFramework\\_Command](#)

Description

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

True if the region was found.

### Conversations

(BP\_AdventureFramework\_Conversation)

### Move(Region)

## + BP\_AdventureFramework.

Move to region

### Conversations.Instructions

(BP\_AdventureFramework\_Conversation)

## + BP\_AdventureFramework.

public bool Move(Region region)

### Extensions

(BP\_AdventureFramework\_Extensions)

Parameters

## + BP\_AdventureFramework.

### Interpretation

Type [BP\\_AdventureFramework\\_Interpretation](#)

Name

Description

Region ([BP\\_AdventureFramework\\_Assets\\_Locations\\_Region.html](#))

region

The region to move to.





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

## Constructors



### Region(Identifier, Description)

- **BP.AdventureFramework.**

Initializes a new instance of the Region class.  
**Assets.Locations**

Declaration  
**(BP.AdventureFramework.Assets.Locations.**

Direction

```
public Region(Identifier identifier, Description description)
```

Exit

Parameters  
**BP.AdventureFramework.Assets.Locations.**

Matrix

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html) (BP.AdventureFramework.Assets.Locations.Identifier)	<i>identifier</i>	This Regions identifier.
Description (BP.AdventureFramework.Assets.Description.html) Region (BP.AdventureFramework.Assets.RoomPosition)	<i>description</i>	The description of this Region.

(BP.AdventureFramework.Assets.Locations.

Room

Parameters  
**BP.AdventureFramework.Assets.Locations.**

RoomPosition

Initializes a new instance of the Region class.

ViewPoint

Declaration  
**(BP.AdventureFramework.Assets.Locations.**

+ **BP.AdventureFramework.**

```
public Region(string identifier, string description)
```

Commands

**(BP.AdventureFramework.Com**

Parameters

Type	Name	Description
Conversations		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (BP.AdventureFramework.Conversations.Identifier)	<i>identifier</i>	This Regions identifier.

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

*description*

The description of this Region.

+ **BP.AdventureFramework.**

Conversations.Instructions

**(BP.AdventureFramework.Conversations.**

Properties

**BP.AdventureFramework.**

Extensions

**(BP.AdventureFramework.Exte**

CurrentRoom

+ **BP.AdventureFramework.**

Get the current room.

**Interpretation**

Declaration  
**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

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

#### Property Value

Type	Description
Room ( <a href="#">BP.AdventureFramework.Assets.Locations.Room.html</a> ) <a href="#">BP.AdventureFramework.Asset</a>	

#### - BP.AdventureFramework.

##### Assets.Locations

###### this[int, int, int]

###### (BP.AdventureFramework.Assets.L

Get a room at a specified location.

Direction

Declaration

Exit

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

Matrix

(BP.AdventureFramework.Assets.L

Parameters

Overload

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

(BP.AdventureFramework.Assets.L

#### Property Value

Type	Description
Room ( <a href="#">BP.AdventureFramework.Assets.Locations.Room.html</a> ) <a href="#">BP.AdventureFramework.Con</a>	The room.

#### + BP.AdventureFramework.

##### Rooms

###### Conversations

Get the number of rooms region contains.

(BP.AdventureFramework.Con

Declaration

#### + BP.AdventureFramework.

##### Conversations.Instructions

```
public int Rooms { get; }
```

(BP.AdventureFramework.Con

#### + BP.AdventureFramework.

##### Property Value

###### Extensions

Type  
(BP.AdventureFramework.Exte

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

#### + BP.AdventureFramework.

##### Interpretation

(BP.AdventureFramework.Inter

##### VisibleWithoutDiscovery

#### + BP.AdventureFramework.



Returns

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.Direction)

Get an adjoining room to the Region.CurrentRoom property.  
Exit

Declaration

(BP.AdventureFramework.Assets.Locations.Direction)

Matrix

public Room GetAdjoiningRoom(Direction direction)

Overworld

(BP.AdventureFramework.Assets.Locations.Direction)

Parameters

Region

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

(BP.AdventureFramework.Assets.Locations.Direction)

Return

viewPoint

Type	Description
Room	The adjoining Room.

+ BP.AdventureFramework.

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

## Commands

(BP.AdventureFramework.Commands)

GetAdjoiningRoom(Direction, Room)

Conversations

Get an adjoining room to a room.

(BP.AdventureFramework.Conversations)

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

public Room GetAdjoiningRoom(Direction direction, Room room)

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

Type (BP.AdventureFramework.Extensions)

Direction

+ BP.AdventureFramework.

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

Interpretation

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

(BP.AdventureFramework.Interpretations)

+ BP.AdventureFramework.

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

## GetPositionOfRoom(Room)

Get the position of a room.

### + BP.AdventureFramework.

Declaration

**Assets.Locations**

(BP.AdventureFramework.Assets.LocationsGetPositionOfRoom(Room room)

Direction

Parameters

Exit

Type (BP.AdventureFramework.Assets.LocationsRoomPosition)

Name

Description

Matrix

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

room

The room.

Overworld

Returns

(BP.AdventureFramework.Assets.LocationsRoomPosition)

Description

Type Region

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

Name

Description

Room

(BP.AdventureFramework.Assets.LocationsRoomPosition)

Name

Description

RoomPosition

ViewPoint

Jump to a room

(BP.AdventureFramework.Assets.LocationsJumpToRoom)

Declaration

### + BP.AdventureFramework.

Commands

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

(BP.AdventureFramework.CommandsJumpToRoom)

### + BP.AdventureFramework.

Parameters

Conversations

Type (BP.AdventureFramework.Conversations)

Name

Description

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

x

The x location of the room.

+ BP.AdventureFramework.

Conversations.Instructions

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

y

The y location of the room.

(BP.AdventureFramework.ConversationsInstructions)

z

The z location of the room.

### + BP.AdventureFramework.

Returns

Extensions

Type (BP.AdventureFramework.Extensions)

Description

+ BP.AdventureFramework.

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

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

Interpretation

(BP.AdventureFramework.Interpretation)

Move(Direction)

+ BP.AdventureFramework.

Move in a direction.

Declaration

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

Parameters

Type	Name	Description
- <b>BP.AdventureFramework.</b> <b>Assets.Locations</b>	direction	The direction to move in.

Returns

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

Matrix

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

## SetStartRoom(Room)

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

Set the room to start in.

Region

Declaration

```
public void SetStartRoom(Room room)
```

RoomPosition

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

Parameters

ViewPoint

Type	Name	Description
+ <b>BP.AdventureFramework.</b> <b>Room</b>	room	The Room to start in.

Commands

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

## SetStartRoom(int, int, int)

Conversations

Set the room to start in.

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

Declaration

+ **BP.AdventureFramework.**

Conversations.Instructions

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

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

+ **BP.AdventureFramework.**

Extensions

Type

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

+ **BP.AdventureFramework.**

## ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

Returns

- **BP.AdventureFramework.**

Type  
**Assets.Locations**

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

**Description**

This region, as a 3D matrix.

Direction

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

**UnlockDoorPair(Direction)**

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

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

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

Declaration  
Overworld

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

public bool UnlockDoorPair(Direction direction)

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

Room

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

Type  
**RoomPosition**

**Name**

**Description**

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

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

**direction**

The direction to unlock in.

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

ViewPoint

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

Returns

+ **BP.AdventureFramework.**

Type  
**Commands**

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

(**BP.AdventureFramework.Com**)

**Description**

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

+ **BP.AdventureFramework.**

**Implementations**

(**BP.AdventureFramework.Com**)

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

+ **BP.AdventureFramework.**

**Conversations.Instructions**

(**BP.AdventureFramework.Com**)

+ **BP.AdventureFramework.**

**Extensions**

(**BP.AdventureFramework.Exte**)

+ **BP.AdventureFramework.**

**Interpretation**

(**BP.AdventureFramework.Inter**)

+ **BP.AdventureFramework.**

# Class Room

Represents a room

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

**Assets.Locations**

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

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

↳ Room

Direction

Implements

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

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

Exit

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

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

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

Matrix

Inheritance ([BP.AdventureFramework.Assets.Location](BP.AdventureFramework.Assets.Location.html))

Overworld

ExaminableObject.Examination

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

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Region\\_Examination](BP_AdventureFramework_Assets_ExaminableObject_Region_Examination.html))

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

ExaminableObject.ToString()

Room

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.ToString](BP_AdventureFramework_Assets_ExaminableObject.ToString.html))

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.ToString](BP_AdventureFramework_Assets_ExaminableObject.ToString.html))

RoomPosition

ExaminableObject.Identifier

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.Identifier](BP_AdventureFramework_Assets_ExaminableObject.Identifier.html))

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.Identifier](BP_AdventureFramework_Assets_ExaminableObject.Identifier.html))

ViewPoint

identifier

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.Identifier](BP_AdventureFramework_Assets_ExaminableObject.Identifier.html))

ExaminableObject.Description

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.Description](BP_AdventureFramework_Assets_ExaminableObject.Description.html))

(**BP.AdventureFramework.**)

Commands

ExaminableObject.Commands

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.Commands](BP_AdventureFramework_Assets_ExaminableObject.Commands.html))

(**BP.AdventureFramework.**)

ExaminableObject.Attributes

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.Attributes](BP_AdventureFramework_Assets_ExaminableObject.Attributes.html))

Attributes

(**BP.AdventureFramework.**)

ExaminableObject.ExternalInstructions

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.ExternalInstructions](BP_AdventureFramework_Assets_ExaminableObject.ExternalInstructions.html))

SP.Visible

(**BP.AdventureFramework.**)

Conversations

(**BP.AdventureFramework.**)

Instructions

([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.ExternalInstructions](BP_AdventureFramework_Assets_ExaminableObject.ExternalInstructions.html))

(**BP.AdventureFramework.**)

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

(**BP.AdventureFramework.**)

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.**)

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

(**BP.AdventureFramework.**)

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

(**BP.AdventureFramework.**)

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

(**BP.AdventureFramework.**)

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

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

(**BP.AdventureFramework.**)

Assembly: BP.AdventureFramework.dll

Logic

## Syntax

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

## ▼ Constructors

### - BP.AdventureFramework.

#### Assets.Locations

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

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.L  
Declaration  
Exit

(BP.AdventureFramework.Assets.L  
public Room(Identifier identifier, Description description, params Exit[] exits)

(BP.AdventureFramework.Assets.L  
Overworld

Parameters

Type	Name	Description
Region		
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	This rooms identifier.
Room		
Description (BP.AdventureFramework.Assets.Description.html)	description	This rooms description.
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)[]	exits	The exits from this room.
RoomPosition		
(BP.AdventureFramework.Assets.L ViewPoint		
(BP.AdventureFramework.Assets.L		

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

#### + BP.AdventureFramework.

Initializes a new instance of the Room class.

Commands  
Declaration

#### + BP.AdventureFramework.

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

#### (BP.AdventureFramework.Con

#### + BP.AdventureFramework.

Parameters

#### Conversations.Instructions

Type  
(BP.AdventureFramework.Con

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	This rooms identifier.
Description (BP.AdventureFramework.Assets.Description.html)	description	This rooms description.
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)[]	exits	The exits from this room.
Item (BP.AdventureFramework.Assets.Item.html)[]	items	The items in this room.

#### Interpretation

#### (BP.AdventureFramework.Inter

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

#### Logic

Initializes a new instance of the Room class.

Declaration

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



Parameters

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

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

Initializes a new instance of the Room class.  
(BP.AdventureFramework.Assets.Locations)

Declaration

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

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

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

```
RoomPosition
```

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

Parameters  
ViewPoint

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

## (BP.AdventureFramework.Conversation)

### + BP.AdventureFramework.

#### Properties

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

### BP.AdventureFramework.

#### Characters

##### Extensions

Get the characters in this Room.  
(BP.AdventureFramework.Extensions)

Declaration

### + BP.AdventureFramework.

#### Interpretation

```
public NonPlayableCharacter[] Characters { get; }
```

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

### + BP.AdventureFramework.

Property Value

#### Logic

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

## EnteredFrom

### - BP.AdventureFramework.

Get which direction this Room was entered from.  
**Assets.Locations**

#### Declaration

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

Direction

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

#### Property Value

Matrix

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

Overload

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

Exit

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

Region

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

## Exits

Room

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

Get the exits.

RoomPosition

#### Declaration

```
(BP.AdventureFramework.Assets.Locations.Exits[] Exits { get; })
```

### + BP.AdventureFramework.

#### Commands

Type	Description
(BP.AdventureFramework.Commands.Command)	

### + BP.AdventureFramework.

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

#### Conversations

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

### HasBeenVisited

#### BP.AdventureFramework.

##### Conversations.Instructions

Get if this location has been visited.

(BP.AdventureFramework.Conversations.Instruction)	Description
(BP.AdventureFramework.Conversations.Instruction)	

#### Declaration

### + BP.AdventureFramework.

#### Extensions

public bool HasBeenVisited { get; }	Description
public bool HasBeenVisited { get; }	

(BP.AdventureFramework.Extensions.HasBeenVisited)	Description
(BP.AdventureFramework.Extensions.HasBeenVisited)	

### BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Interpretation)	

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

### + BP.AdventureFramework.

#### Logic

## Interaction

Get or set the interaction.

Declaration

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

### + BPAdventureFramework.

Property Value

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

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

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

(BP.AdventureFramework.Assets.Locations.Direction)

Matrix

Get a BPAdventureFramework.Assets.Locations.Direction

Overworld

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

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

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

Room

(BP.AdventureFramework.Assets.Locations.Direction)

Parameters

RoomPosition

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

Name	Description
direction	The direction of an exit.

Property Value

### + BPAdventureFramework.

#### Commands

Type	Description
(BP.AdventureFramework.Commands)	

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

The exit.

### + BPAdventureFramework.

#### Conversations

(BP.AdventureFramework.Conversations)

### + BPAdventureFramework.

Get the items in this Room.

#### Conversations.Instructions

Declaration

(BP.AdventureFramework.Conversations.Instructions)

### + BPAdventureFramework.

public Item[] Items { get; }

#### Extensions

(BP.AdventureFramework.Extensions)

Property Value

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

### + BPAdventureFramework.

#### Logic

## UnlockedExits

Get all unlocked exits.

Declaration

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

### + BPAdventureFramework.

Property Value

#### Assets.Locations

Type  
(BPAdventureFramework.Assets.Locations)

Exit (BPAdventureFramework.Assets.Locations.Exit.html)[]  
Direction

#### Description

(BPAdventureFramework.Assets.Locations.Exit.html)

Exit  
(BPAdventureFramework.Assets.Locations.Exit.html)

## Methods

(BPAdventureFramework.Assets.Locations.Exit.html)

Overworld

### AddCharacter(NonPlayableCharacter)

Region

Add a character to this room

(BPAdventureFramework.Assets.Locations)

Room

(BPAdventureFramework.Assets.Locations)

RoomPosition

public void AddCharacter(NonPlayableCharacter character)

(BPAdventureFramework.Assets.Locations)

ViewPoint

Parameters

(BPAdventureFramework.Assets.Locations)

### + BPAdventureFramework.

#### Commands

NonPlayableCharacter

(BPAdventureFramework.Assets.Characters.NonPlayableCharacter)

#### Name

#### Description

character

The character to add.

### + BPAdventureFramework.

#### Conversations

### AddExit(Exit)

(BPAdventureFramework.Conversations)

Add an exit to this room

### + BPAdventureFramework.

#### Conversations.Instructions

Declaration

(BPAdventureFramework.Conversations)

public void AddExit(Exit exit)

### + BPAdventureFramework.

#### Extensions

Parameters

(BPAdventureFramework.Extensions)

### + BPAdventureFramework.

#### Interpretation

Exit (BPAdventureFramework.Assets.Locations.Exit.html)

(BPAdventureFramework.Interpretation)

#### Name

#### Description

exit

The exit to add.

### + BPAdventureFramework.

#### AddItem(Item)

#### Log

Add an item to this room.

Declaration

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

Parameters

Type	Name	Description
Item (BP.AdventureFramework.Assets.Item.html) <b>(BP.AdventureFramework.Assets.Item)</b>	item	The item to add.

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

Test if a move is possible.  
Matrix

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

```
p(BP.AdventureFramework.Assets.Locations.Direction direction)
```

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

Room

Type	Name	Description
RoomPosition Direction (BP.AdventureFramework.Assets.Locations.Direction.html) (BP.AdventureFramework.Assets.Locations.Direction)	direction	The direction to test.

ViewPoint  
Returns  
(BP.AdventureFramework.Assets.Location)

Type	Description
bool Command (urn:microsoft.com/dotnet/api/system.boolean) <b>(BP.AdventureFramework.Commands)</b>	If a move in the specified direction is possible.

+ BP.AdventureFramework.  
ContainsCharacter(NonPlayableCharacter, bool)  
**Conversations**

(BP.AdventureFramework.Conversations)  
Get if this Room contains a character.

+ BP.AdventureFramework.  
Conversations.Instructions  
**Conversations**

(BP.AdventureFramework.Conversations.Instructions)(NonPlayableCharacter character, bool includeInvisibleCharacters = false)

+ BP.AdventureFramework.  
Extensions  
Parameters

(BP.AdventureFramework.Extensions)

Type	Name	Description
NonPlayableCharacter (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html)	character	The character.

+ BP.AdventureFramework.

Logic

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

>Returns

Type	Description
- <b>BP.AdventureFramework.</b> <b>Assets.Locations</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) ( <b>BP.AdventureFramework.Assets.Locations</b> )	True if the item is in this room, else false.

Direction

## ContainsCharacter(string, bool)

Exit

Get if this Room contains a character.

Matrix

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

Overworld

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

Region

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

Room

Parameters

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

Type  
RoomPosition

Name

Description

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

*characterName*

The character name to check for.

ViewPoint

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

## + BP.AdventureFramework.

Commands

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

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

## + BP.AdventureFramework.

Returns

### Conversations

Type

(**BP.AdventureFramework.Conversations**)

Description

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

True if the item is in this room, else false.

## + BP.AdventureFramework.

### Conversations.Instructions

(**BP.AdventureFramework.Conversations**)

### ContainsExit(Direction, bool)

## + BP.AdventureFramework.

Get if this Room contains an exit.

### Extensions

(**BP.AdventureFramework.Extensions**)

Declaration

## + BP.AdventureFramework.

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

### Interpretation

(**BP.AdventureFramework.Interpretation**)

Parameters

## + BP.AdventureFramework.

### Logic



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

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the target is in this room, else false.

### Assets.Locations

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

Direction

Get if [BP.AdventureFramework.Assets](#) will not include items whose ExaminableObject.IsPlayerVisible property is set to `False`.

(BP.AdventureFramework.Assets.L  
Declaration  
Matrix

(BP.AdventureFramework.Assets.L  
public bool ContainsItem(Item item)

Overloads  
(BP.AdventureFramework.Assets.L  
Region  
Parameters

(BP.AdventureFramework.Assets.L  
Type Room

Type	Name	Description
Item ( <a href="#">BP.AdventureFramework.Assets.Item.html</a> )	item	The item to check for.

RoomPosition  
(BP.AdventureFramework.Assets.L  
Returns  
ViewPoint

Type (BP.AdventureFramework.Assets.L  
+ BP.AdventureFramework

Description

True if the item is in this room, else false.

### Commands

#### (BP.AdventureFramework.Commands.ContainsItem(string, bool))

+ BP.AdventureFramework.

### Conversations

Get if this Room contains an item.

(BP.AdventureFramework.Con  
Declaration

+ BP.AdventureFramework.

ConversationsInstructions (string itemName, bool includeInvisibleItems = false)

(BP.AdventureFramework.Con

Parameters

+ BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Exte  
string

Name

Description

The item name to check for.

+ BP.AdventureFramework.  
Interpretation

itemName

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

includeInvisibleItems

Specify if invisible items should be included.

+ BP.AdventureFramework.

### Logic

Returns

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

## ▼ Examine()

- **BP.AdventureFramework.**

Handle examination this Room.

### Assets.Locations

Declaration

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

Direction

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

Exit

Returns

Matrix

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

Description

Overworld

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

The result of this examination.

Region

Overrides

(BP.AdventureFramework.Assets.Locations)

ExaminableObject.Examine()

Room

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

Examine

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

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

+ **BP.AdventureFramework.**

Declaration

### Commands

#### (BP.AdventureFramework.Commands)

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

+ **BP.AdventureFramework.**

### Conversations

Parameters

#### (BP.AdventureFramework.Conversations)

Type

Name

+ **BP.AdventureFramework.**

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

characterName

The character.

### Conversations.Instructions

#### (BP.AdventureFramework.Conversations.Instructions)

NonPlayableCharacter

character

The character name.

+ **BP.AdventureFramework.**

### Extensions

Returns

#### (BP.AdventureFramework.Extensions)

Type

Description

+ **BP.AdventureFramework.**

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

True if the character was found.

### Interpretation

#### (BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

### FindCharacter(string, out NonPlayableCharacter, bool)

Logic

Find a character.

Declaration

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



Parameters

### - BP.AdventureFramework.

Type	Name	Description
Assets.Locations  <b>(BP.AdventureFramework.Assets.Locations)</b> <a href="https://learn.microsoft.com/dotnet/api/system.string">(https://learn.microsoft.com/dotnet/api/system.string)</a> (BP.AdventureFramework.Assets.Locations)	characterName	The character name.
Exit NonPlayableCharacter  <b>(BP.AdventureFramework.Assets.Locations)</b> <b>(BP.AdventureFramework.Assets.Characters.NonPlayableCharacter)</b> <a href="https://matrix.readthedocs.io/html">Matrix</a> (BP.AdventureFramework.Assets.Locations)	character	The character.
bool Overworld  <a href="https://matrix.readthedocs.io/html">Matrix</a> (BP.AdventureFramework.Assets.Locations)	includeInvisibleCharacters	Specify if invisible characters should be included.

Returns

Type	Description
RoomPosition  <b>(BP.AdventureFramework.Assets.Locations)</b> <a href="https://matrix.readthedocs.io/html">Matrix</a> (BP.AdventureFramework.Assets.Locations)	True if the character was found.

### + BP.AdventureFramework.FINDEX(Direction, bool; out Exit)

Commands

Find an exit

### - BP.AdventureFramework.Com

Declaration

### + BP.AdventureFramework.

Conversations

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

### - BP.AdventureFramework.Com

### + BP.AdventureFramework.

Parameters

Conversations.Instructions

### Type - BP.AdventureFramework.Com

Direction

### + BP.AdventureFramework.

(BP.AdventureFramework.Assets.Locations.Direction)  
[Matrix](https://matrix.readthedocs.io/html)

### - BP.AdventureFramework.Exten

bool

### + BP.AdventureFramework.

(https://matrix.readthedocs.io/html) (BP.AdventureFramework.Com)

Interpretation

### - BP.AdventureFramework.Inter

Exit

(BP.AdventureFramework.Assets.Locations.Exit)  
[Matrix](https://matrix.readthedocs.io/html)

### + BP.AdventureFramework.

Logic

Type	Name	Description
Directions	direction	The exits direction.
bool	includeInvisibleExits	Specify if invisible exists should be included.
Exit	exit	The exit.

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the exit was found.

## FindInteractionTarget(string, out IInteractWithItem)

### - BP.AdventureFramework.

Find an interaction target.

#### Assets.Locations

Declaration

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

Direction

```
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)
(BP.AdventureFramework.Assets.Locations)
```

Exit

Parameters

Matrix

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

Name

Description

Overworld (<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.

Room

(BP.AdventureFramework.Assets.Locations)

Returns

Position

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

Description

ViewPoint

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

True if the target was found.

## + BP.AdventureFramework.

### Commands

#### FindItem(string, out Item)

#### (BP.AdventureFramework.Commands)

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false

## + BP.AdventureFramework.

### Conversations

Declaration

#### (BP.AdventureFramework.Conversations)

```
public bool FindItem(string itemName, out Item item)
```

## + BP.AdventureFramework.

### Conversations.Instructions

Parameters

#### (BP.AdventureFramework.Conversations.Instructions)

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

Name

Description

### Extensions

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

itemName

The items name. This is case insensitive

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

item

The item

## + BP.AdventureFramework.

### Interpretation

Returns

#### (BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

### Logic

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item was found

## FindItem(string, out Item, bool)

Find an item.

- **BP.AdventureFramework.**

AssetsLocations

(**BP.AdventureFramework.AssetsLocations**)

```
public bool FindItem(string itemName, out Item item, bool includeInvisibleItems)
    Direction
```

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

Exit

Parameters

Type	Name	Description
Matrix		
string ( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.finditem">https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.finditem</a> )	itemName	The items name.
Region		
Item ( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item.html">https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item.html</a> )	item	The item.
bool RoomPosition	includeInvisibleItems	Specify is invisible items should be included.
( <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.finditem">https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.finditem</a> )		

ViewPoint

Returns

(**BP.AdventureFramework.AssetsLocations**)

Type

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Commands**)

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

HasLockedExitInDirection(Direction, bool)

Conversations

Get the locked exit in a specified direction.

- **BP.AdventureFramework.**

Conversations.Instructions

```
public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits
    = false)
```

+ **BP.AdventureFramework.**

Extensions

Parameters

(**BP.AdventureFramework.Extensions**)

Type

+ **BP.AdventureFramework.**

Direction

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

(**BP.AdventureFramework.Interpretation**)

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

+ **BP.AdventureFramework.**

Logic

Type	Name	Description
Direction	direction	The direction to check.

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

Returns

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

Direction

## HasUnlockedExitInDirection(Direction, bool)

Get if BP.AdventureFramework has an unlocked exit in a specified direction.

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

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits = false)
```

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

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

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

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

## + BP.AdventureFramework.

Returns

### Conversations

Type	Description
- <b>BP.AdventureFramework.</b> <b>Commands</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) ( <b>BP.AdventureFramework.Commands</b> )	If there is a unlocked exit in the specified direction.

BP.AdventureFramework.

### Interact(Item)

#### Extensions

Interact with an item  
(**BP.AdventureFramework.Extensions**)

Declaration  
+ **BP.AdventureFramework.**

Interpretation  
public InteractionResult Interact(Item item)  
(**BP.AdventureFramework.Interactions**)

## + BP.AdventureFramework.

Parameters  
Logic

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

Returns

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

## MovedInto(Direction?)

(BP.AdventureFramework.Assets.Location.MovedInto)

Handles movement into this GameLocation.

(BP.AdventureFramework.Assets.Location.MovedInto)

Declaration  
Matrix

(BP.AdventureFramework.Assets.Location.MovedInto)  
public void MovedInto(Direction? fromDirection)

Overwrote

(BP.AdventureFramework.Assets.Location.MovedInto)

Region  
Parameters

(BP.AdventureFramework.Assets.Location.MovedInto)

Type	Name	Description
Room (BP_AdventureFramework.Assets.Location.MovedInto)	<i>fromDirection</i>	The direction movement into this Room is from. Use null if there is no direction.

## + BP.AdventureFramework.

### RemoveCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Commands.RemoveCharacter)

Remove a character from the room.

## + BP.AdventureFramework.

Declaration

### Conversations

(BP.AdventureFramework.Conversations)

public void RemoveCharacter(NonPlayableCharacter character)

## + BP.AdventureFramework.

### Conversations.Instructions

Parameters  
(BP.AdventureFramework.Conversations.Instructions)

Type	Name	Description
NonPlayableCharacter (BP_AdventureFramework.Assets.Characters.NonPlayableCharacter)	<i>character</i>	The character to remove.

## + BP.AdventureFramework.

### RemoveExit(Exit)

(BP.AdventureFramework.Interactions.RemoveExit)

Remove an exit from the room.

## + BP.AdventureFramework.

Declaration

### Logic

```
public void RemoveExit(Exit exit)
```

#### Parameters

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

### - BP.AdventureFramework.

#### Assets.Locations

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

#### Direction

Remove an interaction target from the room.  
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

#### Declaration

```
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem target))
```

Matrix  
public IIInteractWithItem RemoveInteractionTarget(IIInteractWithItem target)  
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem target))

#### Overworld

#### Parameters

Type	Name	Description
Region (BP.AdventureFramework.Assets.Locations.Region)		
IIInteractWithItem (BP.AdventureFramework.Assets.Interaction.IIInteractWithItem.html)	target	The target to remove.

#### RoomPosition

Return Value (BP.AdventureFramework.Assets.Locations.RoomPosition)

Type	Description
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint)	The target removed from this room.

### + BP.AdventureFramework.

#### Commands

#### (BP.AdventureFramework.Commands)

### BP.AdventureFramework.

#### Conversations

Remove an item from the room.  
(BP.AdventureFramework.Conversations.RemoveItem(item))

#### Declaration

### + BP.AdventureFramework.

#### Conversations.Instructions

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

(BP.AdventureFramework.Conversations.RemoveItem(item))

### + BP.AdventureFramework.

#### Parameters

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

### + BP.AdventureFramework.

#### Interpretation

#### (BP.AdventureFramework.Interpretation)

### SpecifyConditionalDescription(ConditionalDescription)

#### + BP.AdventureFramework.

Specify a conditional description of this room.

#### Logic

## Declaration

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

### Parameters

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

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

## Implements

Direction  
(BP.AdventureFramework.Assets.Location)

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

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

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

(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.

#### Conversations.Instructions

(BP.AdventureFramework.Conversations)

### + BP.AdventureFramework.

#### Extensions

(BP.AdventureFramework.Extensions)

### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Interpretation)

### + BP.AdventureFramework.

#### Logic

# Class RoomPosition

Represents a room position.

Filter by title

Inheritance

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

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

Syntax

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

+ **BP.AdventureFramework.**

Commands

**(BP.AdventureFramework.Com**

Constructors

+ **BP.AdventureFramework.**

Conversations

**(BP.AdventureFramework.Con**

RoomPosition(Room, int, int)

+ **BP.AdventureFramework.**

Initializes a new instance of the RoomPosition class.

Conversations.Instructions

Declaration

**(BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

RoomPosition(room, int x, int y, int z)

Extensions

**(BP.AdventureFramework.Exte**

Parameters

Type	Name	Description
<b>Interpretation</b> Room ( <a href="#">BP.AdventureFramework.Assets.Locations.Room.html</a> ) <b>(BP.AdventureFramework.Inter</b>	room	The room/
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The x position of the room.
+ <b>BP.AdventureFramework.</b> Logic int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position of the room.

**(BP.AdventureFramework.Logi**

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

## Properties

### Assets.Locations

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

Direction

Get the room.  
([BP.AdventureFramework.Assets.Locations.Room](#))

Declaration

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

Matrix

public Room Room { get; }  
([BP.AdventureFramework.Assets.Locations.Room](#))

Overworld

Property Value  
([BP.AdventureFramework.Assets.Locations.Room](#))

Type

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

Description

Room

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

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

RoomPosition

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

ViewPoint

Get the X position of the room.  
([BP.AdventureFramework.Assets.Locations.Room](#))

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

Declaration

### Commands

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

#### + BP.AdventureFramework.

Property Value

### Conversations

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

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

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

Description

### Conversations.Instructions

#### **(BP.AdventureFramework.Conversations.Instructions)**

#### **(Y) BP.AdventureFramework.**

### Extensions

Get the Y position of the room.  
([BP.AdventureFramework.Extensions](#))

Declaration

#### + BP.AdventureFramework.

### Interpretation { get; }

#### **(BP.AdventureFramework.Interpretation)**

Property Value

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

### Logic

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

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

## Z

Get the Z position of the room.

### Assets.Locations

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

Direction

```
public int z { get; }
```

Exit

(BP.AdventureFramework.Assets.Locations)

Matrix

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

Description

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

(BP.AdventureFramework.Assets.Locations)

Region

(BP.AdventureFramework.Assets.Locations)

Room

## Methods

(BP.AdventureFramework.Assets.Locations)

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

### IsAtPosition(int, int, int)

Get if this RoomPosition is at a position.

+ [BP.AdventureFramework.](#)

Declaration:

### Commands

[\(BP.AdventureFramework.Commands\)](#) (x, int y, int z)

+ [BP.AdventureFramework.](#)

Parameters:

### Conversations

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

Name

Description

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

x

The X position.

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

y

The Y position.

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

z

The Z position.

+ [BP.AdventureFramework.](#)

Extensions

Returns:

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

Description

+ [BP.AdventureFramework.](#)

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

True if this is at the position, else false.

### Interpretation

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

+ [BP.AdventureFramework.](#)

### Logic

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



## **Assets.Locations**

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

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

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations)**

+ **BP.AdventureFramework.**

**Conversations.Instructions**

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

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpretation)**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logic)**

# Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ **ViewPoint**

Inherited Members

Exit

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)))

Matrix

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

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

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

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

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

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

Namespace: BP (BP.html).AdventureFramework (<https://learn.microsoft.com/html/bp/adventureframework.html>).Assets

(BP.AdventureFramework.Assets.html).Locations (<https://learn.microsoft.com/html/bp/adventureframework.assets.locations.html>)

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

ViewPoint

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

Syntax

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

+ **BP.AdventureFramework.**ViewPoint

Commands

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

**Properties**

Conversations

(**BP.AdventureFramework.Con**

Any (**BP.AdventureFramework.**

Conversations

Instructions

Get it if there is a view in any direction.

(**BP.AdventureFramework.Con**

Declaration

+ **BP.AdventureFramework.**

Extensions

Any { get; }

(**BP.AdventureFramework.Exte**

Property Value

(**BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

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

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

AnyNotVisited

(**BP.AdventureFramework.Logic**

Description

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

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

AnyNotVisited

(**BP.AdventureFramework.Logic**

Get if there is a view in any direction.

#### Declaration

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

#### Property Value

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

(BP.AdventureFramework.Assets.Location.html)

Exit

(BP.AdventureFramework.Assets.Location.html)

#### AnyVisited

Matrix

(BP.AdventureFramework.Assets.Location.html)

Get if there is a view in any direction.

Overworld

#### Declaration

(BP.AdventureFramework.Assets.Location.html)

Region

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

Room

(BP.AdventureFramework.Assets.Location.html)

Property Value

RoomPosition

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

### + BP.AdventureFramework.

#### Commands

##### this[Direction]

(BP.AdventureFramework.Command)

Get the room that lies in a specified direction.

### + BP.AdventureFramework.

#### Declaration

#### Conversations

(BP.AdventureFramework.Conversation)

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

### + BP.AdventureFramework.

#### Conversations.Instructions

Parameters

(BP.AdventureFramework.Conversation)

Type	Name	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	direction	The direction to check.

#### Extensions

(BP.AdventureFramework.Extensions)

Property Value

### + BP.AdventureFramework.

Type

#### Interpretation

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

(BP.AdventureFramework.Interpreter)

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

### + BP.AdventureFramework.

#### Logic

##### NoView

(BP.AdventureFramework.Logic)

#### Properties

Get a view point representing no view.

Declaration

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

Property Value

Type	Description
<a href="#">ViewPoint</a> (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	

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

Exit

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

Matrix

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

Overworld

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

Region

Create([Region](#))

Room

Declaration

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

RoomPosition

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

ViewPoint

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

Parameters

Type	Name	Description
<a href="#">Region</a> (BP.AdventureFramework.Commands)	region	The region to create the view point from.

+ BP.AdventureFramework.

Commands

Region

(BP.AdventureFramework.Commands)

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

region

The region to create the view point from.

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

(BP.AdventureFramework.Conversations)

(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.

Locations

(BP.AdventureFramework.Locations)

+ BP.AdventureFramework.

Model

(BP.AdventureFramework.Model)

+ BP.AdventureFramework.

Parser

(BP.AdventureFramework.Parser)

+ BP.AdventureFramework.

Protocol

(BP.AdventureFramework.Protocol)

+ BP.AdventureFramework.

Query

(BP.AdventureFramework.Query)

+ BP.AdventureFramework.

Script

(BP.AdventureFramework.Script)

+ BP.AdventureFramework.

State

(BP.AdventureFramework.State)

+ BP.AdventureFramework.

Template

(BP.AdventureFramework.Template)

+ BP.AdventureFramework.

View

(BP.AdventureFramework.View)

+ BP.AdventureFramework.

ViewPoint

(BP.AdventureFramework.ViewPoint)

+ BP.AdventureFramework.

World

(BP.AdventureFramework.World)

# Namespace BP.AdventureFramework.Commands

▼ Filter by title

## Classes

+ BP.AdventureFramework.

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

Provides a custom command.

+ BP.AdventureFramework.

**Interfaces**

Associations

(BP.AdventureFramework.Interfaces)

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

Represents a command.

(BP.AdventureFramework.Commands)

**Delegates**

Describes a command.

(BP.AdventureFramework.Commands)

CustomCommandCallback

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

(BP.AdventureFramework.Commands)

Provides a callback for custom commands.

+ BP.AdventureFramework.

**Conversations**

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

**Conversations.Instructions**

(BP.AdventureFramework.Conversations.Instructions)

+ 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 CustomCommand

Provides a custom command.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ CustomCommand

+ **BP.AdventureFramework.**

Implements

**Assets.Locations**

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

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

- **BP.AdventureFramework.**

Inherited Members

**Commands**

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

CustomCommand  
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)))

CustomCommandCallback

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

([BP.AdventureFramework.Comma](#)

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

ICloneable

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

([BP.AdventureFramework.Comma](#)

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.**

**Conversations**

([BP.AdventureFramework.Comma](#)

(**BP.AdventureFramework.Com**

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

**Conversations.Instructions**

(**BP.AdventureFramework.Com**

ICloneable, IPlayerVisible

+ **BP.AdventureFramework.**

**Extensions**

**Constructors**

([BP.AdventureFramework.Exte](#)

+ **BP.AdventureFramework.**

**CustomCommand(CommandHelp, bool, CustomCommandCallback)**

(**BP.AdventureFramework.Inte**

Initializes a new instance of the CustomCommand class.

+ **BP.AdventureFramework.**

Declaration

**Logic**

(**BP.AdventureFramework.Logi**

public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback c

allback)

+ **BP.AdventureFramework.**

**Rendering**

Parameters

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.h tml)	help	The help for this command.
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	isPlayerVisible	If this is visible to the player.
CustomCommandCallback (BP.AdventureFramework.Associations.IAssetsInteraction) (BP.AdventureFramework.Commands.CustomCommandCallback.html)	callback	The callback to invoke when this command is invoked.

## Assets.Locations

### (BP.AdventureFramework.Associations.IAssetsInteraction)

## Properties

### Commands

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

##### Arguments

#### (BP.AdventureFramework.Commands.ICommand.Arguments)

Get or set the arguments.

CustomCommandCallback

#### (BP.AdventureFramework.Commands.ICommand.Callback)

##### Declaration

ICommand

```
public string[] Arguments { get; set; }
```

## + BP.AdventureFramework.

## Conversations

### Property Value

#### (BP.AdventureFramework.Conversations.IConversation)

### Description

## + BP.AdventureFramework.

### Conversations.Instructions

#### (BP.AdventureFramework.Conversations.IInstructions)

## Help

### AdventureFramework.

## Extensions

Get the help for this command.

#### (BP.AdventureFramework.Extensions.ICommandHelp)

##### Declaration

## + BP.AdventureFramework.

## Interpretation

```
public CommandHelp Help { get; }
```

#### (BP.AdventureFramework.Interpretation.ICommandHelp)

## + BP.AdventureFramework.

### Logic

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

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

## + BP.AdventureFramework.

## Rendering

#### (BP.AdventureFramework.Rendering.ICommandHelp)

### IsPlayerVisible

## + BP.AdventureFramework.

Get or set if this is visible to the player.

### Rendering.FrameBuilders

## Declaration

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

### Property Value

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

## + BP.AdventureFramework.

### Assets.Locations

## Methods

### - BP.AdventureFramework.

#### Invoke(Game)

**(BP.AdventureFramework.Com**  
Invoke the command.

CustomCommand

Declaration  
**(BP.AdventureFramework.Comma**

CustomCommandCallback

**(BP.AdventureFramework.IInvokeComma**

ICommand

**(BP.AdventureFramework.Comma**

Parameters

### + BP.AdventureFramework.

Type

### Conversations

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

**(BP.AdventureFramework.Con**

Name

Description

game

The game to invoke the command on.

## + BP.AdventureFramework.

Returns

### Conversations.Instructions

Type  
**(BP.AdventureFramework.Con**

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

**+ BP.AdventureFramework.**

### Extensions

**(BP.AdventureFramework.Exte**

## + BP.AdventureFramework.

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

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

**(BP.AdventureFramework.Inte**

## + BP.AdventureFramework.

### Logic

**(BP.AdventureFramework.Logi**

## + BP.AdventureFramework.

### Rendering

**(BP.AdventureFramework.Rende**

## + BP.AdventureFramework.

### Rendering.FrameBuilders

# 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

**Assets.Locations**

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

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

- **BP.AdventureFramework.**

**Commands**

Parameters

**(BP.AdventureFramework.Commands)**

Type	Name	Description
CustomCommand	game	The game to invoke the command on.
Game (BP.AdventureFramework.Logic.Game.html)	arguments	The arguments to invoke the command with.
CustomCommandCallback		

+ **BP.AdventureFramework.**

Returns

**Conversations**

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

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

Description

The reaction to the command.

+ **BP.AdventureFramework.**

**Conversations.Instructions**

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

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpretation)**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logic)**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Rendering)**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

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



# Namespace BP.AdventureFramework.Conversations

▼ Filter by title

## Classes

(BP.AdventureFramework.Ass

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

#### AssetsLocations

Represents a conversation.

(BP.AdventureFramework.Ass

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

#### Commands

Provides a container for log items.

(BP.AdventureFramework.Com

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

#### Conversations

Represents a paragraph in a Conversation.

(BP.AdventureFramework.Con

Conversation

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

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

LogItem

(BP.AdventureFramework.Convers

Paragraph

(BP.AdventureFramework.Convers

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

#### Participant

Enumeration of participants in a conversation.

(BP.AdventureFramework.Convers

Response

### Delegates

#### + BP.AdventureFramework.

#### ConversationsInstructions

#### (BP.AdventureFramework.Con

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

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

#### Extensions

(BP.AdventureFramework.Exte

#### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Inter

#### + BP.AdventureFramework.

#### Logic

(BP.AdventureFramework.Logi

#### + BP.AdventureFramework.

# Class Conversation

Represents a conversation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Ass**

Inherited Members

↳ **Commands**

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

(**BP.AdventureFramework.Com**

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

- **BP.AdventureFramework.**

**Conversations**

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

(**BP.AdventureFramework.Com**

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.Convers**

NameSpace: BP.BP\_AdventureFramework (BP.AdventureFramework.html).Conversations

(BP.AdventureFramework.Conversations.html)

(**BP.AdventureFramework.Conver**

Assembly: BP\_AdventureFramework.dll

LogItem

Syntax: `new Conversation([params Paragraph[]])`

(**BP.AdventureFramework.Con**

Initializes a new instance of the Conversation class.

+ **BP.AdventureFramework.**

Declaration

Extensions

(**BP.AdventureFramework.Exte**

public Conversation(params Paragraph[] paragraphs)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

Type

	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)[]	paragraphs	The paragraphs.

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

Properties

↳ **Rendering**

(**BP.AdventureFramework.Ren**

## CurrentParagraph

Get the current paragraph in the conversation.

Declaration

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

### + BP.AdventureFramework.

Property Value

#### Assets.Locations

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

Commands  
(BP.AdventureFramework.Commands)

### - Log

#### BP.AdventureFramework.

#### Conversations

Get the log.

(BP.AdventureFramework.Conversations)

Declaration

Conversation

```
public LogItem[] Log { get; }
```

ConversationActionCallback

(BP.AdventureFramework.Conversations)

Property Value

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

Participant

(BP.AdventureFramework.Conversations)

Response

#### Paragraphs

(BP.AdventureFramework.Conversations)

Get the current paragraph in the conversation.

### + BP.AdventureFramework.

#### Conversations.Instructions

(BP.AdventureFramework.Conversations)

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

### + BP.AdventureFramework.

#### Extensions

Property Value

(BP.AdventureFramework.Extensions)

Type	Description
(BP.AdventureFramework.Extensions)	

Interpretation

(BP.AdventureFramework.Conversations.Paragraph.html)

(BP.AdventureFramework.Interpretation)

### + BP.AdventureFramework.

#### Methods

(BP.AdventureFramework.Logic)

### + BP.AdventureFramework.

#### Next(Game)

Rendering

(BP.AdventureFramework.Rendering)

Trigger the next line in this conversation.

Declaration

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



Parameters

+ **BP.AdventureFramework.**

Type  
**Assets.Locations**

Game (BP.AdventureFramework.Assets.Game.html)

Name

Description

game

The game.

+ **BP.AdventureFramework.**

Returns

**Commands**

Type  
**(BP.AdventureFramework.Com**

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

Description

- **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Con**

**Respond(Response, Game)**

Conversation

Respond to the conversation.

ConversationActionCallback

Declaration

(BP.AdventureFramework.Convers

LogItem

Response (BP.AdventureFramework.Conversations.Response response, Game game)

Paragraph

(BP.AdventureFramework.Convers

Parameters

Participant

Type  
**BP.AdventureFramework.Convers**

Name

Description

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

response

The response.

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

game

The game.

+ **BP.AdventureFramework.**

**Conversations.Instructions**

Returns

**(BP.AdventureFramework.Con**

Type

+ **BP.AdventureFramework.**

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

Description

**Extensions**

The reaction to the response.

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

**Interpretation**

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

**Logic**

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

**Rendering**

(BP.AdventureFramework Ren

# 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)

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

Syntax

**BP.AdventureFramework.**  
**Commands**

(**BP.AdventureFramework.Conversations**)

- **BP.AdventureFramework.**

Parameters

**Conversations**

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

(BP.AdventureFramework.Conversations)  
ConversationActionCallback  
(BP.AdventureFramework.Conversations)  
LogItem  
(BP.AdventureFramework.Conversations)  
Paragraph  
(BP.AdventureFramework.Conversations)  
Participant  
(BP.AdventureFramework.Conversations)  
Response  
(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

**Conversations.Instructions**

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

**Extensions**

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

**Interpretation**

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

**Logic**

(**BP.AdventureFramework.Logic**)

+ **BP.AdventureFramework.**

**Parser**

(**BP.AdventureFramework.Parser**)

# Class LogItem

Provides a container for log items.

Filter by title

Inheritance

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

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

+ **BP.AdventureFramework.**

↳ LogItem

**Commands**

Inherited Members

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

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.**

**Conversations**

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.Convo](#))

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

Conversation

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

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

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

ConversationActionCallback

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

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

**Namespace**: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

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

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

**Assembly**: BP.AdventureFramework.dll

Syntax

[BP.AdventureFramework.Convers](#)

Participant

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

LogItem

Response

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

## Constructors

**Conversations.Instructions**

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

**LogItem(Participant, string)**

+ **BP.AdventureFramework.**

Initializes a new instance of the LogItem class.

**Extensions**

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

+ **BP.AdventureFramework.**

public LogItem(Participant participant, string line)

**Interpretation**

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

Parameters

+ **BP.AdventureFramework.**

Type

Logic

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

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

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

Name	Description
participant	The participant.
line	The line.

**Rendering**

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

+ **BP.AdventureFramework.**

# Properties

## Line

Get the line.



Declaration

(BP.AdventureFramework.Ass

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

+ BP.AdventureFramework.

### Commands

Property Value

(BP.AdventureFramework.Com

Type	Description
BP.AdventureFramework.	

#### Conversations

string (System.String) ([microsoft.com/dotnet/api/system.string](https://docs.microsoft.com/dotnet/api/system.string))

(BP.AdventureFramework.Com

Conversation

## Participant

(BP.AdventureFramework.Convers

ConversationActionCallback

Get the participant.

(BP.AdventureFramework.Convers

LogItem

Declaration

(BP.AdventureFramework.Convers

Paragraph

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

(BP.AdventureFramework.Convers

Participant

Property Value

(BP.AdventureFramework.Convers

#### Response

Type (BP.AdventureFramework.Convers

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

+ BP.AdventureFramework.

### Conversations.Instructions

(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.

# Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

**Commands**

Paragraph

(**BP.AdventureFramework.Com**

Inherited Members

- **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)))

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

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

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

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

LogItem

NameSpace: BP.AdventureFramework.Convers

(**BP.AdventureFramework.Convers**

Paragraph

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Convers**

SyntaxParticipant

(**BP.AdventureFramework.Convers**

Response

sealed class Paragraph

(**BP.AdventureFramework.Convers**

+ **BP.AdventureFramework.**

ConversationsInstructions

(**BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

Initializes a new instance of the Paragraph class.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inter**

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstruction instruction, string name = "")

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

+ **Type:** **BP.AdventureFramework.**

Name

Description

Rendering

(**BP.AdventureFramework.Render**

System.String)

line

Specify the line.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Type	Name	Description
ConversationActionCallback (BP.AdventureFramework.Conversations.Co nversationActionCallback.html)	<i>action</i>	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.In structions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ BP.AdventureFramework. Commands (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

## - BP.AdventureFramework.

### Conversations

#### Paragraph(string, ConversationActionCallback, string)

Conversation  
Initializes a new instance of the Paragraph class.  
(BP.AdventureFramework.Convers

Declaration  
ConversationActionCallback

(BP.AdventureFramework.Convers

LogItem  
public Paragraph(string line, ConversationActionCallback action, string name = "")  
(BP.AdventureFramework.Convers

Paragraph

Paragraph  
(BP.AdventureFramework.Convers

Type		Name	Description
Participant (BP.AdventureFramework.Convers			
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>		Specify the line.
ConversationActionCallback (BP.AdventureFramework.Convers	<i>action</i>		Specify any action to be carried out with this line.
+ BP.AdventureFramework. Conversations.Instructions (BP.AdventureFramework.Con			
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>		Specify the name of the paragraph.
+ BP.AdventureFramework.			

### Extensions

#### (BP.AdventureFramework.Exte

#### Paragraph(string, IEndOfParagraphInstruction, string)

+ BP.AdventureFramework.

Initialization of a new instance of the Paragraph class.

Declaration  
(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic  
public Paragraph(string line, IEndOfParagraphInstruction instruction, string name = "")  
(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

### Rendering

#### (BP.AdventureFramework.Ren

+ BP.AdventureFramework.

### Rendering.FrameBuilders

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>line</i>	Specify the line.
IEndOfParagraphInstruction ( <a href="#">BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html</a> )	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string <b>Commands</b> ( <a href="#">BP.AdventureFramework.Commands</a> )	<i>name</i>	Specify the name of the paragraph.

## - BP.AdventureFramework.

### Conversations

#### **Paragraph(string, string)**

Conversation  
Initializes a new instance of the Paragraph class.  
([BP.AdventureFramework.Conversations.Paragraph.html](#))

### Declaration

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

```
LogItem
public Paragraph(string line, string name = "")  
(BP.AdventureFramework.Conversations.Paragraph.LogItem.html)
```

### Paragraph

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

Type		Name	Description
Participant ( <a href="#">BP.AdventureFramework.Conversations.Participant.html</a> )			
string GetResponse ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>line</i>	Specify the line.	
string ( <a href="#">BP.AdventureFramework.Conversations.Paragraph.name.html</a> )	<i>name</i>	Specify the name of the paragraph.	

## + BP.AdventureFramework.

### Conversations.Instructions

#### **(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)**

## Properties

### + BP.AdventureFramework.

#### Extensions

#### **A(**BP.AdventureFramework.Exten

## + BP.AdventureFramework.

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

### Interpretation

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

## + BP.AdventureFramework.

### Logic

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

Type	Description
ConversationActionCallback Action { get; set; }	

## + BP.AdventureFramework.

### Rendering.FrameBuilders

## CanRespond

Get if a response is possible.

Declaration

```
public bool CanRespond { get; }
```

## + BP.AdventureFramework.

Type	Description
<b>(BP.AdventureFramework.Commands)</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	
<b>- BP.AdventureFramework.</b>	
<b>Conversations</b>	
<b>(BP.AdventureFramework.Conversations)</b>	
Conversation	Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
ConversationActionCallback	
Declaration	
LogItem	
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction Instruction { get; })	
Paragraph	
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)	
Property Value	
<b>Type</b>	
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)	
Response	
IEndOfParagraphInstruction	
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)	
<b>+ BP.AdventureFramework.</b>	
<b>Conversations.Instructions</b>	
<b>(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)</b>	
<b>Line</b>	
<b>+ BP.AdventureFramework.</b>	
Get or set the line.	
<b>Extensions</b>	
<b>(BP.AdventureFramework.Extensions)</b>	
<b>+ BP.AdventureFramework.</b>	
public string Line { get; set; }	
<b>Interpretation</b>	
<b>(BP.AdventureFramework.Interpretations)</b>	
Property Value	
<b>Type</b>	
Logic	
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	
<b>+ BP.AdventureFramework.</b>	
<b>Rendering</b>	
<b>Name</b>	
<b>(BP.AdventureFramework.Rendering.Name)</b>	
Get the name.	
<b>+ BP.AdventureFramework.</b>	
<b>Rendering.FrameBuilders</b>	

## Declaration

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

### Property Value

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) + BP.AdventureFramework.	

### Commands

#### (BP.AdventureFramework.Com

### Responses

#### - BP.AdventureFramework.

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

### Conversations

#### (BP.AdventureFramework.Con

Declaration

```
Conversation  
p(BP.AdventureFramework.Responses) get; set; }
```

ConversationActionCallback

(BP.AdventureFramework.Convers

Property Value

LogItem

Type	Description
Paragraph Response (BP.AdventureFramework.Conversations.Response.html) (BP.AdventureFramework.Convers	

Participant

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

#### + BP.AdventureFramework.

### Conversations.Instructions

#### (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

# Enum Participant

Enumeration of participants in a conversation.

Filter by title

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

## Commands

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

Syntax

- **BP.AdventureFramework.**

**Conversations**Participant

**(BP.AdventureFramework.Con**

Conversation

(BP.AdventureFramework.Convers

## Fields

(BP.AdventureFramework.Convers

Name	Description
OtherParagraph	(BP.AdventureFramework.Convers
Player	Any other participant. The player. Participant

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.**

**Conversations**.Instructions

**(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.Ren**

# Class Response

Provides a response to a conversation.

Filter by title

Inheritance

## Commands

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

↳ Response

- **BP.AdventureFramework.**

Inherited Members

## Conversations

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

↳ Conversation

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.Conversation)

equals(system-object, system-object)

ConversationActionCallback

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

(BP.AdventureFramework.Conversation)

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

LogItem

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

(BP.AdventureFramework.Conversation)

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

Paragraph

NameSpace: BP.AdventureFramework.Conversation

(BP.AdventureFramework.Conversations.html)

Participant

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Conversations)

Syntax Response

(BP.AdventureFramework.Conversations)

public sealed class Response

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Constructors

+ [BP.AdventureFramework.](#)

Extensions

Response(string)

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

↳ Response class.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ [BP.AdventureFramework.](#)

Logic

Participate

(BP.AdventureFramework.Logic)

+ [Type](#)

(BP.AdventureFramework.

Rendering

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

(BP.AdventureFramework.Rendering)

+ [BP.AdventureFramework.](#)

Response(string, EndOfParagraphInstruction)

(BP.AdventureFramework.Response)

Initializes a new instance of the Response class.

## Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

### Parameters

Type	Name	Description
<b>Commands</b> string <a href="https://learn.microsoft.com/dotnet/api/system.string">(BP.AdventureFramework.Com (https://learn.microsoft.com/dotnet/api/system.string) - BP.AdventureFramework.</a>	<i>line</i>	The line to trigger this response.
<b>Couversations</b> IEndOfParagraphInstruction <a href="https://learn.microsoft.com/dotnet/api/system.reflection.instructions.ienndofofparagraphinstruction.html">(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html) Conversation</a>	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

## Properties

(BP.AdventureFramework.Convers

Paragraph

**Instruction**

(BP.AdventureFramework.Convers

Participant

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Response

(BP.AdventureFramework.Convers

Declaration

(BP.AdventureFramework.Convers

Property Value

+ **BP.AdventureFramework.**

public IEndOfParagraphInstruction Instruction { get; }

**Conversations.Instructions**

(BP.AdventureFramework.Convers

Extensions

(BP.AdventureFramework.Exte

(BP.AdventureFramework.Extensions.IEndOfParagraphInstruction)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

**Line**

+ **BP.AdventureFramework.**

Get the line.

**Logic**

(BP.AdventureFramework.Logi

Declaration

+ **BP.AdventureFramework.**

public string Line { get; }

**Rendering**

(BP.AdventureFramework.Render

Property Value

+ **BP.AdventureFramework.**

Type

**Rendering.FrameBuilders**

(BP.AdventureFramework.Render

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

**Description**

Type	Description

▼

## Commands

(BP.AdventureFramework.Com)

- **BP.AdventureFramework.**

### Conversations

(BP.AdventureFramework.Con)

Conversation

(BP.AdventureFramework.Conver

ConversationActionCallback

(BP.AdventureFramework.Conver

LogItem

(BP.AdventureFramework.Conver

Paragraph

(BP.AdventureFramework.Conver

Participant

(BP.AdventureFramework.Conver

Response

(BP.AdventureFramework.Conver

- + **BP.AdventureFramework.**

### Conversations.Instructions

(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.Rende)

- + **BP.AdventureFramework.**

### Rendering.FrameBuilders

(BP.AdventureFramework.Rende)

# Namespace BP.AdventureFramework.Conversations.Instructions

▼ Filter by title

## Classes

Assets.Locations

(BP.AdventureFramework.Assets.Locations.ByCallback)

(BP.AdventureFramework.Conversations.Instructions.ByCallback.html)

Commands

An end of paragraph instruction that shifts paragraphs based on a callback.

(BP.AdventureFramework.Commands.ByCallback)

First (BP.AdventureFramework.Conversations.Instructions.First.html)

Conversations

An end of paragraph instruction that shifts paragraphs to the start.

(BP.AdventureFramework.Conversations.First)

GoTo (BP.AdventureFramework.Conversations.Instructions.GoTo.html)

Conversations

An end of paragraph instruction that shifts paragraphs based on an absolute index.

(BP.AdventureFramework.Conversations.GoTo)

Jump

(BP.AdventureFramework.Conversations.Instructions.Jump.html)

(BP.AdventureFramework.Conversations.Jump)

An end of paragraph instruction that shifts paragraphs based on a delta.

(BP.AdventureFramework.Conversations.Jump.ByDelta)

GoTo

Last (BP.AdventureFramework.Conversations.Instructions.Last.html)

(BP.AdventureFramework.Conversations.Last)

An end of paragraph instruction that shifts paragraphs to the end.

(BP.AdventureFramework.Conversations.Last)

Jump

Next (BP.AdventureFramework.Conversations.Instructions.Next.html)

(BP.AdventureFramework.Conversations.Next)

An end of paragraph instruction that shifts paragraphs to the next paragraph.

(BP.AdventureFramework.Conversations.Next)

Next

Previous (BP.AdventureFramework.Conversations.Instructions.Previous.html)

(BP.AdventureFramework.Conversations.Previous)

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

(BP.AdventureFramework.Conversations.Previous)

Repeat

Repeat (BP.AdventureFramework.Conversations.Instructions.Repeat.html)

(BP.AdventureFramework.Conversations.Repeat)

An end of paragraph instruction that repeats.

(BP.AdventureFramework.Conversations.Repeat)

ToName (BP.AdventureFramework.Conversations.Instructions.ToName.html)

Extensions

An end of paragraph instruction that shifts paragraphs based on a name.

(BP.AdventureFramework.Extensions.ToName)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

# Interfaces

## IEndOfParagraphInstruction

([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Represents an instruction to be carried out at the end of a paragraph.

### Assets.Locations

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

#### + BP.AdventureFramework.

##### Commands

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

#### + BP.AdventureFramework.

##### Conversations

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

#### - BP.AdventureFramework.

##### Conversations.Instructions

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

ByCallback

([BP.AdventureFramework.Conversations.Instructions.ByCallback.html](#))

First

([BP.AdventureFramework.Conversations.Instructions.First.html](#))

GoTo

([BP.AdventureFramework.Conversations.Instructions.GoTo.html](#))

IEndOfParagraphInstruction

([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Jump

([BP.AdventureFramework.Conversations.Instructions.Jump.html](#))

Last

([BP.AdventureFramework.Conversations.Instructions.Last.html](#))

Next

([BP.AdventureFramework.Conversations.Instructions.Next.html](#))

Previous

([BP.AdventureFramework.Conversations.Instructions.Previous.html](#))

Repeat

([BP.AdventureFramework.Conversations.Instructions.Repeat.html](#))

ToName

([BP.AdventureFramework.Conversations.Instructions.ToName.html](#))

#### + BP.AdventureFramework.

##### Extensions

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

#### + BP.AdventureFramework.

##### Interpretation

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

# Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

+ **BP.AdventureFramework** Object (<https://learn.microsoft.com/dotnet/api/system.object>)

**Commands**

(**BP.AdventureFramework.Com** Implements

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html))

Interfaces

(**BP.AdventureFramework.Con**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Con**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Convers**

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

(**BP.AdventureFramework.Convers**) Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

Assembly: BP.AdventureFramework

IEndOfParagraphInstruction

(**BP.AdventureFramework.Convers**

Jump

public sealed class ByCallback : IEndOfParagraphInstruction  
(**BP.AdventureFramework.Convers**

Last

(**BP.AdventureFramework.Convers**

Constructors

(**BP.AdventureFramework.Convers**

Previous

**ByCallback(Functor<IEndOfParagraphInstruction>)**

Repeat

Create a new instance of the ByCallback class.

(**BP.AdventureFramework.Convers**

ToName

Declaration

(**BP.AdventureFramework.Convers**

+ **BP.AdventureFramework.** IEndOfParagraphInstruction callback)

**Extensions**

(**BP.AdventureFramework.Exte**

Parameters

+ **BP.AdventureFramework.**

**Interpretation**

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Logic**

Type	Name	Description
Func<IEndOfParagraphInstruction> (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html) >	callback	The callback that decides the instruction to use.

## + BP.AdventureFramework.

### Commands

## Properties

(BP.AdventureFramework.Com

## + BP.AdventureFramework.

### Callbacks

## (BP.AdventureFramework.Com

Get the callback that decides the instruction to use.

## - BP.AdventureFramework.

### Conversations

## (BP.AdventureFramework.Com

```
public Func<IEndOfParagraphInstruction> Callback { get; }
```

### ByCallback

Property Value  
First

## Type

(BP.AdventureFramework.Convers

## Description

GoTo  
Func<IEndOfParagraphInstruction>  
(BP.AdventureFramework.Convers  
IEndOfParagraphInstruction  
IEndOfParagraphInstruction  
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)  
>  
Jump

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

## Methods

(BP.AdventureFramework.Convers

Previous

## GetIndexOfNext(Paragraph[] Paragraphs)

(BP.AdventureFramework.Convers

Repeat

Get the index of the next paragraph.

(BP.AdventureFramework.Convers

## Declaration

Name  
(BP.AdventureFramework.Convers

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

## + BP.AdventureFramework.

### Extensions

## (BP.AdventureFramework.Exte

Type	Name	Description
+ BP.AdventureFramework.		

### Interpretation

## (BP.AdventureFramework.Convers

### current

The current paragraph.

## + BP.AdventureFramework.

### Logic

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

Returns

Type	Description
+ <b>BP.AdventureFramework.</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>Commands</b>	The index of the next paragraph.

### (BP.AdventureFramework.Com

## Implementations

### Conversations

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)  
(BP.AdventureFramework.Con

- **BP.AdventureFramework.**  
**Conversations.Instructions**  
(BP.AdventureFramework.Con

ByCallback  
(BP.AdventureFramework.Convers  
First  
(BP.AdventureFramework.Convers  
GoTo  
(BP.AdventureFramework.Convers  
IEndOfParagraphInstruction  
(BP.AdventureFramework.Convers  
Jump  
(BP.AdventureFramework.Convers  
Last  
(BP.AdventureFramework.Convers  
Next  
(BP.AdventureFramework.Convers  
Previous  
(BP.AdventureFramework.Convers  
Repeat  
(BP.AdventureFramework.Convers  
ToName  
(BP.AdventureFramework.Convers

- + **BP.AdventureFramework.**  
**Extensions**  
(BP.AdventureFramework.Exte

- + **BP.AdventureFramework.**  
**Interpretation**  
(BP.AdventureFramework.Inter

- + **BP.AdventureFramework.**  
**Logic**

# Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

## + BP.AdventureFramework.

↳ [Commands](#) /learn.microsoft.com/dotnet/api/system.object)

### (BP.AdventureFramework.Com

Implements

## + BP.AdventureFramework.

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

### Conversations

Inherited Members

### (BP.AdventureFramework.Com

- [BP.AdventureFramework.](#)  
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

### Conversations.Instructions

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

### (BP.AdventureFramework.Com

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)

GoTo

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations

(BP.AdventureFramework.Conversations.IEndOfParagraphInstructionInstructions (BP.AdventureFramework.Conversations.Instructions.html))

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Convers

Syntax

Jump

(BP.AdventureFramework.Convers  
public sealed class First : IEndOfParagraphInstruction  
Last

(BP.AdventureFramework.Convers

Next

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

Repeat

## GetIndexOfNext(Paragraph, Paragraph[])

ToName

Get the index of the next paragraph

(BP.AdventureFramework.Convers

Description

## BP.AdventureFramework.

### Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

## + BP.AdventureFramework.

Parameters

### Interpretation

Type	Name	Description
BP.AdventureFramework.Inter	current	The current paragraph.

(BP.AdventureFramework.Conversations.Paragraph.html)

### Logic

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

Returns

Type	Description
<b>Commands</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>(BP.AdventureFramework.Conversations.Commands)</b>	The index of the next paragraph.

## + BP.AdventureFramework.

### Implements

**(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)**

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

#### - BP.AdventureFramework.

##### Conversations.Instructions

**(BP.AdventureFramework.Conversations.Instructions)**

ByCallback

(BP.AdventureFramework.Conversations.Instructions.ByCallback)

First

(BP.AdventureFramework.Conversations.Instructions.First)

GoTo

(BP.AdventureFramework.Conversations.Instructions.GoTo)

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

Jump

(BP.AdventureFramework.Conversations.Instructions.Jump)

Last

(BP.AdventureFramework.Conversations.Instructions.Last)

Next

(BP.AdventureFramework.Conversations.Instructions.Next)

Previous

(BP.AdventureFramework.Conversations.Instructions.Previous)

Repeat

(BP.AdventureFramework.Conversations.Instructions.Repeat)

ToName

(BP.AdventureFramework.Conversations.Instructions.ToName)

## + BP.AdventureFramework.

### Extensions

**(BP.AdventureFramework.Extensions)**

## + BP.AdventureFramework.

### Interpretation

**(BP.AdventureFramework.Interpretation)**

## + BP.AdventureFramework.

### Logic

**(BP.AdventureFramework.Logic)**

# Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

## Commands

↳ [\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html\)](#)

↳ GoTo

## + BP.AdventureFramework.

Implements

## Conversations

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

**(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)**

Inherited Members

## - BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

**(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

**(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

**(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)**

Namespace: [BP \(BP.html\)](#).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

[IEndOfParagraphInstruction](#).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

Assembly: [AdventureFramework.dll](#)

Syntax

[\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction\)](#)

Last

```
public sealed class GoTo : IEndOfParagraphInstruction  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)
```

Next

[\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction\)](#)

## Constructors

[\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction\)](#)

Repeat

**GoTo(int)** ([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](#))

ToName

Create a new instance of the GoTo class.

[\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction\)](#)

Declaration

**P** [BP.AdventureFramework.](#)

## Extensions

```
public Goto(int index)
```

**(BP.AdventureFramework.Extensions.Goto)**

## + BP.AdventureFramework.

Parameters

## Interpretation

Type	Name	Description
<a href="#">int</a> ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<a href="#">index</a>	The index of the next paragraph.

## + BP.AdventureFramework.

## Logic

**(BP.AdventureFramework.Logic)**

# Properties

## Index

Get the index.



Declaration

### Commands

(BP.AdventureFramework.Com

## + BP.AdventureFramework.

Property Value

### Conversations

Type (BP.AdventureFramework.Con

### Description

- in (BP.AdventureFramework.Conversations)

### Conversations.Instructions

(BP.AdventureFramework.Con

ByCallback

## Methods

(BP.AdventureFramework.Convers

First

(BP.AdventureFramework.Convers

### GetIndexOfNext(Paragraph, Paragraph[])

GoTo

(BP.AdventureFramework.Convers

Get the index of the next paragraph.

IEndOfParagraphInstruction

Declaration

(BP.AdventureFramework.Convers

Jump

(BP.AdventureFramework.Convers

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Last

(BP.AdventureFramework.Convers

Parameters

Next

Type (BP.AdventureFramework.Convers

### Name

### Description

Previous

Paragraph (BP.AdventureFramework.Convers

### current

### Description

(BP.AdventureFramework.Conversations.Paragraph.html)

Repeat

Paragraph (BP.AdventureFramework.Convers

### paragraphs

### Description

ToName

(BP.AdventureFramework.Conversations.Paragraph.html)

[] (BP.AdventureFramework.Convers

## + BP.AdventureFramework.

Returns

### Extensions

Type (BP.AdventureFramework.Exte

### Description

+ in (BP.AdventureFramework.Exte

### Description

The index of the next paragraph.

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

### Interpretation

(BP.AdventureFramework.Inter

### Implements

## + BP.AdventureFramework.

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

### Logic

(BP.AdventureFramework.Logi

▼

## Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

### Conversations

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- BP.AdventureFramework.

### Conversations.Instructions

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First

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ToName

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+ BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logi)

# Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations  
(BP.AdventureFramework.Conversations).Instructions (BP.AdventureFramework.Conversations.Instructions.html)

Assembly: BP.AdventureFramework.dll  
+ **BP.AdventureFramework.**

Syntax

## Conversations

(**BP.AdventureFramework.Conversations**)  
public interface IEndOfParagraphInstruction  
- **BP.AdventureFramework.**  
  **Conversations.Instructions**  
    (**BP.AdventureFramework.Conversations.Instructions**)

## Methods

(**BP.AdventureFramework.Conversations**)

First

### GetIndexOfNext(Paragraph, Paragraph[])

GoTo

Get the index of the next paragraph.

(**BP.AdventureFramework.Conversations**)

IEndOfParagraphInstruction

(**BP.AdventureFramework.Conversations**)

Jump

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(**BP.AdventureFramework.Conversations**)

Last

Para

(**BP.AdventureFramework.Conversations**)

Next

(**BP.AdventureFramework.Conversations**)

Previous

(**BP.AdventureFramework.Conversations**)

(**BP.AdventureFramework.Conversations.Paragraph.html**)

Repeat

Paragraph

(**BP.AdventureFramework.Conversations.Paragraph.html**)

(**BP.AdventureFramework.Conversations.Paragraph.html**)

forName

(**BP.AdventureFramework.Conversations**)

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(**BP.AdventureFramework.Conversations**)

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# Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

+ **BP.AdventureFramework.**  
↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

**Conversations**

(**BP.AdventureFramework.Conversations**  
Implements

IEndOfParagraphInstruction (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html>)

Introduces **Conversations.Instructions**

(**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)))

ByCallback

object (BP.AdventureFramework.Conversations) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object (BP.AdventureFramework.Conversations) (<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.Conversations**  
Namespace: BP (<https://learn.microsoft.com/BP.html>).AdventureFramework (<https://learn.microsoft.com/BP.AdventureFramework.html>).Conversations

**Jump** (<https://learn.microsoft.com/BP.AdventureFramework.Conversations.html>).Instructions (<https://learn.microsoft.com/BP.AdventureFramework.Conversations.Instructions.html>)

(**BP.AdventureFramework.Conversations**  
Assembly: AdventureFramework.dll

Last

Syntax

(BP.AdventureFramework.Conversations)

Next

public sealed class Jump : IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations)

Previous

(BP.AdventureFramework.Conversations)

**Constructors**

(BP.AdventureFramework.Conversations)

ToName

**Jump()** (<https://learn.microsoft.com/BP.AdventureFramework.Conversations.html>)

+ **BP.AdventureFramework.**

Create a new instance of the Jump class.

**Extensions**

Declaration

(**BP.AdventureFramework.Extensions**  
Assembly: AdventureFramework.dll

+ **BP.AdventureFramework.**

**Interpretation**

(**BP.AdventureFramework.Interpretation**  
Parameters

Type	Name	Description
Logic int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) ( <b>BP.AdventureFramework.Logic</b> Assembly: AdventureFramework.dll)	delta	The delta to shift paragraphs by.

+ **BP.AdventureFramework.**

**Rendering**

# Properties

## Delta

Get the delta.

Declaration

+ **BP.AdventureFramework.**  
public int Delta { get; }

**Conversations**

(**BP.AdventureFramework.Conversations**)

Property Value

- **BP.AdventureFramework.**

Type

**Conversations.Instructions**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

**Description**

ByCallback

(**BP.AdventureFramework.Conversations**)

First

(**BP.AdventureFramework.Conversations**)

GoTo

(**BP.AdventureFramework.Conversations**)

IEndOfParagraphInstruction

(**BP.AdventureFramework.Conversations**)

Get the index of the next paragraph.

Jump

(**BP.AdventureFramework.Conversations**)

Last

(**BP.AdventureFramework.Conversations**)

Next

(**BP.AdventureFramework.Conversations**)

Parameters

Previous

Type

Repeat

Paragraph

(**BP.AdventureFramework.Conversations**)

ToStringName

Paragraph

(**BP.AdventureFramework.Conversations**)

Paragraph.html

(**BP.AdventureFramework.Conversations.Paragraph.html**)

Name

**Description**

current

The current paragraph.

paragraphs

The collection of paragraphs.

+ **BP.AdventureFramework.**

**Extensions**

(**BP.AdventureFramework.Extensions**)

Returns

+ **BP.AdventureFramework.**

Type

**Interpretation**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

**Description**

The index of the next paragraph.

+ **BP.AdventureFramework.**

**Implements**

(**BP.AdventureFramework.Logging**)

IEndOfParagraphInstruction (**BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html**)

+ **BP.AdventureFramework.**

**Rendering**

▼

- + **BP.AdventureFramework.**  
**Conversations**  
(**BP.AdventureFramework.Conversations**)
- **BP.AdventureFramework.**  
**Conversations.Instructions**  
(**BP.AdventureFramework.Conversations.Instructions**)
  - ByCallback
  - (**BP.AdventureFramework.Conversations.Instructions.ByCallback**)
  - First
  - (**BP.AdventureFramework.Conversations.Instructions.First**)
  - GoTo
  - (**BP.AdventureFramework.Conversations.Instructions.GoTo**)
  - IEndOfParagraphInstruction
  - (**BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction**)
  - Jump
  - (**BP.AdventureFramework.Conversations.Instructions.Jump**)
  - Last
  - (**BP.AdventureFramework.Conversations.Instructions.Last**)
  - Next
  - (**BP.AdventureFramework.Conversations.Instructions.Next**)
  - Previous
  - (**BP.AdventureFramework.Conversations.Instructions.Previous**)
  - Repeat
  - (**BP.AdventureFramework.Conversations.Instructions.Repeat**)
  - ToName
  - (**BP.AdventureFramework.Conversations.Instructions.ToName**)
- + **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 Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Conversations** (<https://learn.microsoft.com/dotnet/api/system.object>)  
(**BP.AdventureFramework.Conversations**)

Implements

- **BP.AdventureFramework.**

IEndOfParagraphInstruction (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html>)

Inherited from

(**BP.AdventureFramework.Conversations**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))  
(**BP.AdventureFramework.Conversations**)

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)))  
(**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>)

Jump

Namespace: BP ([BP.html](https://BP.html)).AdventureFramework ([BP.html](https://BP.html)).Conversations

(**BP.AdventureFramework.Conversations**)

Last

Assembly: BP.AdventureFramework.dll

Syntax

Next

(**BP.AdventureFramework.Conversations**)  
public sealed class Last : IEndOfParagraphInstruction  
Previous

(**BP.AdventureFramework.Conversations**)

Repeat

(**BP.AdventureFramework.Conversations**)

To Name

(**BP.AdventureFramework.Conversations**)

## Methods

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

**GetIndexOfNext(Paragraph, Paragraph[])**

Extensions

(**BP.AdventureFramework.Extensions**)

Delegates

**Interpretation**

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Parameters

**Logic**

Type	Name	Description
<b>BP.AdventureFramework.Logic</b>	current	The current paragraph.

+ **BP.AdventureFramework.**

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Paragraph.html>)

**Rendering**

(**BP.AdventureFramework.Rendering**)

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
<b>Conversations</b> (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)	The index of the next paragraph.

## - BP.AdventureFramework.

### Instructions

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
ByCallback
(BP.AdventureFramework.Conversations.First.html)
(BP.AdventureFramework.Conversations.GoTo.html)
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Conversations.Jump.html)
(BP.AdventureFramework.Conversations.Last.html)
(BP.AdventureFramework.Conversations.Next.html)
(BP.AdventureFramework.Conversations.Previous.html)
(BP.AdventureFramework.Conversations.Repeat.html)
(BP.AdventureFramework.Conversations.ToName.html)
(BP.AdventureFramework.Conversations.

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Extensions.html)

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Interpretation.html)

## + BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logic.html)

## + BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Rendering.html)

# Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

## Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Next

### - BP.AdventureFramework.

Implements

#### Conversations.Instructions

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

ByCallback

object (BP.AdventureFramework.Conversations) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))  
First

object (BP.AdventureFramework.Conversations) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-system-object\)](#))

object (BP.AdventureFramework.Conversations) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object (BP.AdventureFramework.Conversations) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object (BP.AdventureFramework.Conversations) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object ToString () ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

(BP.AdventureFramework.Conversations)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

Assembly: AdventureFramework.dll  
Next

Syntax

(BP.AdventureFramework.Conversations)

Previous

public sealed class Next : IEndOfParagraphInstruction  
(BP.AdventureFramework.Conversations)

Repeat

(BP.AdventureFramework.Conversations)

ToName

(BP.AdventureFramework.Conversations)

Methods

### + BP.AdventureFramework.

Extensions

GetIndexOfNext(Paragraph, Paragraph[])  
(BP.AdventureFramework.Extensions)

Get the index of the next paragraph.

### + BP.AdventureFramework.

Declaration

#### Interpretation

(BP.AdventureFramework.Interpreter)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

### + BP.AdventureFramework.

Logic

Parameters

(BP.AdventureFramework.Logic)

Type

### + BP.AdventureFramework.

Paragraph

#### Rendering

(BP.AdventureFramework.Conversations.Paragraph.html)

(BP.AdventureFramework.Rendering)

Type	Name	Description
Paragraph	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

Returns

Conversations	Description
<b>(BP.AdventureFramework.Conversations)</b> <a href="https://learn.microsoft.com/dotnet/api/system.int32">int (https://learn.microsoft.com/dotnet/api/system.int32)</a>	The index of the next paragraph.

#### - **BP.AdventureFramework.**

##### **Conversations.Instructions**

#### **IMPLEMENTATION** **BP.AdventureFramework.Conversations.Instructions**

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)  
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)  
First  
(BP.AdventureFramework.Conversations.Instructions.First)  
GoTo  
(BP.AdventureFramework.Conversations.Instructions.Goto)  
IEndOfParagraphInstruction  
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)  
Jump  
(BP.AdventureFramework.Conversations.Instructions.Jump)  
Last  
(BP.AdventureFramework.Conversations.Instructions.Last)  
Next  
(BP.AdventureFramework.Conversations.Instructions.Next)  
Previous  
(BP.AdventureFramework.Conversations.Instructions.Previous)  
Repeat  
(BP.AdventureFramework.Conversations.Instructions.Repeat)  
ToName  
(BP.AdventureFramework.Conversations.Instructions.ToName)

#### + **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 Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

(**BP.AdventureFramework.Conversations.Instructions.Previous**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- **BP.AdventureFramework.**

↳ Previous

**Conversations.Instructions**

Implements

(**BP.AdventureFramework.Conversations.IEndOfParagraphInstruction**)

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.instructions.iendofparagraphinstruction.html))

↳ ByCallback

Inherited Members

(**BP.AdventureFramework.Conversations**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Last

Namespace: BP ([BP.html](https://learn.microsoft.com/bp/html/adventureframework.html)).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/bp/html/adventureframework.html)).Conversations

(**BP.AdventureFramework.Conversations**)

Assembly: BP.AdventureFramework.dll

Syntax

Previous

(**BP.AdventureFramework.Conversations.Previous**)

public sealed class Previous : IEndOfParagraphInstruction

Repeat

(**BP.AdventureFramework.Conversations.Repeat**)

ToName

(**BP.AdventureFramework.Conversations.ToName**)

## Methods

(**BP.AdventureFramework.**)

**Extensions**

(**BP.AdventureFramework.Extensions**)

**GetIndexOfNext(Paragraph, Paragraph[])**

+ **BP.AdventureFramework.**

Get the index of the next paragraph.

**Interpretation**

Declaration

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

**Logic**

(**BP.AdventureFramework.Logic**)

Parameters

+ **BP.AdventureFramework.**

Type

**Rendering**

Paragraph

(**BP.AdventureFramework.Rendering**)

([BP.AdventureFramework.Conversations.Paragraph.html](https://learn.microsoft.com/bp/html/adventureframework.conversations.paragraph.html))

+ **BP.AdventureFramework.**

Type	Name	Description
Paragraph	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

Returns

Type	Description
- in <b>BP.AdventureFramework</b> (.NET API) <a href="#">dotnet/api/system.int32</a>	The index of the next paragraph.

## Conversations.Instructions (BP.AdventureFramework.Conversations)

### Implements

By Callback	IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
First	(BP.AdventureFramework.Conversations.First)
GoTo	(BP.AdventureFramework.Conversations.GoTo)
IEndOfParagraphInstruction	(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)
Jump	(BP.AdventureFramework.Conversations.Jump)
Last	(BP.AdventureFramework.Conversations.Last)
Next	(BP.AdventureFramework.Conversations.Next)
Previous	(BP.AdventureFramework.Conversations.Previous)
Repeat	(BP.AdventureFramework.Conversations.Repeat)
ToName	(BP.AdventureFramework.Conversations.ToName)
	(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.



Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
- <b>BP.AdventureFramework.</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## (BP.AdventureFramework.Conversations.ICollection<BP.AdventureFramework.Conversations.Paragraph>)

### ByCallback

(BP.AdventureFramework.Conversations.ICollection<BP.AdventureFramework.Conversations.Paragraph>)

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

First

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

GoTo

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Jump

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Last

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Next

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Previous

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Repeat

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

ToName

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

## + BP.AdventureFramework.

### Extensions

(BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logic)

## + BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Rendering)

## + BP.AdventureFramework.

### Rendering FrameBuilders

# Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

Type	Name	Description
<b>BP.AdventureFramework.</b>		
<b>Rendering</b>		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>name</i>	The name of the paragraph to jump to.

# Properties

## Name

Get the name of the paragraph to jump to.

Declaration

- **BP.AdventureFramework.**  
public string Name { get; }  
**Conversations.Instructions**  
**(BP.AdventureFramework.Conversations.Instructions)**

Property Value  
ByCallback

Type **BP.AdventureFramework.Conversations.Instructions**

First  
string (<https://learn.microsoft.com/dotnet/api/system.string>)  
(BP.AdventureFramework.Conversations.Instructions)

**Description**

GoTo  
(BP.AdventureFramework.Conversations.Instructions)

IEndOfParagraphInstruction  
(BP.AdventureFramework.Conversations.Instructions)

Jump  
(BP.AdventureFramework.Conversations.Instructions)

## Methods

### GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

Next

Declaration  
(BP.AdventureFramework.Conversations.Instructions)

Previous

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Repeat

Parameters  
ToName

Type **BP.AdventureFramework.Conversations.Instructions**

**Name**

**Description**

+ **BP.AdventureFramework.**  
Paragraph

**current**

The current paragraph.

**Extensions**  
(BP.AdventureFramework.Conversations.Paragraph.html)

+ **BP.AdventureFramework.**  
Paragraph

**paragraphs**

The collection of paragraphs.

+ **BP.AdventureFramework.**  
Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ **BP.AdventureFramework.**  
Type

Logic  
int (<https://learn.microsoft.com/dotnet/api/system.int32>)

**Description**

The index of the next paragraph.

## BP.AdventureFramework.

### Implementations

(BP.AdventureFramework.Renderer)  
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

### + BP.AdventureFramework.

Rendering FrameBuilders



- **BP.AdventureFramework.**  
**Conversations.Instructions**  
**(BP.AdventureFramework.Conver**

ByCallback  
(BP.AdventureFramework.Convers  
First  
(BP.AdventureFramework.Convers  
GoTo  
(BP.AdventureFramework.Convers  
IEndOfParagraphInstruction  
(BP.AdventureFramework.Convers  
Jump  
(BP.AdventureFramework.Convers  
Last  
(BP.AdventureFramework.Convers  
Next  
(BP.AdventureFramework.Convers  
Previous  
(BP.AdventureFramework.Convers  
Repeat  
(BP.AdventureFramework.Convers  
ToName  
(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**

# Namespace BP.AdventureFramework.Extensions

▼ Filter by title

## Classes

+ **BP.AdventureFramework.**

Commands

DirectionExtensions

([BP.AdventureFramework.Extensions.DirectionExtensions.html](#))

+ **BP.AdventureFramework.**

Provides extension methods for Directions.

Conversations

([BP.AdventureFramework.Conversations.html](#))

StringExtensions ([BP.AdventureFramework.Extensions.StringExtensions.html](#))

+ **BP.AdventureFramework.**

Provides extension methods for strings.

Conversations.Instructions

([BP.AdventureFramework.Conversations.Instructions.html](#))

- **BP.AdventureFramework.**

Extensions

([BP.AdventureFramework.Extensions.html](#))

DirectionExtensions

([BP.AdventureFramework.Extensions.DirectionExtensions.html](#))

StringExtensions

([BP.AdventureFramework.Extensions.StringExtensions.html](#))

+ **BP.AdventureFramework.**

Interpretation

([BP.AdventureFramework.Interpretation.html](#))

+ **BP.AdventureFramework.**

Logic

([BP.AdventureFramework.Logic.html](#))

+ **BP.AdventureFramework.**

Rendering

([BP.AdventureFramework.Rendering.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

~ ~

# Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

+ **BP.AdventureFramework.** Object (<https://learn.microsoft.com/dotnet/api/system.object>)

Commands

(**BP.AdventureFramework.Com**)

+ **BP.AdventureFramework.** 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

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 (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetHashCode() (<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>)

Extensions

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Extensions

(**BP.AdventureFramework.Exte**

Assembly: BP.AdventureFramework.dll

DirectionExtensions

Syntax (**BP.AdventureFramework.Exte**

StringExtensions

p(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

Methods

+ **BP.AdventureFramework.**

Logic

Inverse(**Direction**) (**Framework.Logic**

+ **BP.AdventureFramework.**

Rendering

Declaration

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.** Inverse(**Direction**.Inverse(this **Direction** value))

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Direction (BP.AdventureFramework.Assets.Locations.Direction.html)

Color

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Returns

(**BP.AdventureFramework.Render**

Name	Description
value	The direction.

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	The inverse direction.

▼

- + BP.AdventureFramework.  
Commands  
(BP.AdventureFramework.Com)
- + BP.AdventureFramework.  
Conversations  
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.  
Conversations.Instructions  
(BP.AdventureFramework.Con)
- 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)
- + BP.AdventureFramework.

# Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

+ **BP.AdventureFramework** ([Object](https://learn.microsoft.com/dotnet/api/system.object))

Commands

(**BP.AdventureFramework.Com**)

+ **BP.AdventureFramework** ([object.Equals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Conversations

(**BP.AdventureFramework.Com**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework** ([object.GetHashCode\(\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode))

object.GetHashCode() (<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** ([object.ToString\(\)](https://learn.microsoft.com/dotnet/api/system.object.tostring))

Extensions

Namespace: BP(BP.html).AdventureFramework (BP.AdventureFramework.html).Extensions

(**BP.AdventureFramework.Exte**)

Assembly: BP.AdventureFramework.dll

DirectionExtensions

Syntax: **BP.AdventureFramework.Exten**

StringExtensions

p(BP.AdventureFramework.Extensions.StringExtensions)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**)

Methods

+ **BP.AdventureFramework.**

Logic

CaseInsensitiveContains(string, string)

+ **BP.AdventureFramework.**

Rendering

Declaration: **BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters: **BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Color

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Ren**)

+ **BP.AdventureFramework.**

Name	Description
value	The value.
subString	The string to seek.

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

## BP.AdventureFramework. EnsureFinishedSentence(string)

### Commands

Ensure this string is a finished sentence, ending in either ?, ! or .  
**(BP.AdventureFramework.Con**

Declaration  
**+ BP.AdventureFramework.**

### Conversations

public static string EnsureFinishedSentence(this string value)  
**(BP.AdventureFramework.Con**

**+ BP.AdventureFramework.**

Parameters

### Conversations.Instructions

Type  
**(BP.AdventureFramework.Con**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to finish.

**- BP.AdventureFramework.**

### Extensions

Returns

**(BP.AdventureFramework.Exte**

Type

DirectionExtensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The finished string.

StringExtensions

(BP.AdventureFramework.Exten

## EqualsExaminable(string, IExaminable)

### Interpretation

Determine if this string equals an IExaminable.

**(BP.AdventureFramework.Inter**

Declaration

**+ BP.AdventureFramework.**

### Logic

public static bool EqualsExaminable(this string value, IExaminable examinable)  
**(BP.AdventureFramework.Logi**

**+ BP.AdventureFramework.**

Parameters

### Rendering

Type  
**(BP.AdventureFramework.Render**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

**+ BP.AdventureFramework.**

IExaminable ([BP.AdventureFramework.Assets.IExaminable.html](#))

examinable

The examinable.

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

Returns

**+ BP.AdventureFramework.**

Type

### Rendering.FrameBuilders

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if this string equals the identifier, else false.

**(BP.AdventureFramework.Render**

**+ BP.AdventureFramework.**

## EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

Parameters

### + BP.AdventureFramework.

Commands	Name	Description
(BP.AdventureFramework.Com string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.
+ BP.AdventureFramework. Identifier ( <a href="#">BP.AdventureFramework.Assets.Identifier.html</a> ) Conversations	identifier	The identifier.

Returns

Type	Description
+ BP.AdventureFramework. Conversations.Instructions	bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )
(BP.AdventureFramework.Con	True if this string equals the identifier, else false.

### - BP.AdventureFramework.

## GetObjectifier(string)

### (BP.AdventureFramework.Exten

Get an objectifier for a word.

DirectionExtensions

Declaration

(BP.AdventureFramework.Exten

StringExtensions

```
p(BP.AdventureFramework.Exten
```

### + BP.AdventureFramework.

Parameters

### Interpretation

Type	Name	Description
+ BP.AdventureFramework. String ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	word	The word.

### Logic

## (BP.AdventureFramework.Logi

Type	Description
+ BP.AdventureFramework. Rendering	The objectifier.

### + BP.AdventureFramework.

## IsPlural(string)

### Rendering

Get if a word is plural.

### + BP.AdventureFramework.

Declaration

### Rendering.FrameBuilders.

### Color

```
public static bool IsPlural(this string word)
```

### (BP.AdventureFramework.Render

### + BP.AdventureFramework.

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	word	The word to check.

## Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the word is plural.

## Commands

(BP.AdventureFramework.Com

IsVowel(string)

+ BP.AdventureFramework.

Conversations

Determine if a word contains a vowel.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

public static bool IsVowel(this string value)

Conversations.Instructions

(BP.AdventureFramework.Com

## Parameters

- BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Exte		

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The value to check.

DirectionExtensions

Return (BP.AdventureFramework.Exten

StringExtensions

Type (BP.AdventureFramework.Exten

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the character is a vowel.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

LineCount(string)

+ BP.AdventureFramework.

Determine the number of lines in this string.

Logic

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

public static int LineCount(this string value)

Rendering

(BP.AdventureFramework.Ren

## Parameters

+ BP.AdventureFramework.

Type Rendering.FrameBuilders

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.

+ BP.AdventureFramework.

Returns

Rendering.FrameBuilders.

Type

Color

(BP.AdventureFramework.Ren

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The number of lines in the string.

+ BP.AdventureFramework.

## RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

Parameters

### + BP.AdventureFramework.

Type Commands

(BP.AdventureFramework.Com-

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value The string to ensure isn't finished finish.

### + BP.AdventureFramework.

Returns

#### Conversations

Type (BP.AdventureFramework.Con-

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con-

### ToDescription(string)

#### BP.AdventureFramework.

#### Extensions

Returns this string as a Description.

(BP.AdventureFramework.Exte-

Declaration

DirectionExtensions

(BP.AdventureFramework.Exten-

```
public static Description ToDescription(this string value)
```

StringExtensions

(BP.AdventureFramework.Exten-

Parameters

### + BP.AdventureFramework.

Type Interpretation

(BP.AdventureFramework.Inter-

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value The value.

### + BP.AdventureFramework.

Returns

#### Logic

Type (BP.AdventureFramework.Logi-

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render-

### ToIdentifier(string)

#### + BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render-

Declaration

### + BP.AdventureFramework.

```
public static Identifier ToIdentifier(this string value)
```

#### Color

### (BP.AdventureFramework.Render-

Parameters

### + BP.AdventureFramework.

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.

Returns

Type	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	This string as an identifier.

## + BP.AdventureFramework.

### Commands

#### ToSentenceCase(string) (BP.AdventureFramework)

## + BP.AdventureFramework.

Convert a string to sentence case.

### Conversations

#### Declaration (BP.AdventureFramework.Conversations)

## + BP.AdventureFramework.

### Sentences.Instructions

#### (BP.AdventureFramework.Conversations.Instructions)

Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.

Returns

Type	Description
StringExtensions (BP.AdventureFramework.Extensions)	The word in sentence case.

## + BP.AdventureFramework.

### Interpretation

#### ToSpeech(string) (BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

### Logic

#### Declaration (BP.AdventureFramework.Logic)

## + BP.AdventureFramework.

### Rendering

#### (BP.AdventureFramework.Rendering)

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.

Returns

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

Type	Description
Color (BP.AdventureFramework.Renderings)	The value in sentence case.

## + BP.AdventureFramework.

▼

- + **BP.AdventureFramework.**  
Commands  
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**  
Conversations  
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**  
Conversations.Instructions  
(**BP.AdventureFramework.Con**)
- **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.Render**)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders  
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders.  
Color  
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**

# Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

## Classes

Commands

(BP.AdventureFramework.Com)

### CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)

+ BP.AdventureFramework.

Provides help for a command.

Conversations

(BP.AdventureFramework.Con)

### CustomCommandInterpreter

+ BP.AdventureFramework.

### (BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html)

Conversations.Instructions

Provides an object that can be used for interpreting custom commands.

(BP.AdventureFramework.Con)

### + BP.AdventureFramework.

#### InterpretationResult

Extensions

### (BP.AdventureFramework.Interpretation.InterpretationResult.html)

(BP.AdventureFramework.Exte

Represents the result of an interpretation.

### - BP.AdventureFramework.

## Interfaces

(BP.AdventureFramework.Inter

CommandHelp

### IIInterpreter (BP.AdventureFramework.Interpretation.IIInterpreter.html)

CustomCommandInterpreter

Represents an object that can act as an interpreter for input.

(BP.AdventureFramework.Interpret

IIInterpreter

(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.Boo

# Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

## Commands

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ CommandHelp

## + BP.AdventureFramework.

Implements

## Conversations

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1<CommandHelp>

([BP.AdventureFramework.Con](#))  
([BP.AdventureFramework.Interpretation.CommandHelp.html](#))>

## + BP.AdventureFramework.

Inherited Members

## Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

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))

## Extensions

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.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\)](https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring\)](https://learn.microsoft.com/dotnet/api/system.object.tostring)

## BP.AdventureFramework.

## Interpretation

Name: [BP](#) ([BP.html](#)) AdventureFramework ([BP.AdventureFramework.html](#)).Interpretation

([BP.AdventureFramework.Inter](#))

Assembly: BP.AdventureFramework.dll

([BP.AdventureFramework.Interpret](#))

Syntax

CustomCommandInterpreter

([BP.AdventureFramework.Interpret](#))

public sealed class CommandHelp : IEquatable<CommandHelp>

Interpreter

([BP.AdventureFramework.Interpret](#))

InterpretationResult

([BP.AdventureFramework.Interpret](#))

## Constructors

## + BP.AdventureFramework.

Logic

CommandHelp(string, string)  
([BP.AdventureFramework.Logi](#))

Initializes a new instance of the CommandHelp class.

## + BP.AdventureFramework.

Declaration:

## Rendering

([BP.AdventureFramework.Ren](#))

public CommandHelp(string command, string description)

## + BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

([BP.AdventureFramework.Ren](#))

Type

## + BP.AdventureFramework.

string ([https://learn.microsoft.com/dotnet/api/system.string\)](https://learn.microsoft.com/dotnet/api/system.string)

Rendering.FrameBuilders

Color

([https://learn.microsoft.com/dotnet/api/system.string\)](https://learn.microsoft.com/dotnet/api/system.string)

([BP.AdventureFramework.Ren](#))

([BP.AdventureFramework.Ren](#))

([BP.AdventureFramework.Ren](#))

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string)</a>	command	The command.
Color ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string)</a>	description	The help.

# Properties

## Command

Get the command.

Declaration

### Commands

(BP.AdventureFramework.Com}

## + BP.AdventureFramework.

Property Value

### Conversations

Type	Description
(BP.AdventureFramework.Conversation)	

## +s BP.AdventureFramework.

### Conversations.Instructions

(BP.AdventureFramework.Conversation)

## Description

BP.AdventureFramework.

### Extensions

Get the description of the command.

(BP.AdventureFramework.Exten

Declaration

## - BP.AdventureFramework.

Interpretation Description { get; }

(BP.AdventureFramework.Interpre

Property Value

Type	Description
(BP.AdventureFramework.Interpreter)	

CustomCommandInterpreter

string (BP.AdventureFramework.Command)

IInterpreter

(BP.AdventureFramework.Interpre

InterpretationResult

(BP.AdventureFramework.Interpre

## Methods

## + BP.AdventureFramework.

### Logic

Equals(CommandHelp)

(BP.AdventureFramework.Logi

Indicates whether the current object is equal to another object of the same type.

## + BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

public bool Equals(CommandHelp other)

## + BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

(BP.AdventureFramework.Render

Type	Name	Description
+ BP.AdventureFramework.		

CommandHelp

Rendering.FrameBuilders.

(BP.AdventureFramework.Interpretation.CommandHelp.html)

other

An object to compare with this object.

(BP.AdventureFramework.Render

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	true ( <a href="https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool">https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool</a> ) if the current object is equal to the other parameter; otherwise, false ( <a href="https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool">https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool</a> ).

## Commands

**(BP.AdventureFramework.Com**

Implements [IAdventureFramework](#).

## Conversations

[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

**(BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

## Conversations.Instructions

**(BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

## Extensions

**(BP.AdventureFramework.Exte**

- **BP.AdventureFramework.**

## Interpretation

**(BP.AdventureFramework.Inter**

CommandHelp

**(BP.AdventureFramework.Interp**

CustomCommandInterpreter

**(BP.AdventureFramework.Interp**

IInterpreter

**(BP.AdventureFramework.Interp**

InterpretationResult

**(BP.AdventureFramework.Interp**

+ **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.Boo**

# Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

## Commands

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ CustomCommandInterpreter

## + BP.AdventureFramework.

Implements

## Conversations

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

**(BP.AdventureFramework.Con**

Inherited Members

## + BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

**(BP.AdventureFramework.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.**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

**Extensions**

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.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\)](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

## + BP.AdventureFramework.

## Interpretation

NameSpace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Interpretation

(BP.AdventureFramework.Interpretation.html)

Assembly: BP.AdventureFramework.dll

**(BP.AdventureFramework.Interpret**

Syntax

CustomCommandInterpreter

**(BP.AdventureFramework.Interpret**

public class CustomCommandInterpreter : IInterpreter

**(BP.AdventureFramework.Interpret**

InterpretationResult

**(BP.AdventureFramework.Interpret**

## Properties

### Framework.

#### Logic

**(BP.AdventureFramework.Logi**

#### SupportedCommands

## + BP.AdventureFramework.

Get an array of all supported commands.

#### Rendering

Declaration

**(BP.AdventureFramework.Ren**

## + BP.AdventureFramework.

public CommandHelp[] SupportedCommands { get; }

#### Rendering.FrameBuilders

**(BP.AdventureFramework.Ren**

Property Value

## + BP.AdventureFramework.

#### Type

**Rendering.FrameBuilders.**

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

**Color**

**(BP.AdventureFramework.Bor**

Description

# Methods

## GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

### Commands

([BP.AdventureFramework.Conversations](#)) GetContextualCommandHelp(Game game)

## + BP.AdventureFramework.

Parameters

### Conversations

Type	Name	Description
( <a href="#">BP.AdventureFramework.Conversations</a> ) Logic.Game.html	game	The game.

### Conversations.Instructions

Return ([BP.AdventureFramework.Conversations](#))

## + BP.AdventureFramework.

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]	The contextual help.

### (BP.AdventureFramework.Extensions)

## - BP.AdventureFramework.

### Interpret(string, Game)

Interpret a string.

CommandHelp  
Declaration

([BP.AdventureFramework.Interpretation](#))

CustomCommandInterpreter

public InterpretationResult Interpret(string input, Game game)

IInterpreter

Parameters

InterpretationResult

Type	Name	Description
( <a href="#">BP.AdventureFramework.Interpretation</a> )	input	The string to interpret.

## + BP.AdventureFramework.

Logic (BP.AdventureFramework.Logic.Game.html)

Name	Description
game	The game.

### (BP.AdventureFramework.Logic)

Returns

## + BP.AdventureFramework.

### Rendering

InterpretationResult

Description
The result of the interpretation.

## + BP.AdventureFramework.

### Rendering.FrameBuilders

([BP.AdventureFramework.Rendering](#))

### Implements

## + BP.AdventureFramework.

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

### Rendering.FrameBuilders

### Color

([BP.AdventureFramework.Rendering](#))

▼

## Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

### Conversations.Instructions

(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.Rend)

+ BP.AdventureFramework.

### Rendering.FrameBuilders

(BP.AdventureFramework.Rend)

+ BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

(BP.AdventureFramework.Rend)

# 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.Com**

Syntax

+ **BP.AdventureFramework.**

**Conversations**

public interface IInterpreter  
**(BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

**Conversations.Instructions**

**(BP.AdventureFramework.Con**

**Properties**

+ **BP.AdventureFramework.**

**Extensions**

**SupportedCommands**  
**(BP.AdventureFramework.Exte**

Get an array of all supported commands.

- **BP.AdventureFramework.**

Declaration

**Interpretation**

**(BP.AdventureFramework.Inter**

CommandHelp[] SupportedCommands { get; }

CommandHelp  
(BP.AdventureFramework.Interpret

Property Value

(BP.AdventureFramework.Interpret

Type

Interpreter

Description

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

InterpretationResult

(BP.AdventureFramework.Interpret

+ **BP.AdventureFramework.**

**Methods**

**(BP.AdventureFramework.Logi**

**GetContextualCommandHelp(Game)**

**Rendering**

Get contextual command help for a game, based on its current state.

**(BP.AdventureFramework.Render**

Declaration

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

CommandHelp[] GetContextualCommandHelp(Game game)

**(BP.AdventureFramework.Render**

**Particulars**

**Rendering.FrameBuilders.**

**Color**

**(BP.AdventureFramework.Bo**

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.Com

#### + BP.AdventureFramework. Interpret(string, Game)

Conversations

#### Interpretation (BP.AdventureFramework.Com

#### Deserialization

#### (BP.AdventureFramework.

Conversations.Instructions

InterpretationResult Interpret(string input, Game game)

#### + BP.AdventureFramework.

Parameters

Extensions

Type	Name	Description
BP.AdventureFramework.Exte		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	input	The string to interpret.

#### - BP.AdventureFramework.

#### Interpretation

#### (BP.AdventureFramework.Inter

Returns

CommandHelp

Type	Description
BP.AdventureFramework.Interpret	
CustomCommandInterpreter	

#### InterpretationResult

#### (BP.AdventureFramework.Interpret

#### Interpreter

#### (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



Type	Name	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	command	The command.

▼

## Properties

(BP.AdventureFramework.Commands.ICommand)

### + BP.AdventureFramework.

#### Command

(BP.AdventureFramework.Commands.ICommand)

Get the command.

### + BP.AdventureFramework.

Declaration

#### Conversations.Instructions

(BP.AdventureFramework.Commands.ICommand)

```
public ICOMMAND Command { get; }
```

### + BP.AdventureFramework.

#### Extensions

(BP.AdventureFramework.Extensions.ICommand)

### - BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Interpretation.IInterpretation)

### Fail

CommandHelp

(BP.AdventureFramework.Interpretation.IInterpretationResult)

Get a default result for failure.

CustomCommandFailure

(BP.AdventureFramework.Interpretation.IInterpretationResult)

Declaration

IInterpreter

(BP.AdventureFramework.Interpretation.IInterpretationResult)

```
public static InterpretationResult Fail { get; }
```

InterpretationResult

(BP.AdventureFramework.Interpretation.IInterpretationResult)

### + BP.AdventureFramework.

#### Logic

(BP.AdventureFramework.Logic.ILogic)

InterpretationResult (BP.AdventureFramework.Interpretation.IInterpretationResult.html)

### + BP.AdventureFramework.

#### Rendering

(BP.AdventureFramework.Rendering.IRendering)

WasInterpretedSuccessfully

(BP.AdventureFramework.Rendering.IRendering)

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)

### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

Property Value

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)

## Description

Type	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	

Type	Description
IInterpretation (BP.AdventureFramework.Interpretation.IInterpretation.html)	

Type	Description
IInterpretationResult (BP.AdventureFramework.Interpretation.IInterpretationResult.html)	

Type	Description
ILogic (BP.AdventureFramework.Logic.ILogic.html)	

Type	Description
IRendering (BP.AdventureFramework.Rendering.IRendering.html)	

Type	Description
IFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder.html)	

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

▼

## Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

### Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ 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)

# Namespace BP.AdventureFramework.Logic

## Classes

Filter by title

### Conversations

#### EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

(BP.AdventureFramework.Con)

Represents the result of an end check.

### + BP.AdventureFramework.

### Conversations Instructions

#### Game (BP.AdventureFramework.Logic.Game.html)

(BP.AdventureFramework.Con)

Represents the structure of the game

### + BP.AdventureFramework.

### Extensions

#### Events

(BP.AdventureFramework.Exte

### BP.AdventureFramework

#### ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

Interpretation

Enumeration of exit modes.

(BP.AdventureFramework.Inter

### BP.AdventureFramework

#### GameState (BP.AdventureFramework.Logic.GameState.html)

Logic

Enumeration of game states.

(BP.AdventureFramework.Logi

### Delegates

(BP.AdventureFramework.Logic.Dele

EndCheckResult

(BP.AdventureFramework.Logic.Dele

ExitMode

Represents the callback used for end checks.

(BP.AdventureFramework.Logic.Dele

Game

(BP.AdventureFramework.Logic.Dele

GameCreationCallback

(BP.AdventureFramework.Logic.Dele

Represents the callback used for Game creation.

GameState

(BP.AdventureFramework.Logic.Dele

OverworldCreationCallback

(BP.AdventureFramework.Logic.Dele

PlayerCreationCallback

Represents a callback for Overworld creation.

(BP.AdventureFramework.Logic.Dele

### + BP.AdventureFramework.

#### PlayerCreationCallback

Rendering

#### (BP.AdventureFramework.Logic.PlayerCreationCallback.html)

(BP.AdventureFramework.Renderin

Represents a callback for Player creation.

### + BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

▼

## Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

### Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ 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.

### 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)

Assembly: BP.AdventureFramework.dll

**Conversations.Instructions**

Syntax  
**(BP.AdventureFramework.Conversations.Instructions)**

+ **BP.AdventureFramework.**EndCheck(Game game)

Extensions

Part of **(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

Type **BP.AdventureFramework.**

Interpretation

Game (BP.AdventureFramework.Logic.Game.html)

Name

Description

game

The game to check for end.

Returns

- **BP.AdventureFramework.**

Type **Logic**

(BP.AdventureFramework.Logic)

Description

Returns a result from the check.

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)

# Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

## Conversations

↳ [\(BP.AdventureFramework.Con\)](#)

↳ EndCheckResult

+ **BP.AdventureFramework.**

Inherited Members

## Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **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>)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

- **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Syntax

## (BP.AdventureFramework.Logic)

```
EndCheck  
public class EndCheckResult  
(BP.AdventureFramework.Logic.EndCheckResult)
```

EndCheckResult

```
(BP.AdventureFramework.Logic.EndCheckResult)
```

Game

EndCheckResult(bool, string, string)

GameCreationCallback

Initializes a new instance of the EndCheckResult class.

```
(BP.AdventureFramework.Logic.GameCreationCallback)
```

GameState

```
(BP.AdventureFramework.Logic.GameState)
```

OverworldCreationCallback

```
public EndCheckResult(bool isCompleted, string title, string description)  
(BP.AdventureFramework.Logic.OverworldCreationCallback)
```

PlayerCreationCallback

Para

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

## Rendering

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

*isCompleted*

If the game has ended.

## (BP.AdventureFramework.Rendering)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

*title*

A title to describe the end.

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

*description*

A description of the end.

(BP.AdventureFramework.Rendering)

# Properties

## Description

Get a description of the end.

Declaration

### Conversations

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Property Value

### Conversations.Instructions

(BP.AdventureFramework.Conversation)

Type Description

+ BP.AdventureFramework.

String (https://api.dotnet.com/dotnet/system.string)

### Extensions

(BP.AdventureFramework.Extensions)

HasEnded

+ BP.AdventureFramework.

### Interpretation

Get if the game has come to an end.

(BP.AdventureFramework.Interpretation)

Declaration

- BP.AdventureFramework.

Logic bool HasEnded { get; }

(BP.AdventureFramework.Logic)

Property Value

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

Type Description

EndCheckResult

bool (https://api.dotnet.com/dotnet/system.boolean)

Description

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

NotEnded

(BP.AdventureFramework.Logic.GameNotEnded)

GameCreationCallback

Get a default result for not ended.

(BP.AdventureFramework.Logic.GameCreationCallback)

Declaration

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

property<EndCheckResult> NotEnded { get; }

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

Property Value

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Type Description

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Title

(BP.AdventureFramework.Rendering.FrameBuilders)

(BP.AdventureFramework.Rendering.FrameBuilder)

Get a title to describe the end.

## Declaration

```
public string Title { get; }
```

### Property Value

Type	Description
<b>Conversations</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) ( <b>BP.AdventureFramework.Conversations</b> )	
+ <b>BP.AdventureFramework.</b> <b>Conversations.Instructions</b> ( <b>BP.AdventureFramework.Conversations.Instructions</b> )	
+ <b>BP.AdventureFramework.</b> <b>Extensions</b> ( <b>BP.AdventureFramework.Extensions</b> )	
+ <b>BP.AdventureFramework.</b> <b>Interpretation</b> ( <b>BP.AdventureFramework.Interpretation</b> )	
- <b>BP.AdventureFramework.</b> <b>Logic</b> ( <b>BP.AdventureFramework.Logic</b> )	
EndCheck ( <b>BP.AdventureFramework.Logic.EndCheck</b> )	
EndCheckResult ( <b>BP.AdventureFramework.Logic.EndCheckResult</b> )	
ExitMode ( <b>BP.AdventureFramework.Logic.ExitMode</b> )	
Game ( <b>BP.AdventureFramework.Logic.Game</b> )	
GameCreationCallback ( <b>BP.AdventureFramework.Logic.GameCreationCallback</b> )	
GameState ( <b>BP.AdventureFramework.Logic.GameState</b> )	
OverworldCreationCallback ( <b>BP.AdventureFramework.Logic.OverworldCreationCallback</b> )	
PlayerCreationCallback ( <b>BP.AdventureFramework.Logic.PlayerCreationCallback</b> )	
+ <b>BP.AdventureFramework.</b> <b>Rendering</b> ( <b>BP.AdventureFramework.Rendering</b> )	
+ <b>BP.AdventureFramework.</b> <b>Rendering.FrameBuilders</b> ( <b>BP.AdventureFramework.Rendering.FrameBuilders</b> )	

# Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

**(BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

public enum ExitMode

**Extensions**

+ **BP.AdventureFramework.**

Interpretation

**Fields**

(BP.AdventureFramework.Inter

Name	Description
<b>BP.AdventureFramework.</b>	
<b>Logic</b>	Exit the application.

- **BP.AdventureFramework.**

EndApplication

**(BP.AdventureFramework.Logi**

ReturnToTitleScreen

Return to the title screen.

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**

# Class Game

Represents the structure of the game

Filter by title

Inheritance

## Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#)

↳ Game

+ **BP.AdventureFramework.**

Inherited Members

## Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

## Extensions

↳ [\(BP.AdventureFramework.Extensions\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **BP.AdventureFramework.**

## Interpretation

↳ [\(BP.AdventureFramework.Interpretation\)](#)

NameSpace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BPAdventureFramework.dll

Syntax

## Logic

↳ [\(BP.AdventureFramework.Logic\)](#)

```
public sealed class Game
{
    EndCheck
    (BP.AdventureFramework.Logic.EndCheck)
    EndCheckResult
    (BP.AdventureFramework.Logic.EndCheckResult)
    FixMode
    (BP.AdventureFramework.Logic.FixMode)
```

## Fields

↳ [\(BP.AdventureFramework.Logic.Game\)](#)

GameCreationCallback

GetDefaultErrorPrefix

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

Declaration

(BP.AdventureFramework.Logic.GameDeclaration)

OverworldCreationCallback

```
public const string DefaultErrorPrefix = "Oops"
(BP.AdventureFramework.Logic.OverworldCreationCallback)
```

PlayerCreationCallback

FieldValue

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

## Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

↳ [\(BP.AdventureFramework.Rendering\)](#)

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders

↳ [\(BP.AdventureFramework.Rendering.FrameBuilders\)](#)

Properties

↳ [\(BP.AdventureFramework.Rendering.Properties\)](#)

Description

## ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

### Conversations

Property Value  
**(BP.AdventureFramework.Conversations)**

Type

+ **BP.AdventureFramework.**

IConverser (BP.AdventureFramework.Assets.Characters.IConverser.html)

Description

### Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Author

Extensions

Get (BP.AdventureFramework.Extensions)

- **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

- **BP.AdventureFramework.**

Logic

Type (BP.AdventureFramework.Logic)

string (Microsoft.Karn.microsoft.com/dotnet/api/system.string)

End (BP.AdventureFramework.Logic.End)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

DefaultInterpreter

ExitMode

Get (BP.AdventureFramework.Logic.DefaultInterpreter)

Game

Declaration (BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.DefaultInterpreter.DefaultInterpreter) { get; }

GameState

(BP.AdventureFramework.Logic.GameState)

Property Value (BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

Type (BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

IIInterpreter (BP.AdventureFramework.Interpretation.IIInterpreter.html)

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

Rendering

DefaultSize

(BP.AdventureFramework.Rendering.DefaultSize)

Get the default size.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

```
public static Size DefaultSize { get; }
```

## Property Value

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	

### Conversations

#### (BP.AdventureFramework.Conversations)

## Description

### BP.AdventureFramework.

#### Conversations.Instructions

Get the description.

#### (BP.AdventureFramework.Conversations.Instructions)

Declaration

### + BP.AdventureFramework.

#### Extensions

```
public string Description { get; }
```

#### (BP.AdventureFramework.Extensions)

### + BP.AdventureFramework.

## Property Value

Type	Description
(BP.AdventureFramework.Interpretation)	

#### Interpretation

#### (BP.AdventureFramework.Interpretation)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### - BP.AdventureFramework.

#### Logic

#### (BP.AdventureFramework.Logic)

## DisplayCommandListInSceneFrames

EndCheck

Get if the command list is displayed in scene frames.

EndCheckResult

Declaration

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

```
public bool DisplayCommandListInSceneFrames { get; set; }
```

(BP.AdventureFramework.Logic.ExitMode)

Game

Property Value

GameCreationCallback

#### Type

#### (BP.AdventureFramework.Logic.GameCreationCallback)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Logic.GameCreationCallback)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

### DisplaySize

Get the size of the display area.

### + BP.AdventureFramework.

Declaration

#### Rendering

#### (BP.AdventureFramework.Rendering)

```
public Size DisplaySize { get; }
```

### + BP.AdventureFramework.

## Rendering.FrameBuilders

#### (BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	

## ErrorPrefix

Gets or sets the error prefix.

**Conversations**  
**(BP.AdventureFramework.Conversations)**  
 Declaration

+ **BP.AdventureFramework.**

```
public string ErrorPrefix { get; set; }
```

**Conversations.Instructions**  
**(BP.AdventureFramework.Conversations.Instructions)**

Property Value  
 + **BP.AdventureFramework.**

Type  
**Extensions**  
**(BP.AdventureFramework.Extensions)**

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

+ **BP.AdventureFramework.**

**Interpretation**  
**FrameBuilders**  
**(BP.AdventureFramework.Interpretation.FrameBuilders)**

Gets or sets the collection of frame builders used to render this game.

**BP.AdventureFramework.**  
**Logic**  
 Declaration

**(BP.AdventureFramework.Logic)**

```
public FrameBuilderCollection FrameBuilders { get; set; }
```

**(BP.AdventureFramework.Logic.EndCheck)**

**EndCheckResult**

Property Value  
 (BP.AdventureFramework.Logic.EndCheckResult)

Type  
**ExitMode**

**(BP.AdventureFramework.Logic.ExitMode)**  
**FrameBuilderCollection**

**(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)**  
 (BP.AdventureFramework.Logic.Game)

**GameCreationCallback**

**(BP.AdventureFramework.Logic.GameCreationCallback)**

**Introduction**

**(BP.AdventureFramework.Logic.GameIntroduction)**

Get the introduction.

**OverworldCreationCallback**

**(BP.AdventureFramework.Logic.OverworldCreationCallback)**

Declaration  
 PlayerCreationCallback

**(BP.AdventureFramework.Logic.PlayerCreationCallback)**

```
public string Introduction { get; }
```

+ **BP.AdventureFramework.**

**Rendering**

Property Value  
 Type

**(BP.AdventureFramework.Rendering)**

+ **BP.AdventureFramework.**

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Rendering.FrameBuilders)**

**(BP.AdventureFramework.Rendering.FrameBuilders)**

## IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

### Conversations

Property Value  
**(BP.AdventureFramework.Conversations)**

Type

+ **BP.AdventureFramework.**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

### Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Name

Extensions

Get **(BP.AdventureFramework.Extensions)**

Deserialization

BP.AdventureFramework.

Interpretation

public string Name { get; }

- **BP.AdventureFramework.**

Property Value

**Logic**

Type **(BP.AdventureFramework.Logic)**

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Logic.EndCheckResult)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Get the overworld.

Game

Declaration  
**(BP.AdventureFramework.Logic.Game)**

GameCreationCallback

**p(BP.AdventureFramework.OverworldLogic.Game) { get; }**

GameState

(BP.AdventureFramework.Logic.GameState)

Property Value  
**OverworldCreationCallback**

Type **(BP.AdventureFramework.Logic.OverworldCreationCallback)**

Description

PlayerCreationCallback  
Overworld ([BP.AdventureFramework.Assets.Locations.Overworld.html](#))

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

Rendering

Player

(BP.AdventureFramework.Rendering.Player)

Get the player.

+ **BP.AdventureFramework.**

Declaration  
**(BP.AdventureFramework.Rendering.FrameBuilders)**

(BP.AdventureFramework.Rendering.FrameBuilders)

```
public PlayableCharacter Player { get; }
```

## Property Value

Type	Description
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)	

### Conversations

(BP.AdventureFramework.Conversations)

## SceneMapKeyFramework.

### Conversations.Instructions

Get or set the type of key to use on the scene map.

(BP.AdventureFramework.Conversations.Instructions)

Declaration

+ BP.AdventureFramework.

### Extensions

```
public KeyType SceneMapKeyType { get; set; }
```

(BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

### Property Value

Type	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	

- BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logic)

## Methods

(BP.AdventureFramework.Logic.EndCheckResult)

EndCheckResult

Create(string string, string OverworldCreationCallback, PlayerCreationCallback,

EndCheck, EndCheck)

(BP.AdventureFramework.Logic.ExGame)

Create a new callback for generating instances of a game.

Game

Declaration

GameCreationCallback

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)
```

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Parameters

PlayerCreationCallback

Type	Name	Description
(BP.AdventureFramework.Logic.PlayerCreationCallback)	name	The name of the game.
string		
(https://learn.microsoft.com/dotnet/api/system.string)		
(BP.AdventureFramework.Rendering.Introduction)	introduction	An introduction to the game.
string		
(https://learn.microsoft.com/dotnet/api/system.string)		
(BP.AdventureFramework.Rendering.Description)	description	A description of the game.
string		
(https://learn.microsoft.com/dotnet/api/system.string)		

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
<b>Conversations</b> <b>(BP.AdventureFramework.Conversations.EndCheck.html)</b>	<i>completionCondition</i>	The callback used to check game completion.
<b>Conversations.Instructions</b> <b>(BP.AdventureFramework.Conversations.Instructions.EndCheck.html)</b>	<i>gameOverCondition</i>	The callback used to check game over.

## + BP.AdventureFramework.

Returns

### Extensions

Type	Description
GameCreationCallback + BP.AdventureFramework. Interpretation (BP.AdventureFramework.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

## - BP.AdventureFramework.

### Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, Size, FrameBuilderCollection, ExitMode, string, Interpreter)

(BP.AdventureFramework.Logic.EndCheckResult)  
Create a new callback for generating instances of a game.

Declaration

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, GameCreationCallbackCollection frameBuilders, ExitMode exitMode, string errorPrefix, IInterpreter interpreter)
    (BP.AdventureFramework.Logic.GameState)
    (BP.AdventureFramework.Logic.GameState)
    (BP.AdventureFramework.Logic.Parameters)
    OverworldCreationCallback
```

Type	Name	Description
PlayerCreationCallback string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	The name of the game.
introduction string (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
description string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Rendering.FrameBuilders)

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
<b>Conversations</b> <b>(BP.AdventureFramework.Conversations)</b> (BP.AdventureFramework.Logic.EndCheck.html)	<i>completionCondition</i>	The callback used to check game completion.
<b>Conversations.Instructions</b> <b>(BP.AdventureFramework.Conversations.Instructions)</b> (BP.AdventureFramework.Logic.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.
<b>Assets</b> <b>(BP.AdventureFramework.Conversations.Instructions.Assets.Size.html)</b>	<i>displaySize</i>	The display size.
<b>Extensions</b> FrameBuilderCollection <b>(BP.AdventureFramework.Extensions)</b> (BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
<b>Interpretation</b> <b>(BP.AdventureFramework.Interpretation.ExitMode.html)</b>	<i>exitMode</i>	The exit mode.
<b>String</b> <b>(https://learn.microsoft.com/dotnet/api/system.string)</b>	<i>errorPrefix</i>	A prefix to use when displaying errors.
<b>Logic</b> <b>(BP.AdventureFramework.Logic.IInterpreter)</b> (BP.AdventureFramework.Logic.EndCheck.html)	<i>interpreter</i>	The interpreter.

Type	Description
ExitMode (BP_AdventureFramework.Logic.ExitMode)	
GameCreationCallback (BP_AdventureFramework.Logic.GameCreationCallback)	A new GameCreationHelper that will create a GameCreator with the parameters specified.
GameCreationCallback (BP_AdventureFramework.Logic.GameCreationCallback)	

## DisplayAbout()

Display the scenario

Display the about frame.  
PlayerCreationCallback

## Declaration

+ **BP.AdventureFramework**  
public void DisplayAbout()

## Rendering

(BP.AdventureFramework.Ren

## DisplayHelp()

[Rendering.FrameBuilders](#)

(B) Adventure Framework.Ren

Declaration

```
public void DisplayHelp()
```

## DisplayMap()

### Conversations

Display the map frame.

(**BP.AdventureFramework.Conversation**)

Declaration

+ **BP.AdventureFramework.**

### Conversations.Instructions

```
public void DisplayMap()
```

(**BP.AdventureFramework.Conversation.Instruction**)

+ **BP.AdventureFramework.**

### Extensions

## DisplayTransition(string, string)

(**BP.AdventureFramework.Extensions**)

Display a transition frame.

+ **BP.AdventureFramework.**

Declaration

### Interpretation

(**BP.AdventureFramework.Interpreter**)

```
public void DisplayTransition(string title, string message)
```

- **BP.AdventureFramework.**

### Logic

Parameters

(**BP.AdventureFramework.Logic**)

Type

EndCheck

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Logic.EndCheckResult**)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Logic.EndCheckResult**)

ExitMode

(**BP.AdventureFramework.Logic.ExitMode**)

## Execute(GameCreationCallback)

(**BP.AdventureFramework.Logic.GameCreationCallback**)

Execute a game.

GameCreationCallback

(**BP.AdventureFramework.Logic.GameCreationCallback**)

Declaration

GameState

(**BP.AdventureFramework.Logic.GameCreationCallback**)

```
public static void Execute(GameCreationCallback creator)
```

OverworldCreationCallback

(**BP.AdventureFramework.Logic.OverworldCreationCallback**)

PlayersCreationCallback

(**BP.AdventureFramework.Logic.PlayersCreationCallback**)

Type

(**BP.AdventureFramework.Logic.Player**)

+ **BP.AdventureFramework.**

### Rendering

(**BP.AdventureFramework.Logic.GameCreationCallback.html**)

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

## FindInteractionTarget(string)

(**BP.AdventureFramework.Rendering**)

Name	Description
<i>title</i>	The title.
<i>message</i>	The message.

(**BP.AdventureFramework.Renderer**)

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```



Parameters

Conversations	Type	Name	Description
(BP.AdventureFramework.Conversations)	string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	name	The targets name.

+ BP.AdventureFramework.

Conversations.Instructions

>Returns	Type	Description
(BP.AdventureFramework.Conversations.Instructions)	IInteractWithItem	The first IInteractWithItem object which has a name that matches the name parameter.

+ BP.AdventureFramework.

Interpretation

GetAllPlayerVisibleExaminables()

GetAllPlayerVisibleExaminables()

BP.AdventureFramework.

Logic

Declaration

(BP.AdventureFramework.Logic)

```
public IExaminable[] GetAllPlayerVisibleExaminables()
```

(BP.AdventureFramework.Logic.EndCheck)

Returns

(BP.AdventureFramework.Logic.EndCheckResult)

Type

ExitMode

Type	Description
(BP.AdventureFramework.Logic.ExitMode)	An array of all examinables that are currently visible to the player.

IExaminable

Game

(BP.AdventureFramework.Assets.IExaminable.html)

(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)

# 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

**(BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

**Extensions**

**(BP.AdventureFramework.Exte**

Returns

+ **BP.AdventureFramework.**

**Type**

**Interpretation**

**(BP.AdventureFramework.Inter**

Game (BP.AdventureFramework.Logic.Game.html)

**Description**

A game created by the callback.

- **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

# Enum GameState

Enumeration of game states.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

## Conversations

Assembly: BP.AdventureFramework.dll

### (BP.AdventureFramework.Conversations)

Syntax

#### + BP.AdventureFramework.

##### Conversations

public enum GameState

(BP.AdventureFramework.Conversations)

#### + BP.AdventureFramework.

##### Extensions

## Fields

(BP.AdventureFramework.Extensions)

#### + BP.AdventureFramework.

##### Name

##### Description

##### Interpretation

Active.

Active

(BP.AdventureFramework.Interpretation)

##### Finished

Finished.

#### - BP.AdventureFramework.

##### Logic

Not started.

(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)



# 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

**(BP.AdventureFramework.Con**

Syntax

+ **BP.AdventureFramework.**

public delegate PlayableCharacter PlayerCreationCallback()

**Extensions**

**(BP.AdventureFramework.Exte**

Returns

+ **BP.AdventureFramework.**

Type

Description

**Interpretation**

**(BP.AdventureFramework.Inter**

PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)

A generated Player.

- **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

EndCheck

**(BP.AdventureFramework.Logic.**

EndCheckResult

**(BP.AdventureFramework.Logic.**

ExitMode

**(BP.AdventureFramework.Logic.**

Game

**(BP.AdventureFramework.Logic.**

GameCreationCallback

**(BP.AdventureFramework.Logic.**

GameState

**(BP.AdventureFramework.Logic.**

OverworldCreationCallback

**(BP.AdventureFramework.Logic.**

PlayerCreationCallback

**(BP.AdventureFramework.Logic.**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

# Namespace BP.AdventureFramework. Rendering

▼ Filter by title

## Enums

(BP.AdventureFramework.ComplexType)

+ BP.AdventureFramework.

**KeyType** (BP.AdventureFramework.Rendering.KeyType.html)

(BP.AdventureFramework.ComplexType)

+ BP.AdventureFramework.

**RegionMapMode** (BP.AdventureFramework.Rendering.RegionMapMode.html)

(BP.AdventureFramework.ComplexType)

+ BP.AdventureFramework.

**Extensions**

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

**Interpretation**

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

**Logic**

(BP.AdventureFramework.Logic)

- BP.AdventureFramework.

**Rendering**

(BP.AdventureFramework.Rendering)

KeyType

(BP.AdventureFramework.Rendering.KeyType)

RegionMapMode

(BP.AdventureFramework.Rendering.RegionMapMode)

+ BP.AdventureFramework.

**Rendering.FrameBuilders**

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

**Rendering.FrameBuilders.**

**Color**

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

# Enum KeyType

Enumeration of key types.

 Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html)

**+ BP.AdventureFramework.**

**Assembly:** BP.AdventureFramework.dll

**Commands**

Syntax

**(BP.AdventureFramework.Com**

**+ BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Con**

**+ BP.AdventureFramework.**

**Fields**

**Conversations.Instructions**

**(BP.AdventureFramework.Con**

Name

Description

**+ BP.AdventureFramework.**

Dynamic

Dynamic key, only show relevant key items.

**Extensions**

Full

Full key

**(BP.AdventureFramework.Exte**

None

No key.

**+ BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Inter**

**+ BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

**- BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Ren**

KeyType

**(BP.AdventureFramework.Renderin**

RegionMapMode

**(BP.AdventureFramework.Renderin**

**+ BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Ren**

**+ BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

**(BP.AdventureFramework.Ren**

**+ BP.AdventureFramework.**

# Enum RegionMapMode

Enumeration of region map modes.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html)

+ **BP.AdventureFramework.**

**Assembly:** BP.AdventureFramework.dll

**Commands**

Syntax

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Fields Conversations.Instructions

(BP.AdventureFramework.Con

Name

Description

+ **BP.AdventureFramework.**

Detailed Shows rooms at a detailed level.

Extensions

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

(BP.AdventureFramework.Exte

Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

- **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

KeyType

(BP.AdventureFramework.Renderin

RegionMapMode

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

# Namespace BP.AdventureFramework.Rendering.FrameBuilders

▼ Filter by title

## Classes

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

Provides a collection of all of the frame builders required to run a game.

+ BP.AdventureFramework.

Interpretation

FrameBuilderCollectionsInter

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections.html)

} BP.AdventureFramework.

Logic

Provides a container from frame builder collections.

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)

(BP.AdventureFramework.Render

Provides a class for building strings as part of a grid.

- BP.AdventureFramework.

InterfacesFrameBuilders

(BP.AdventureFramework.Render

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

Represents any object that can build about frames.

(BP.AdventureFramework.Render

GridStringBuilder

(BP.AdventureFramework.Render

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(BP.AdventureFramework.Render

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(BP.AdventureFramework.Render

ICompletionFrameBuilder

Represents any object that can build completion frames.

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(BP.AdventureFramework.Render

IConversationFrameBuilder

Represents any object that can build conversation frames.

(BP.AdventureFramework.Render

IHelpFrameBuilder

(BP.AdventureFramework.Render

IHelpFrameBuilder

Represents any object that can build help frames.

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

Represents any object that can build region maps.

(BP.AdventureFramework.Render

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

)

IRoomMapBuilder

Represents any object that can build room maps.

(BP.AdventureFramework.Render

## 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.

## + BP.AdventureFramework.

### Extensions

## IRoomMapFrameBuilder

([BP.AdventureFramework.Extensions.Rendering.FrameBuilders.IRoomMapFrameBuilder.html](#))

## BP.AdventureFramework.

Represents any object that can build region map frames.

### Interpretation

([BP.AdventureFramework.Interpretation.html](#))

## IRoomMapBuilder

([BP.AdventureFramework.Routing.html](#))

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

### Logic

Represents any object that can build room maps.

([BP.AdventureFramework.Logic.html](#))

## + BP.AdventureFramework.

## ISceneFrameBuilder

Rendering

([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

([BP.AdventureFramework.Rendering.html](#))

Represents any object that can build scene frames.

## - BP.AdventureFramework.

### Rendering.FrameBuilders

## ITitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

### FrameBuilderCollection

Represents any object that can build title frames.

([BP.AdventureFramework.Renderer.html](#))

### FrameBuilderCollections

([BP.AdventureFramework.Renderer.html](#))

## ITransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

Represents any object that can build transition frames.

### IAboutFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

### ICompletionFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

### IConversationFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

### IGameOverFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

### IHelpFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

### IRoomMapBuilder

([BP.AdventureFramework.Renderer.html](#))

### IRoomMapFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

### IRoomMapBuilder

([BP.AdventureFramework.Renderer.html](#))

# Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

 Filter by title

## Inheritance

→ **BPAdventureFramework.Extensions**  
object (<https://learn.microsoft.com/doc>)  
    → FrameBuilderCollection  
**(BPAdventureFramework.Extensions)**  
Inherited Members

**+ BPAdventureFramework**  
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)))  
**Interpretation**  
**(BPAdventureFramework) Work**  
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)))  
**+ BPAdventureFramework**  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
**Logic**  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
**(BPAdventureFramework) Work / Logic**  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
**+ BPAdventureFramework**  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**Rendering**  
Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html))

Assembly: BPAdventureFramework.dll

- BP.A  
Gutter

# Syntax **Rendering.FrameBuilders**

```
(BP.AdventureFramework.Renderer  
public class FrameBuilderCollection  
    FrameBuilderCollection  
(BP.AdventureFramework.Renderer  
FrameBuilderCollections  
Constructors
```

# Constructors

**FrameBuilderCollection(TitleFrameBuilder, RegionMapFrameBuilder, GameOverFrameBuilder, ConversationFrameBuilder)**  
GridStringBuilder  
(BP.AdventureFramework.Renderer)  
AboutFrameBuilder  
JP.AdventureFramework.Renderer  
CompletionFrameBuilder

**|ConversationFrameBuilder|**  
Initializes a new instance of the FrameBuilderCollection class.

**DeclarationOverFrameBuilder**  
(BP.AdventureFramework.Renderir

```
public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneFrameBuild  
e(AdventureFramework.Renderer)er, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuild  
rIRegionMapBuilder, ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu  
i(AdventureFramework.Renderer)lder, IAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBu  
iRegionMapFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)
```

**Parameters**  
IRoomMapBuilder  
(BP.AdventureFramework.Renderir)

Type	Name	Description
ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ <b>BP.AdventureFramework.Extensions</b> <b>(BP.AdventureFramework.Extensions)</b> IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ <b>BP.AdventureFramework.Interpretation</b> <b>(BP.AdventureFramework.Interpretation)</b> IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ <b>BP.AdventureFramework.Logic</b> <b>(BP.AdventureFramework.Logic)</b> ICompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ <b>BP.AdventureFramework.Rendering</b> <b>(BP.AdventureFramework.Rendering)</b> IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IGameOverFrameBuilder.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
- <b>BP.AdventureFramework.Rendering.FrameBuilders</b> <b>(BP.AdventureFramework.Rendering.FrameBuilders)</b> IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilder.html)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
ITransitionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITransitionFrameBuilder.html) IFrameBuilderCollection (BP.AdventureFramework.Rendering.FrameBuilders .IFrameBuilderCollection)	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
IConversationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IConversationFrameBuilder.html)	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

## Properties

### AboutFrameBuilder

Get the [AboutFrameBuilder](#) for about frames.

Declaration  
IRegionMapBuilder

```
(BP.AdventureFramework.Renderer
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

(BP.AdventureFramework.Renderer

IRoomMapBuilder

(BP.AdventureFramework.Renderer

ICoordinatesBuilder

(BP.AdventureFramework.Renderer

ICoordinatesBuilder

Type	Description
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

## CompletionFrameBuilder

+ **BP.AdventureFramework.**Get the builder to use for completion frames.

### Extensions

Declaration

**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**Builder CompletionFrameBuilder { get; }

### Interpretation

**(BP.AdventureFramework.Inter**

Property Value

+ **BP.AdventureFramework.**

### Logic

ICompletionFrameBuilder

**(BP.AdventureFramework.Logi**

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

+ **BP.AdventureFramework.**

### Rendering

**ConversationFrameBuilder**

Get the builder to use for conversation frames.

### Rendering.FrameBuilders

Declaration

**(BP.AdventureFramework.Ren**

FrameBuilderCollection<ConversationFrameBuilder> ConversationFrameBuilder { get; }

(BP.AdventureFramework.Renderir

### FrameBuilderCollections

Property Value

(BP.AdventureFramework.Renderir

Type GridStringBuilder

**(BP.AdventureFramework.Renderir**

IConversationFrameBuilder

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(BP.AdventureFramework.Renderir

### ICompletionFrameBuilder

(BP.AdventureFramework.Renderir

Get the builder to use for game over frames.

**GameOverFrameBuilder**

(BP.AdventureFramework.Renderir

Declaration

IHelpFrameBuilder

(BP.AdventureFramework.Renderir

public TGameOverFrameBuilder GameOverFrameBuilder { get; }

IRoomMapBuilder

(BP.AdventureFramework.Renderir

Type RegionMapFrameBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

ICenterRegionBuilder

(BP.AdventureFramework.Renderir

ICenterRegionBuilder

(BP.AdventureFramework.Renderir





# Class FrameBuilderCollections

Provides a container from frame builder collections.

 Filter by title

## Inheritance

+ **BPAdventureFramework.Extensions**  
object (<https://learn.microsoft.com/doc>)  
+ FrameBuilderCollections  
(**BPAdventureFramework.Extensions**)  
Inherited Members

**+ BPAdventureFramework**  
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)))  
**Interpretation**  
**(BPAdventureFramework) Work**  
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)))  
**+ BPAdventureFramework**  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
**Logic**  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
**(BPAdventureFramework) Work / Logic**  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
**+ BPAdventureFramework**  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## **Rendering**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering  
(BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html))

# Assembly: BP.AdventureFramework.dll

## - **BP.AdventureFramework.**

### Syntax

## **Rendering.FrameBuilders**

```
(BP.AdventureFramework.Renderer  
public static class FrameBuilderCollections  
    FrameBuilderCollection  
(BP.AdventureFramework.Renderer  
FrameBuilderCollections  
(BP.AdventureFramework.Renderer
```

# Properties

(BP.AdventureFramework.Renderer.IAboutFrameBuilder

**Default** AdventureFramework.Renderer  
ICompletionFrameBuilder

# Get the default frame builder collection.

**IConversationFrameBuilder**  
**Declaration**

```
IGameOverFrameBuilder  
public static FrameBuilderCo  
(BP.AdventureFramework.Renderin
```

IHelpFrameBuilder  
Properties(Beta) AdventureFramework.Renderer

## **IRegionMapBuilder**

Type (BP.AdventureFramework.Renderer)  
FrameBuilderCollectionBuilder

(BP) Adventure Framework Reader  
IRoomManBuilder

## WCFServiceBus

Type	Description
IRoomMapBuilder (BP.AdventureFramework.Renderer)	
FrameBuilderMapBuilder (BP.AdventureFramework.Renderer)	
IRoomMapBuilder (BP.AdventureFramework.Renderer)	



- + **BP.AdventureFramework.Extensions**  
**(BP.AdventureFramework.Exte**
  - + **BP.AdventureFramework.Interpretation**  
**(BP.AdventureFramework.Inte**
  - + **BP.AdventureFramework.Logic**  
**(BP.AdventureFramework.Logi**
  - + **BP.AdventureFramework.Rendering**  
**(BP.AdventureFramework.Rende**
  - **BP.AdventureFramework.Rendering.FrameBuilders**  
**(BP.AdventureFramework.Rende**
    - FrameBuilderCollection  
(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
    - IRegionMapViewBuilder  
(BP.AdventureFramework.Renderir
    - IRoomMapBuilder  
(BP.AdventureFramework.Renderir
    - IRoomMapViewBuilder  
(BP.AdventureFramework.Renderir







```
public void DrawBoundary(AnsiColor color)
```

## Parameters

Type		Name	Description
AnsiColor		<i>color</i>	The color to draw the boundary.
+ <b>BPAdventureFramework</b>	(BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm)		
i) <b>Extensions</b>			

(BP.AdventureFramework.Exte

**DrawCentredText**(string, int, int, AnsiColor, out int, out int)

## Interpretation

**Interpretation**  
Draw a wrapped string

(BP:AdventureFramework.Intel)

## Declaration

+ BP.AventureFramework.

Logic  
publ.

```
public void DrawCentralised(string value, int startY, int maxWidth, ConsoleColor color, out int endX, out int endY)
```

## + BP.AdventureFramework.

# Part 1: Rendering

(BP.AdventureFramework.RendererType		Name	Description
- <b>BPAdventureFramework</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )		value	The string.
<b>Rendering.FrameBuilders</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )		startY	The start y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP.AdventureFramework.Renderer		maxWidth	The max width of the string.
AnsiColor (BP.AdventureFramework.Renderer (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l) GridStringBuilder (BP.AdventureFramework.Renderer int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )		color	The color to draw the text.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP.AdventureFramework.Renderer int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) ICompletionFrameBuilder		endX	The end x position.
		endY	The end y position.

(BP.AdventureFramework.Renderir

#### IConversationFrameBuilder

**DraHorizontalDivider**(int AnsiColor)

## IGameOverFrameBuilder

Draw a horizontal divider.

## (BP.AventureFramework.Renderer)

## Declaration

## (BP.AdventureFramework.Renderir

## IRegionMapBuilder

```
public void DrawHorizontalDiv(BPAdventureFramework Renderir
```

**IRegionMapFrameBuilder**

## IRegionMapFrameBuilder

# Better Adventure Framework: Rendering

## IRoom

(BP.AdventureFramework.Renderir

5 - 1 - 2 - 3 -

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position of the divider.
AnsiColor ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm</a> )	color	The color to draw the boundary.

+ BP.AdventureFramework.

**DrawUnderline(int, int, int, AnsiColor)**

## **(BP.AdventureFramework.Exte**

## + BP Adventure Framework.

## Declaration Interpretation

(BP\_AdventureFramework)

## public void DrawLine(TheLine)

+ BP.AdventureFramework.

## Parameters

Type	Name	Description
+ <b>BP.AdventureFramework.LogRendering</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The position of the underline, in x.
- <b>BP.AdventureFramework.Rendering.FrameBuilders</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The position of the underline, in y.
- <b>BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</b> ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a> )	length	The length of the underline.
- <b>BP.AdventureFramework.Rendering.FrameBuilders.Collections</b>	color	The color of the underline.

**DrawWrapped(string, int, int, int, AnsiColor, out int, out int)**

## **1. AboutFrameBuilder**

## AboutFrameBuilder

### Draw a wrapped string.

(BP.AdventureFramework.Renderer

## DeclarationFrameBuilder

(BP.AdventureFramework.Renderir

#### -IConversationFrameBuilder

```
public void DrawFapped(string (RPGAdventureFramework.Renderer
```

**IGameOverFrameBuilder**

## IGameOverFrameBuilder

(BP.AdventureFramework.RendererParameters)

## Parameters

---

Type (BP.AdventureFramework.Renderir

**IRegionMapBuilder**

```
string (https://learn.microsoft.com/dotnet/)
```

BRAdventureFramework.Renderer

int (https://learn.microsoft.com/dotnet/au

## (BP.AdventureFramework.Renderir

int (https://learn.microsoft.com/dotnet/au

Type	Name	Description
IRegionMapBuilder string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (BP.AdventureFramework.Renderir)	value	The string.
IRegionMapFrameBuilder int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP.AdventureFramework.Renderir)	startX	The start x position.
IRegionMapBuilder int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP.AdventureFramework.Renderir)	startY	The start y position.
(BP.AdventureFramework.Renderir		



```
public char GetCharacter(int x, int y)
```

## Parameters

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The x position of the character.
+ int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position of the character.

## Extensions

## Refactoring the Adventure Framework

Type	BP.AdventureFramework	Description
Interpretation	char ( <a href="https://msdn.microsoft.com/dotnet/api/system.char">https://msdn.microsoft.com/dotnet/api/system.char</a> )	The character.
(BP.AdventureFramework Interpretation)		

± BPAdventureFramework-

**GetNumberOfLines(string, int, int, int)**

(BP.AdventureFramework.Log)  
Get the number of lines a string will take up.

→ BPAdventureFramework.

## Declaration

## Rendering

## (BP\_AdventureFramework.Renderer)

#### - BP.AdventureFramework.

## Parameterized Rendering.FrameBuilders

Type		Name	Description
FrameBuilderCollection<string> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	(BP.AdventureFramework.Renderer)	value	The string.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	(BP.AdventureFramework.Renderer)	startX	The start x position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	(BP.AdventureFramework.Renderer)	startY	The start y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	(BP.AdventureFramework.Renderer)	maxWidth	The max width of the string.

(PRAdventureFramework.Renderer)

## >Returns

Type	Description
ICompletionFrameBuilder (BP.AdventureFramework.Renderir int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP.AdventureFramework.Renderir	The number of lines the string will take up.

(BT:AdventureFramework.Renderer)  
IGameObjectFrameBuilder

## IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

## Resize(SIZE) Help Page Builder

(BP.AdventureFramework.Renderer)

## IRRegionMapBuilder

#### DeclarationAdventureFramework.Renderir

**IRegionMapFrameBuilder**

RegionenmapptameBuilder  
(RAAdventureFramework.Renderer)

```
public void Resize(Size displaySize)
```

## IRoomMapBuilder

(BP.AdventureFramework.Renderer

## Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	<i>displaySize</i>	The new size.

**SetCell(int, int, char, AnsiColor)**

+ BP\_AdventureFramework.  
Selected

## Extensions

**(BP.AdventureFramework.Exte**

+ **BRIAdventureFramework**.x, int y, char character, AnsiColor color)

## Interpretation

(BPAdventureFramework.Interface)

Name	Description
x	The x position of the cell.
y	The y position of the cell.
character	The character.
color	The color of the character.

```
FrameBuilderCollection  
(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
```



# 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.**  
Assembly: BP.AdventureFramework.dll  
**Extensions**

External Syntax

## Syntax

+ **public interface CompletionFrameBuilder**

## Interpretation

## (BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

# Methods

(BP.AdventureFramework.Logi

**Build(string restring, int kint)**

## Rendering

**Rendering**  
Build a frame.  


(B.P.Adv)

# Declaration PR Adventure Framework

BP.AdventureFramework

## Rendering FrameBuilders

#### (B) Inventor Name

## FrameBuilderCollection Parameters

Type	Name	Description
(BP.AdventureFramework.RenderirFrameBuilderCollections		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	message	The message to display to the user.
GridStringBuilder		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	reason	The reason the game ended.
AboutFrameBuilder		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	width	The width of the frame.
(BP.AdventureFramework.RenderirCompletionFrameBuilder		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	height	The height of the frame.

(BF:Adventure-Framework.NET)

Type	Description
(BP.AdventureFramework.Rendering.IFrame:BP.AdventureFramework.Rendering.IFrame.html)	

## IHelpFrameBuilder

(BP.AdventureFrame)

## **IRegionMapBuilder**

(BP.AdventureFramework.

## **IRegionMapFrameBuilder**

(BP.AdventureFramework)

## IRoomMapBuilder

# 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.**

**Assembly:** BP.AdventureFramework.dll  
**Extensions**

Syntax  
**(BP.AdventureFramework.Exte**

**+ BP.AdventureFramework.IConversationFrameBuilder**

**Interpretation**

**(BP.AdventureFramework.Inter**

**+ BP.AdventureFramework.**

**Logon**

**(BP.AdventureFramework.Logi**

**Build(string title, IConverser converser, CommandHelp[], int width, int height)**

**Rendering**

Build a frame.

**(BP.AdventureFramework.Render**

Declaration

**- BP.AdventureFramework.**

**Rendering.FrameBuilders**

Iframe Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

**(BP.AdventureFramework.Render**

FrameBuilderCollection

**(BP.AdventureFramework.Render**

Parameters

FrameBuilderCollections

**Type** (BP.AdventureFramework.Render

**Name**

**Description**

<b>Type</b> string		<b>Name</b> title	<b>Description</b> The title to display to the user.
GridStringBuilder			
(BP.AdventureFramework.Render			
(https://learn.microsoft.com/dotnet/api/system.string)			
IAboutFrameBuilder			
IConverser		converser	The converser.
(BP.AdventureFramework.Render			
(BP.AdventureFramework.Assets.Characters.IConverser			
.html			
(BP.AdventureFramework.Render			
IConversationFrameBuilder		contextualCommands	The contextual commands to display.
CommandHelp			
(BP.AdventureFramework.Render			
(BP.AdventureFramework.Interpretation.CommandHelp.			
html			
GameOverFrameBuilder			
(BP.AdventureFramework.Render			
ILHelpFrameBuilder			
int		width	The width of the frame.
(https://learn.microsoft.com/dotnet/api/system.int32)			
IRRegionMapFrameBuilder		height	The height of the frame.
int			
(https://learn.microsoft.com/dotnet/api/system.int32)			
(BP.AdventureFramework.Render			

Returns IRegionMapFrameBuilder

**(BP.AdventureFramework.Render**

IRoomMapBuilder

**(BP.AdventureFramework.Render**

ICardBuilder

ICardBuilder

ICardBuilder

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

▼

- + **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...)

FrameBuilderCollection  
(BP.AdventureFramework.Renderin...)  
FrameBuilderCollections  
(BP.AdventureFramework.Renderin...)  
GridStringBuilder  
(BP.AdventureFramework.Renderin...)  
IAboutFrameBuilder  
(BP.AdventureFramework.Renderin...)  
ICompletionFrameBuilder  
(BP.AdventureFramework.Renderin...)  
IConversationFrameBuilder  
(BP.AdventureFramework.Renderin...)  
IGameOverFrameBuilder  
(BP.AdventureFramework.Renderin...)  
IHelpFrameBuilder  
(BP.AdventureFramework.Renderin...)  
IRegionMapBuilder  
(BP.AdventureFramework.Renderin...)  
IRegionMapFrameBuilder  
(BP.AdventureFramework.Renderin...)  
IRoomMapBuilder  
(BP.AdventureFramework.Renderin...)



# 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.**  
Assembly: BP.AdventureFramework.dll

## External Syntax

## Syntax

+ **AdventureFramework**  
public interface FrameBuilder

## **Interpretation**

(BP.AdventureFramework.Intel)

+ BP.AdventureFramework.

# Methodology

## (BP.AdventureFramework.Logi

**BBD**(string, string, CommandHelp[], int, int)

## - Rendering

**Build a frame.**  
**(RR Adventure Framework Repo)**

(BP.ADV)

## Declaration BB Adventure Framework

BP.AdventureFramework.

## Rendering FrameBuilders

## DATA MIGRATION FRAMEWORK

## FrameBuilderCollection

## Parameters (BP\_AdventureFramework)

Type	Description
FrameBuilderCollections	
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>
CommandHelp (BP.AdventureFramework.Renderer.ICompletionFrameBuilder)	<i>commandHelp</i>
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>
IGameOverFrameBuilder	
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>
IHelpFrameBuilder	

## (BP.AdventureFramework.Renderer) IRegionMapBuilder

Type	Description
IRegionMapFrameBuilder	(BP.AdventureFramework.Renderir)
IFrame	(BP.AdventureFramework.Rendering.Frames.IFrame.html)
IRoomMapBuilder	(BP.AdventureFramework.Renderir)



- + **BP.AdventureFramework.Extensions**  
**(BP.AdventureFramework.Exte**
  - + **BP.AdventureFramework.Interpretation**  
**(BP.AdventureFramework.Inte**
  - + **BP.AdventureFramework.Logic**  
**(BP.AdventureFramework.Logi**
  - + **BP.AdventureFramework.Rendering**  
**(BP.AdventureFramework.Rende**
  - **BP.AdventureFramework.Rendering.FrameBuilders**  
**(BP.AdventureFramework.Rende**
    - FrameBuilderCollection  
(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
    - IRoomMapBuilder  
(BP.AdventureFramework.Renderir
    - IRoomMapFrameBuilder  
(BP.AdventureFramework.Renderir
    - IRoomMapFrameBuilder  
(BP.AdventureFramework.Renderir
    - IRoomMapFrameBuilder  
(BP.AdventureFramework.Renderir

# 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.**

Assembly: BP.AdventureFramework.dll  
Extensions

Syntax  
**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.IRegionMapBuilder**

**Interpretation**

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Methods**

**(BP.AdventureFramework.Logi**

**BuildRegionMap(GridStringBuilder, Region, int, int, int, int)**

**Rendering**

Build a map of a region.

**(BP.AdventureFramework.Render**

Declaration

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

```
void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int width, int height)
```

FrameBuilderCollection

**(BP.AdventureFramework.Renderin**

Parameters

FrameBuilderCollections

Type **(BP.AdventureFramework.Renderin**

Name

Description

GridStringBuilder

gridStringBuilder

The string builder to use.

**(BP.AdventureFramework.Renderin**

rs.GridStringBuilder)

**(BP.AdventureFramework.Renderin**

rs.RegionCompletionFrameBuilder)

region

The region.

**(BP.AdventureFramework.Renderin**

ns.LocationAssets.AssetLocations.Region

**(BP.AdventureFramework.Renderin**

n.html)

**(BP.AdventureFramework.Renderin**

2) **(BP.AdventureFramework.Renderin**

x

The x position to start building at.

**(BP.AdventureFramework.Renderin**

2) **(BP.AdventureFramework.Renderin**

y

The y position to start building at.

**(BP.AdventureFramework.Renderin**

2) **(BP.AdventureFramework.Renderin**

maxWidth

The maximum horizontal space available in which to build the map.

**(BP.AdventureFramework.Renderin**

2) **(BP.AdventureFramework.Renderin**

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

- + **BP.AdventureFramework.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.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)**
  - IRRegionMapFrameBuilder  
**(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)**
  - IRoomMapBuilder  
**(BP.AdventureFramework.Rendering.IRoomMapBuilder)**
  - IRRegionMapFrameBuilder  
**(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)**
  - IRoomMapBuilder  
**(BP.AdventureFramework.Rendering.IRoomMapBuilder)**



# 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.**  
Assembly: BP.AdventureFramework.dll

## Extensions

### Syntax

(BP.AdventureFramework.Exte

+ BP Adventure Framework

### **Interpretation**

(BP.AdventureFramework.Inte

+ BP.AdventureFramework.

# Methodology

(BP.AdventureFramework.Logi

**BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)**  
Rendering

# (BP\_AdventureFramework.Render)

# BP Adventure Framework Declaration

```
(B) AdventureFramework.Renderer.BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint  
    t_KeyType key, int startX, int startY, out int endX, out int endY)  
    FrameBufferCollection
```

(BP.AdventureFramework.Renderir

Parameters	FrameBuilderCollections (BP.AdventureFramework.Renderir		
Type	GridStringBuilder	Name	Description
	GridStringBuilder (BP.AdventureFramework.Renderir IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuil der.html) ICompletionFrameBuilder Room (BP.AdventureFramework.Assets.Locations.Room.html) (BP.AdventureFramework.Render IConversationFrameBuilder ViewPoint (BP.AdventureFramework.Renderir (BP.AdventureFramework.Assets.Locations.ViewPoint.html) IGameOverFrameBuilder	gridStringBuilder	The string builder to use.
	KeyType (BP.AdventureFramework.Rendering.KeyType.html)	room	The room.
	ViewPoint (BP.AdventureFramework.Renderir (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
	KeyType (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
	IHelpFrameBuilder int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP.AdventureFramework.Renderir	startX	The start position, x.
	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (RegionMapBuilder)	startY	The start position, x.
	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (RegionMapFrameBuilder)	endX	The end position, x.
	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (RegionMapFrameBuilder)	endY	The end position, x.
	IRoomMapBuilder (BP.AdventureFramework.Renderir		



- + **BP.AdventureFramework.Extensions**  
**(BP.AdventureFramework.Exte**
  - + **BP.AdventureFramework.Interpretation**  
**(BP.AdventureFramework.Inte**
  - + **BP.AdventureFramework.Logic**  
**(BP.AdventureFramework.Logi**
  - + **BP.AdventureFramework.Rendering**  
**(BP.AdventureFramework.Rende**
  - **BP.AdventureFramework.Rendering.FrameBuilders**  
**(BP.AdventureFramework.Rende**
    - FrameBuilderCollection  
(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
    - IRegionMapViewBuilder  
(BP.AdventureFramework.Renderir
    - IRoomMapBuilder  
(BP.AdventureFramework.Renderir
    - IRoomMapViewBuilder  
(BP.AdventureFramework.Renderir

# 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.**

Assembly: BP.AdventureFramework.dll  
Extensions

Syntax  
**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.FrameBuilder**

**Interpretation**

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Log**

**(BP.AdventureFramework.Logi**

**Build(RoomViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)**

**Rendering**

**(BP.AdventureFramework.Render**

Build a frame.

**BP.AdventureFramework.**

Declaration

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

ing.FrameBuilderCollection) viewpoint, PlayableCharacter player, string messag

e, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

**(BP.AdventureFramework.Render**

ing.FrameBuilderCollections

**(BP.AdventureFramework.Render**

Type GridStringBuilder

Name

Description

Type		Name	Description
RoomViewPoint	<b>IRegionMapFrameBuilder</b>	room	Specify the Room.
PlayableCharacter	<b>IGameOverFrameBuilder</b>	viewPoint	Specify the viewpoint from the room.
string	<b>IConversationFrameBuilder</b>	player	Specify the player.
CommandHelp[]	<b>IHelpFrameBuilder</b>	message	Any additional message.
IRoomMapBuilder	<b>IRegionMapFrameBuilder</b>	contextualCommands	The contextual commands to display.



# 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.

## External Systems

## Syntax

## + **AdventureFramework**

## Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

# Methods

## (BP.AdventureFramework.Logi

**Build(string, string, int, int)**

B. Rendering

# Build a frame. **(BP.AdventureFramework.Ren**

## Declaration

## - **BP.AdventureFramework.**

**Rendering FrameBuilders** [View source](#) [Report issue](#)

(RRAdventureFramework.Ren)

## FrameBuilderCollection

## Parameters

Type	Name	Description
(BP.AdventureFramework.Renderir FrameBuilderCollections		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>title</i>	The title.
GridStringBuilder		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	The description.
AboutFrameBuilder int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>width</i>	The width of the frame.
(BP.AdventureFramework.Renderir CompletionFrameBuilder		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>height</i>	The height of the frame.

## 【】ConversationFrameBuilder

Type	Description
(BP.AdventureFramework.Renderer.IFrame:BP.AdventureFramework.Rendering.Frames.IFrame.html)	

## IHelpFrameBuilder

(BP.AdventureFrame)

## **IRegionMapBuilder**

(BP.AdventureFramework.

## **IRRegionMapFrameBuilder**

(BP.AdventureFrame)

## IRoomMapBuilder





Provides a builder of color region map frames.

## ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html](#))

Provides a color room map builder.

### Conversations.Instructions

([BP.AdventureFramework.Conversations.Instructions.html](#))

## ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html](#))

### Extensions

Provides a builder for color scene frames.

([BP.AdventureFramework.Extensions.html](#))

+ [BP.AdventureFramework.](#)

## ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html](#))

+ [BP.AdventureFramework.](#)

Provides a builder of color title frames.

### Logic

([BP.AdventureFramework.Logic.html](#))

## ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

Provides a builder for color transition frames.

+ [BP.AdventureFramework.](#)

## Enums

[Rendering.FrameBuilders](#)

([BP.AdventureFramework.Rendering.FrameBuilders.html](#))

## AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Enumeration of ANSI colors.

([BP.AdventureFramework.Renderer.html](#))

AnsiColor

([BP.AdventureFramework.Renderer.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer.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)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

**Extensions**

**(BP.AdventureFramework.Extensions.AnsiColor)**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpretation.AnsiColor)**

**Fields**

**(BP.AdventureFramework.Renderer.AnsiColor)**

Logic Name	Description
<b>(BP.AdventureFramework.Logic.AnsiColor)</b> Black	Black (30).
<b>(BP.AdventureFramework.Rendering.AnsiColor)</b> Blue	Blue (34).
<b>(BP.AdventureFramework.Rendering.AnsiColor)</b> BrightBlack	Bright black (90).
<b>(BP.AdventureFramework.Rendering.FrameBuilders.AnsiColor)</b> BrightBlue	Bright blue (94).
<b>(BP.AdventureFramework.Rendering.FrameBuilders.AnsiColor)</b> BrightCyan	Bright cyan (96).
<b>(BP.AdventureFramework.Rendering.FrameBuilders.AnsiColor)</b> BrightGreen	Bright green (92).
<b>(BP.AdventureFramework.Rendering.FrameBuilders.AnsiColor)</b> BrightMagenta	Bright magenta (95).
<b>(BP.AdventureFramework.Rendering.FrameBuilders.AnsiColor)</b> BrightRed	Bright red (91).
<b>(BP.AdventureFramework.Rendering.FrameBuilders.AnsiColor)</b> BrightWhite	Bright white (97).
<b>(BP.AdventureFramework.Renderer.AnsiColor)</b> BrightYellow	Bright yellow (93).
<b>(BP.AdventureFramework.Renderer.AnsiColor)</b> CyanAboutFrameBuilder	Cyan (36).
<b>(BP.AdventureFramework.Renderer.AnsiColor)</b> GreenColorCompletionFrameBuilder	Green (32).
<b>(BP.AdventureFramework.Renderer.AnsiColor)</b> MagentaColorConversationFrameBuilder	Magenta (35).
<b>(BP.AdventureFramework.Renderer.AnsiColor)</b> RedColorGameOverFrameBuilder	Red (31).
<b>(BP.AdventureFramework.Renderer.AnsiColor)</b> ResetColorHelpFrameBuilder	Reset (0).
<b>(BP.AdventureFramework.Renderer.AnsiColor)</b> WhiteColorRegionMapBuilder	White (37).
<b>(BP.AdventureFramework.Renderer.AnsiColor)</b> YellowColorRegionMapFrameBuilder	Yellow (33).

二

## **Conversations.Instructions (BP.AdventureFramework.Con**

- + BP.AdventureFramework.Extensions  
(BP.AdventureFramework.Exte
- + BP.AdventureFramework.Interpretation  
(BP.AdventureFramework.Inte
- + 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

```
AnsiColor
(BP.AdventureFramework.Renderir
ColorAboutFrameBuilder
(BP.AdventureFramework.Renderir
ColorCompletionFrameBuilder
(BP.AdventureFramework.Renderir
ColorConversationFrameBuilder
(BP.AdventureFramework.Renderir
ColorGameOverFrameBuilder
(BP.AdventureFramework.Renderir
ColorHelpFrameBuilder
(BP.AdventureFramework.Renderir
ColorRegionMapBuilder
(BP.AdventureFramework.Renderir
ColorRegionMapFrameBuilder
```

# Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

## Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorAboutFrameBuilder

## + BP.AdventureFramework.

Implements

## Extensions

IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

## (BP.AdventureFramework.Exte

Inherited Members

## + BP.AdventureFramework.

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

## (BP.AdventureFramework.Inte

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

## ↳ BP.AdventureFramework.

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

## (BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

## ↳ BP.AdventureFramework.

## Rendering (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

## Syntax

## Rendering.FrameBuilders

### (BP.AdventureFramework.Render

```
public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder
```

## - BP.AdventureFramework.

## Rendering.FrameBuilders.

## Color

## Constructors

### (BP.AdventureFramework.Render

AnsiColor

## ColorAboutFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorAboutFrameBuilder class.

(BP.AdventureFramework.Render

Declaration

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

```
public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)
```

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

Parameters

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

FrameBuilders.GridString

Builder

ColorRegionMapFrameBuilder

Type		Name	Description
GridStringBuilder		gridStringBuilder	A builder to use for the string layout.

# Properties

## AuthorColor

Get or set the author color.

Declaration

**Conversations.Instructions**

**(BP.AdventureFramework.Conversations.Instructions)**

```
public ANSIColor AuthorColor { get; set; }
```

## + BP.AdventureFramework.

Property Value

**Extensions**

**(BP.AdventureFramework.Extensions)**

**Description**

## + BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

**Interpretation**

**(BP.AdventureFramework.Interpretation)**

## BackgroundColor

**BP.AdventureFramework.**

**Logic**

Get or set the background color.

**(BP.AdventureFramework.Logic)**

Declaration

## + BP.AdventureFramework.

**Rendering**

```
public ANSIColor BackgroundColor { get; set; }
```

**(BP.AdventureFramework.Rendering)**

## Property Value

## BP.AdventureFramework.

**Rendering.FrameBuilders**

**Description**

**(BP.AdventureFramework.Rendering.FrameBuilders)**

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

## - BP.AdventureFramework.

**Rendering.FrameBuilders.**

## BorderColor

**(BP.AdventureFramework.Rendering.FrameBuilders)**

Get or set the border color.

AnsiColor

Declaration

**(BP.AdventureFramework.Renderer)**

ColorAboutFrameBuilder

```
public ANSIColor BorderColor { get; set; }
```

ColorCompletionFrameBuilder

**(BP.AdventureFramework.Renderer)**

Property Value

ColorConversationFrameBuilder

**(BP.AdventureFramework.Renderer)**

**Description**

ColorGameOverFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

**(BP.AdventureFramework.Renderer)**

ColorRegionMapBuilder

**(BP.AdventureFramework.Renderer)**

Get or set the border color.

ColorRegionMapFrameBuilder

**(BP.AdventureFramework.Renderer)**

## DescriptionColor

**(BP.AdventureFramework.Renderer)**

ColorRegionMapFrameBuilder

**(BP.AdventureFramework.Renderer)**

## Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

### Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) <b>(BP.AdventureFramework.Con</b>	

## + BP.AdventureFramework.

### NameColors

#### **(BP.AdventureFramework.Exte**

Get or set the name color.

## + BP.AdventureFramework.

### Declaration

### Interpretation

#### **(BP.AdventureFramework.Inter**

```
public AnsiColor NameColor { get; set; }
```

## + BP.AdventureFramework.

### Logic

### Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) <b>(BP.AdventureFramework.Render</b>	

## TitleAdventureFramework.

### Rendering.FrameBuilders

Get or set the title color.

#### **(BP.AdventureFramework.Render**

### Declaration

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

```
public AnsiColor TitleColor { get; set; }
```

### Color

#### **(BP.AdventureFramework.Render**

### Property Value

### AnsiColor

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) <b>(BP.AdventureFramework.Render</b>	

### ColorCompletionFrameBuilder

#### **(BP.AdventureFramework.Render**

### ColorConversationFrameBuilder

#### **(BP.AdventureFramework.Render**

### ColorGameOverFrameBuilder

#### **(BP.AdventureFramework.Render**

### ColorHelpFrameBuilder

#### **(BP.AdventureFramework.Render**

### Build(string, Game, int, int)

#### **(BP.AdventureFramework.Render**

### ColorRegionMapBuilder

#### **(BP.AdventureFramework.Render**

### ColorRegionMapFrameBuilder

#### **(BP.AdventureFramework.Render**

### Declaration

#### **(BP.AdventureFramework.Render**

```
public IFrame Build(string title, Game game, int width, int height)
```

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>title</i>	The title.
Game ( <a href="#">BP.AdventureFramework.Logic.Game.html</a> )	<i>game</i>	The game.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>width</i>	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>height</i>	The height of the frame.

## Returns

+ **BP.AdventureFramework.**

Type	Description
Interpretation ( <a href="#">BP.AdventureFramework.Interpretation.html</a> )	

+ **BP.AdventureFramework.**

## Logic

### Implements

([BP.AdventureFramework.Logic.IAboutFrameBuilder.html](#))

IAboutFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

+ **BP.AdventureFramework.**

## Rendering

([BP.AdventureFramework.Rendering.IFrameBuilder.html](#))

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder.html](#))

- **BP.AdventureFramework.**

## Rendering.FrameBuilders.

### Color

([BP.AdventureFramework.Rendering.Color.IColorFrameBuilder.html](#))

AnsiColor

([BP.AdventureFramework.Rendering.Color.IAnsiColorFrameBuilder.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Rendering.Color.IColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering.Color.IColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.Color.IColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering.Color.IColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering.Color.IColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Rendering.Color.IColorRegionMapBuilder.html](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.Color.IColorRegionMapFrameBuilder.html](#))

# Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

## Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorCompletionFrameBuilder

+ **BP.AdventureFramework.**

Implements

## Extensions

ICompletionFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#))

(**BP.AdventureFramework.Exte**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

(**BP.AdventureFramework.Inter**

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

↳ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

(**BP.AdventureFramework.Logi**

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

↳ **BP.AdventureFramework.**

Na**R**eading ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](#))

(**BP.AdventureFramework.Re**

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

## Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

    public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder

- **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

Color

## Constructors

(**BP.AdventureFramework.Render**

AnsiColor

## ColorCompletionFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorCompletionFrameBuilder class.

(**BP.AdventureFramework.Render**

Declaration

    ColorCompletionFrameBuilder

        (BP.AdventureFramework.Render

        ColorConversationFrameBuilder

    public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder)

        (BP.AdventureFramework.Render

        ColorGameOverFrameBuilder

Parameters

(**BP.AdventureFramework.Render**

        ColorHelpFrameBuilder

            (BP.AdventureFramework.Render

        ColorRegionMapBuilder

            (BP.AdventureFramework.Render

                FrameBuilders.GridString

                    Builder

                    GridStringBuilder

                    Builder

                    ColorRegionMapFrameBuilder

                    Builder

                    ColorRegionFrameBuilder

                    Builder

                    ColorHelpFrameBuilder

                    Builder

                    ColorRegionFrameBuilder

                    Builder

                    Color

# Properties

## BackgroundColor

Get or set the background color.

Declaration

### Conversations.Instructions

#### (BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

#### + BP.AdventureFramework.

Property Value

### Extensions

#### (BP.AdventureFramework.Exte

Type Description

#### + BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### Interpretation

#### (BP.AdventureFramework.Inter

## BorderColor

### BP.AdventureFramework.

#### Logic

Get or set the border color.

#### (BP.AdventureFramework.Logi

Declaration

#### + BP.AdventureFramework.

### Rendering

```
public ANSIColor BorderColor { get; set; }
```

#### (BP.AdventureFramework.Render

Property Value

## BP.AdventureFramework.

### Rendering.FrameBuilders

Type Description

#### (BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

#### - BP.AdventureFramework.

### Rendering.FrameBuilders.

## DescriptionColor

### (BP.AdventureFramework.Render

Get or set the description color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

### ColorConversationFrameBuilder

Type Description

#### (BP.AdventureFramework.Render

ColorGameOverFrameBuilder

#### (BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder



# Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance

## Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorConversationFrameBuilder

## + BP.AdventureFramework.

Implements

## Extensions

IConversationFrameBuilder

## (BP.AdventureFramework.Exte

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

## + BP.AdventureFramework.

Inherited Members

## Interpretation

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))

## Logic

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)

## Rendering

Name: ColorConversationFrameBuilder (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

## + BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll

## Rendering.FrameBuilders

Syntax

## (BP.AdventureFramework.Render

### - BP.AdventureFramework.

public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

### Rendering.FrameBuilders.

### Color

#### (BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

### ColorConversationFrameBuilder(GridStringBuilder)

(BP.AdventureFramework.Renderin

Initializes a new instance of the ColorConversationFrameBuilder class.

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder





## TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

**Conversations.Instructions**  
Property Value  
**(BP.AdventureFramework.Conversations.Instructions)**

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

**Extensions**  
**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

**Methods**

**(BP.AdventureFramework.Interpretation)**

+ **BP.AdventureFramework.**  
**Build(String, IConverser, CommandHelp[], int, int)**

Logic

**Build (BP.AdventureFramework.Logic)**

Declaration

+ **BP.AdventureFramework.**

**Rendering**

public IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Parameters

Type	Name	Description
- <b>BP.AdventureFramework.</b> string	<i>title</i>	The title to display to the user.
<b>Rendering.FrameBuilders</b> (https://learn.microsoft.com/dotnet/api/system.string)		
<b>Color</b> IConverser	<i>converser</i>	The converser.
<b>Color</b> (BP.AdventureFramework.Rendering.FrameBuilders.Color)		
CommandHelp	<i>contextualCommands</i>	The contextual commands to display.
ColorCompletionFrameBuilder		
ColorConversationFrameBuilder		
int	<i>width</i>	The width of the frame.
int	<i>height</i>	The height of the frame.

Return ColorHelpFrameBuilder

Type	Description
ColorRegionMapBuilder	
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

# Implements

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

▼

**Conversations.Instructions**

(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.**

**Rendering.FrameBuilders**

(BP.AdventureFramework.Rendering.FrameBuilders)

- **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)



# Properties

## BackgroundColor

Get or set the background color.

Declaration

### Conversations.Instructions

#### (BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

#### + BP.AdventureFramework.

Property Value

### Extensions

#### (BP.AdventureFramework.Exte

Type Description

#### + BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### Interpretation

#### (BP.AdventureFramework.Inter

## BorderColor

### BP.AdventureFramework.

#### Logic

Get or set the border color.

#### (BP.AdventureFramework.Logi

Declaration

#### + BP.AdventureFramework.

### Rendering

```
public ANSIColor BorderColor { get; set; }
```

#### (BP.AdventureFramework.Render

Property Value

## BP.AdventureFramework.

### Rendering.FrameBuilders

Type Description

#### (BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

#### - BP.AdventureFramework.

### Rendering.FrameBuilders.

## DescriptionColor

### (BP.AdventureFramework.Render

Get or set the description color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

### ColorConversationFrameBuilder

Type Description

#### (BP.AdventureFramework.Render

ColorGameOverFrameBuilder

#### (BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	Description
Conversations	AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)
Instructions	(BP AdventureFramework Con)

## ± BP AdventureFramework

Extensions

## Extensions Methods.

## MBP.AdventureFramework.Exte

## + BP.AdventureFramework.

**Build(string, string, int, int)**

(BP.AdventureFramework.Intel)

Build a frame.

Declaration

## Logic

(PMAAdventureFrameworkLog) message, string reason, int width, int height)

+ BP.AdventureFramework.

# Parametric Renderers

-1(BP Adven

Type	Name	Description
+ <b>BPAdventureFramework.Render</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>message</i>	The message to display to the user.
- <b>BPAdventureFramework.RenderingFrameBuilders</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) ( <b>BPAdventureFramework.Render</b> )	<i>reason</i>	The reason the game ended.
- <b>BPAdventureFramework.Width</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>width</i>	The width of the frame.
- <b>BPAdventureFramework.Height</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>height</i>	The height of the frame.

## Color

## Returns

## (BP.AdventureFramework.Render)

Type	Description
AnsiColor	
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) ColorAboutFrameBuilder	

# Implementation

(BP.AdventureFramework.Rendell)

|GameOverFrameBuilder(BP\_Adventure)

(BP.AdventureFramework.Render)  
Call GameScene.Engine.Build()

## ColorGameOverFrameBuilder (PBAAdventureFramework.Boundary)

(BP.AdventureFramework.Render)  
ColorTableFromBuilder

ColorHelpFrameBuilder  
(RRAdventureFramework, Renderir)

(BFAdventureFramework.Render)  
ColorRegionMapBuilder

## ColorRegionMapBuilder

(BI.AdventureFramework.Render)  
ColorRegionMapFrameBuilder

# Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

## Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorHelpFrameBuilder

+ **BP.AdventureFramework.**

Implements

## Extensions

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

## (BP.AdventureFramework.Exte

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

## (BP.AdventureFramework.Inter

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

↳ **BP.AdventureFramework.**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

## (BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ **BP.AdventureFramework.**

Name ([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

Syntax

## Rendering.FrameBuilders

### (BP.AdventureFramework.Render

```
public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder
```

- **BP.AdventureFramework.**

### Rendering.FrameBuilders.

Color

Constructors

([BP.AdventureFramework.Render](#))

AnsiColor

### ColorHelpFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorHelpFrameBuilder class.

([BP.AdventureFramework.Render](#))

Declaration

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

```
public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)
```

([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

Para

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

StringRegionMapBuilder

([BP.AdventureFramework.Render](#))

FrameBuilders.GridString

Builder

ColorRegionMapFrameBuilder

Type		Name	Description
GridStringBuilder		gridStringBuilder	A builder to use for the string layout.

# Properties

## BackgroundColor

Get or set the background color.

Declaration

### Conversations.Instructions

#### (BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

#### + BP.AdventureFramework.

Property Value

### Extensions

#### (BP.AdventureFramework.Exte

Type Description

#### + BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### Interpretation

#### (BP.AdventureFramework.Inter

## BorderColor

### BP.AdventureFramework.

#### Logic

Get or set the border color.

#### (BP.AdventureFramework.Logi

Declaration

#### + BP.AdventureFramework.

### Rendering

```
public ANSIColor BorderColor { get; set; }
```

#### (BP.AdventureFramework.Render

Property Value

## BP.AdventureFramework.

#### Rendering.FrameBuilders

Type Description

#### (BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

#### - BP.AdventureFramework.

### Rendering.FrameBuilders.

## Color

### CommandColor

#### (BP.AdventureFramework.Render

Get or set the command color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor CommandColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

#### ColorConversationFrameBuilder

Type Description

#### (BP.AdventureFramework.Render

ColorGameOverFrameBuilder

AnsiColor (BP.AdventureFramework.Render

ColorHelpFrameBuilder (BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

## CommandDescriptionColor

### (BP.AdventureFramework.Render

Get or set the command description color.

ColorRegionMapFrameBuilder

## Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property	Value
Type	Conversations.Instructions AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)
Description	

#### + BB Adventure Framework

### **Destination Color**

**(BP.AdventureFramework.Exten**

+ BP-AdventureFramework-

## **Declaration Interpretation**

## (BP\_AdventureFramework\_Inter PUBLIC ANSI COLOR DESCRIPTION)

± BP AdventureFramework

## Logic Value

Type	Description
(BP.AdventureFramework.Logi	
+ BPAdventureFramework AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Rendering	

## **TideAdventureFramework**

## Rendering.FrameBuilders

**Rendering** **Title**  
Get or set the title color.

## (BP.AdventureFramework.Render)

## Declaration

### - **BP.AdventureFramework.**

## Rendering FrameBuilders

**Color**

Color

Type	BP.AdventureFramework.Renderir	Description
ColorAboutFrameBuilder	AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Renderir)	

# ColorConversion Methods

**Build(string, string, CommandHelp[], int, int)**

**Build(string, string, CooReHeLrameBuTter)**

- .. /BBAdventureFramework.Renderer

## Build a frame: ColorRegionMapBuilder

## ColorRegionMapBuilder Declaration

Dec 1994

## ColorRegionMapFrameBuilder

— — — — — — — —

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

## Parameters

Type		Name	Description
<b>Conversations</b>	<b>Instructions</b>		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )		<i>title</i>	The title.
<b>(BP.AdventureFramework.Con</b>			
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )		<i>description</i>	The description.
<b>+ BP.AdventureFramework.</b>			
<b>CommandHelp</b>		<i>commandHelp</i>	The command help.
<b>Extensions</b>			
(BP.AdventureFramework.Interpretation.CommandHelp.html)			
<b>(BP.AdventureFramework.Exte</b>			
<b>+ BP.AdventureFramework</b>			
<b>Interpretation</b>		<i>width</i>	The width of the frame.
<b>(BP.AdventureFramework.Inte</b>			
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )		<i>height</i>	The height of the frame.
<b>+ BP.AdventureFramework.</b>			
<b>Logic</b>			

## Returns **(BPA)**

1

## Type + BP AdventureFramework

IPRRendering (PRAdventureFramework.Rendering.Frames.IFrame.html)
(PRAdventureFramework.Repo)

# BP Adventure Framework.

## Implementation Rendering Framework

[IHelpFrameBuilder \(BPAdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

- **BP.AdventureFramework.Rendering.FrameBuilders.Color**  
**(BP.AdventureFramework.Renderer)**

```
AnsiColor
(BP.AdventureFramework.Renderir
ColorAboutFrameBuilder
(BP.AdventureFramework.Renderir
ColorCompletionFrameBuilder
(BP.AdventureFramework.Renderir
ColorConversationFrameBuilder
(BP.AdventureFramework.Renderir
ColorGameOverFrameBuilder
(BP.AdventureFramework.Renderir
ColorHelpFrameBuilder
(BP.AdventureFramework.Renderir
ColorRegionMapBuilder
(BP.AdventureFramework.Renderir
ColorRegionMapFrameBuilder
```



# EmptySpace

Get or set the character used for representing an empty space.

## Declaration

```
public char EmptySpace { get; set; }
```





## UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

## Declaration

```
    public AnsiColor UnvisitedBoundaryColor { get; set; }
```

Type	Description
+ <b>BP.AdventureFramework.</b>	
<b>Extensions</b>	
( <b>BP.AdventureFramework.Exte</b>	
+ <b>BP.AdventureFramework.</b>	
<b>VerticalBoundary</b>	
<b>Interpretation</b>	
( <b>BP.AdventureFramework.Inter</b>	Gets or sets the interpretation of vertical boundaries.
<b>Declarations</b>	
<b>BP.AdventureFramework.</b>	
<b>Logic</b>	
( <b>BP.AdventureFramework.Logi</b>	public short VerticalBoundary { get; set; }
+ <b>BP.AdventureFramework.</b>	
<b>Rendering</b>	
( <b>BP.AdventureFramework.Render</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Rendering.FrameBuilders</b>	
( <b>BP.AdventureFramework.Render</b>	
<b>VisitedBoundaryColor</b>	
- <b>BP.AdventureFramework.</b>	
<b>Rendering.FrameBuilders</b>	Gets the visited boundary color.
<b>Color</b>	
Declaration	
( <b>BP.AdventureFramework.Render</b>	
AnsiColor	
AnsiColor VisitedBoundaryColor { get; set; }	
(BP.AdventureFramework.Renderir	
ColorAboutFrameBuilder	
Property Value	
(BP.AdventureFramework.Renderir	
<b>Type</b>	
ColorCompletionFrameBuilder	
(BP.AdventureFramework.Renderir	
AnsiColor	(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)
ColorConversationFrameBuilder	

## Methods

(BP.AdventureFramework.Renderir

## ColorRegionMapBuilder

## BuildRegionMapGrid

**ColorRegionMapFrameBuilder**

<http://www.vanderbilt.edu>

Build a map of a region.

## Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```

1

## Part 1: Conversations. Instructions

(BP.AdventureFramework.Con Type	Name	Description
+ <b>BP.AdventureFramework.</b> GridStringBuilder ( <a href="#">Extensions</a> ) Framework.Rendering.FrameBuilde rs (BP.AdventureFramework.Exte nsions)	gridStringBuilder	The string builder to use.
+ <b>BP.AdventureFramework.</b> Region ( <a href="#">Interpretation</a> ) Framework.Assets.Locations.Regio n.html (BP.AdventureFramework.Inte rnal)	region	The region.
+ <b>BP.AdventureFramework.</b> ( <a href="#">Logic</a> ) <a href="#">System.Int32</a> (BP.AdventureFramework.Logi c)	x	The x position to start building at.
+ <b>BP.AdventureFramework.</b> ( <a href="#">Rendering</a> ) <a href="#">System.Int32</a> (BP.AdventureFramework.Re ndering)	y	The y position to start building at.
+ <b>BP.AdventureFramework.</b> ( <a href="#">FrameBuilders</a> ) <a href="#">System.Int32</a> (BP.AdventureFramework.Re ndering.FrameBuilders)	maxWidth	The maximum horizontal space available in which to build the map.
- <b>BP.AdventureFramework.</b> ( <a href="#">FrameBuilders</a> ) <a href="#">System.Int32</a> (BP.AdventureFramework.Re ndering.FrameBuilders)	maxHeight	The maximum vertical space available in which to build the map.

# Implementation

AnsiColor - The (PPA) Library for Emacs

IRegionMapBuilder (BP.AdventureFrame  
  (BP.AdventureFramework.Renderir

## ColorAboutFrameBuilder

(BP.AdventureFramework.Renderir

## ColorCompletionFrameBuilder

## (BP.AdventureFramework.Renderir

## ColorConversationFrameBuilder

## (BP.AdventureFramework.Renderir

## ColorGameOverFrameBuilder

## (BP.AdventureFramework.Renderir

## ColorHelpFrameBuilder

## (BP.AdventureFramework.Rend

## ColorRegionMapBuilder

## (BP.AdventureFramework.Rend

## ColorRegionMapFrameBuilder

# Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

## Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorRegionMapFrameBuilder

## + BP.AdventureFramework.

Implements

## Extensions

IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

## (BP.AdventureFramework.Exte

Inherited Members

## + BP.AdventureFramework.

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

## (BP.AdventureFramework.Inte

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

## ↳ BP.AdventureFramework.

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

## (BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

## ↳ BP.AdventureFramework.

## Na

Rendering (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

Syntax

## Rendering.FrameBuilders

### (BP.AdventureFramework.Render

```
public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder
```

## - BP.AdventureFramework.

## Rendering.FrameBuilders.

Color

## Constructors

### (BP.AdventureFramework.Render

AnsiColor

## ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorRegionMapFrameBuilder class.

### (BP.AdventureFramework.Render

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

```
public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder regionMapBuilder)
```

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

### Parameters

gridStringBuilder ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder



```
public AnsiColor TitleColor { get; set; }
```

## Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

## Conversations.Instructions

### (BP.AdventureFramework.Con

## + BP.AdventureFramework.

### Methods

#### Extensions

### (BP.AdventureFramework.Exte

## Build(Region, int, int)

### Interpretation

Build a frame.

### (BP.AdventureFramework.Inter

Declaration

## + BP.AdventureFramework.

### Logic

```
public IFrame Build(Region region, int width, int height)
```

### (BP.AdventureFramework.Logi

## BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Render		
Region (BP.AdventureFramework.Assets.Locations.Region.html)	region	The region.
+ BP.AdventureFramework.	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.
(BP.AdventureFramework.Render		

## - BP.AdventureFramework.

Returns

### Rendering.FrameBuilders.

Type	Description
Color	

### (BP.AdventureFramework.Render

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

AnsiColor

(BP.AdventureFramework.Renderin

Implementation	Description
IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)	

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder



Corner

Get or set the character to use for corners.

## Declaration

```
    public char Corner { get; set; }
```

Type	Description
+ <b>BP.AdventureFramework.Extensions</b>	
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	
- <b>(BP.AdventureFramework.Extensions)</b>	
+ <b>BP.AdventureFramework.HorizontalBoundaryInterpretation</b>	
Get <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation">https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation</a> Get the horizontal boundaries.	
- <b>BP.AdventureFramework.Logic</b>	
public char HorizontalBoundary { get; set; }	
+ <b>BP.AdventureFramework.Rendering</b>	
Property Value	
Rendering	
+ <b>BP.AdventureFramework.Rendering.FrameBuilders</b>	
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	
- <b>BP.AdventureFramework.Rendering.HorizontalExitBorder</b>	
- <b>BP.AdventureFramework.Rendering.Renderer</b>	
Get <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders">https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders</a> .horizontalExitBorders.	
Color	
Declaration	
(BP.AdventureFramework.Rendering.Renderer)	
ansiChar HorizontalExitBorder { get; set; }	
(BP.AdventureFramework.Renderer)	
ColorAboutFrameBuilder	
Property Value	
(BP.AdventureFramework.Renderer)	
Type	
ColorCompletionFrameBuilder	
(BP.AdventureFramework.Renderer)	
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	
ColorConversationFrameBuilder	
(BP.AdventureFramework.Renderer)	
ColorGameOverFrameBuilder	
(BP.AdventureFramework.Renderer)	
ColorHelpFrameBuilder	
(BP.AdventureFramework.Renderer)	
ItemOrCharacterColor	
(BP.AdventureFramework.Renderer)	
ColorRegionMapBuilder	
Declaration	
(BP.AdventureFramework.Renderer)	
ColorRegionMapFrameBuilder	





## VerticalExitBorder

Get or set the character to use for vertical exit borders.

## Declaration

```
    public char VerticalExitBorder { get; set; }
```

Conversations		Instructions
Property Value <a href="#">(BP.AdventureFramework.Conversation)</a>		
Type	Description	
+ BP.AdventureFramework. Extensions		
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )		
(BP.AdventureFramework.Exten + BP.AdventureFramework. VisitedExitColor Interpretation (BP.AdventureFramework.Inter Description BP.AdventureFramework. Logic (BP.AdventureFramework.Logi + BP.AdventureFramework. Property Value Rendering		
Type <a href="#">(BP.AdventureFramework.Render AnsiColor (<a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a>)</a>	Description	
+ BP.AdventureFramework. Rendering.FrameBuilders (BP.AdventureFramework.Render Methods		
BP.AdventureFramework. Rendering.FrameBuilders. Color BuildRoomMap (GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int) AnsiColor BuildRoomMap (Room, ColorAboutFrameBuilder Declaration (BP.AdventureFramework.Render ColorCompletionFrameBuilder public void BuildRoomMap (GridStringBuilder gridStringBuilder, Room room, ViewPoint v iewPoint, KeyType key, int startX, int startY, out int endX, out int endY) ColorConversationFrameBuilder (BP.AdventureFramework.Render ColorGameOverFrameBuilder (BP.AdventureFramework.Render Parameters Type ColorHelpFrameBuilder (BP.AdventureFramework.Render GridStringBuilder ColorRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBu ilder.html) ColorRegionMapFrameBuilder		
Type	Name	Description
ColorHelpFrameBuilder	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.
Conversations Instructions int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startX	The start position, x.
(BP.AdventureFramework.Conversations) int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY	The start position, x.
+ BP.AdventureFramework. Extensions int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endX	The end position, x.
(BP.AdventureFramework.Extensions) int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endY	The end position, x.

## + BP.AdventureFramework.

### Interpretation

#### (BP.AdventureFramework.Interpretation)

IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

## + 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.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

# Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

## Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorSceneFrameBuilder

## + BP.AdventureFramework.

Implements

## Extensions

ISceneFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html\)](#))

## (BP.AdventureFramework.Exte

Inherited Members

## + BP.AdventureFramework.

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

## (BP.AdventureFramework.Inter

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

## ↳ BP.AdventureFramework.

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

## (BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

## ↳ BP.AdventureFramework.

Name ([\(BP.html\)](#).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

Syntax

## Rendering.FrameBuilders

### (BP.AdventureFramework.Render

```
public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder
```

## - BP.AdventureFramework.

## Rendering.FrameBuilders.

Color

## Constructors

### (BP.AdventureFramework.Render

AnsiColor

## ColorSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorSceneFrameBuilder class.

([\(BP.AdventureFramework.Render](#)

Declaration

([\(BP.AdventureFramework.Render](#)

ColorConversationFrameBuilder

```
public ColorSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder)
```

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Render](#)

Parameters

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Render](#)

ColorRegionMapBuilder

([\(BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)	<i>roomMapBuilder</i>	A builder to use for room maps.

± BP AdventureFramework

## – Extensions

# Properties

## • (BP!AdventureFramework.Exte

+ BP.AdventureFramework.  
BackgroundColor

## Background Color Interpretation

(BP.AdventureFramework.Interceptor) - Generated by NDepend on 2024-01-18

The **AdventureFramework**.

Logic

(BPAdventureFramework) 1.0.0

+ BP.AdventureFramework.

## Property Value

Type	Description
<a href="#">AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a>	

## Rendering.FrameBuilders

(BP.AdventureFramework.Ren

**-BorderColor**  
-BFA-Adventure

## Rendering FrameBuilders

## Color

## Color Declaration (BPA Ad)

## (BP.AdventureFramework.Render)

```
public Ahsicolor Ahsicolor BorderColor { get; set; }  
(BP.AdventureFramework.Renderir
```

## ColorAboutFrameBuilder

## Property Value (BP\_Adven)

Type	Description
ColorCompletionFrameBuilder (BP.AdventureFramework.Renderir	
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) ColorCompletionFrameBuilder	

## Commands color (BPAdventureFrame)

## CommandsColor

Get (B)AdventureFramework.Renderir

## ColorRegionMapBuilder

## **Declaration (BP.AO)**

## ColorRegionMapFrameBuilder



Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

## TextColor

Gets the text color.

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

public AnsiColor TextColor { get; set; }

(**BP.AdventureFramework.Extensions**)

Property Value

+ **BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Interfaces**)

AnsiColor (<https://learn.microsoft.com/dotnet/api/system.consolecolor>)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logic**)

**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.Renderers**)

- **BP.AdventureFramework.**

public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

**Color**

(**BP.AdventureFramework.Rendering**)

Parameters

Type	Name	Description
( <b>BP.AdventureFramework.Renderers</b> )		
Room	room	Specify the Room.
( <b>BP.AdventureFramework.Renderers</b> )		
ColorAboutFrameBuilder		
( <b>BP.AdventureFramework.Renderers</b> )		
( <b>BP.AdventureFramework.Renderers</b> )		
ColorCompletionFrameBuilder		
ViewPoint	viewPoint	Specify the viewpoint from the room.
( <b>BP.AdventureFramework.Renderers</b> )		
ColorConversationFrameBuilder		
PlayableCharacter	player	Specify the player.
( <b>BP.AdventureFramework.Renderers</b> )		
ColorHelpFrameBuilder		
string	message	Any additional message.
( <b>BP.AdventureFramework.Renderers</b> )		
ColorRegionMapBuilder		
( <b>BP.AdventureFramework.Renderers</b> )		
ColorRegionMapFrameBuilder		

Type	Name	Description
CommandHelp ( <a href="#">BP.AdventureFramework.Interpretation.CommandHelp.html</a> )  	<i>contextualCommands</i>	The contextual commands to display.
KeyType ( <a href="#">BP.AdventureFramework.Rendering.KeyType.html</a> ) <b>(BP.AdventureFramework.Con</b> int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>Extensions</b>	<i>keyType</i>	The type of key to use.
<b>(BP.AdventureFramework.Exte</b> Returns	<i>width</i>	The width of the frame.
<b>(BP.AdventureFramework.</b> Type	<i>height</i>	The height of the frame.

## + BP.AdventureFramework.Extensions

### + BP.AdventureFramework.

#### Interpretation

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

#### (BP.AdventureFramework.Inter

### + BP.AdventureFramework.

#### Implementation

#### (BP.AdventureFramework.Logi

ISceneFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

### + 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](#)

# Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance

## Conversations.Instructions

↳ [\(BP.AdventureFramework.Conversation\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorTitleFrameBuilder

## + BP.AdventureFramework.

Implements

## Extensions

ITitleFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

## (BP.AdventureFramework.Exten

Inherited Members

## + BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

## (BP.AdventureFramework.Inte

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

## ↳ BP.AdventureFramework.

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

## (BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

## ↳ BP.AdventureFramework.

## Rendering ([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

## Syntax

## Rendering.FrameBuilders

### (BP.AdventureFramework.Render

```
public sealed class ColorTitleFrameBuilder : ITitleFrameBuilder
```

## - BP.AdventureFramework.

## Rendering.FrameBuilders.

### Color

## Constructors

### (BP.AdventureFramework.Render

AnsiColor

## ColorTitleFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorTitleFrameBuilder class.

([BP.AdventureFramework.Render](#))

Declaration

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

```
public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder)
```

([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorStringRegionMapFrameBuilder

([BP.AdventureFramework.Render](#))

Type		Name	Description
GridStringBuilder		gridStringBuilder	A builder to use for the string layout.

# Properties

## BackgroundColor

Get or set the background color.

Declaration

### Conversations.Instructions

#### (BP.AdventureFramework.Conversations.Instructions)

```
public ANSIColor BackgroundColor { get; set; }
```

## + BP.AdventureFramework.

Property Value

### Extensions

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

## + BP.AdventureFramework.

### Interpretation

#### (BP.AdventureFramework.Interpretation)

## BorderColor

### BP.AdventureFramework.

#### Logic

Get or set the border color.

#### (BP.AdventureFramework.Logic)

Declaration

## + BP.AdventureFramework.

### Rendering

```
public ANSIColor BorderColor { get; set; }
```

#### (BP.AdventureFramework.Rendering)

## Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

## - BP.AdventureFramework.

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the description color.

AnsiColor

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Property Value

ColorConversationFrameBuilder

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the title color.

ColorRegionMapFrameBuilder





# Properties

## BackgroundColor

Get or set the background color.

Declaration

### Conversations.Instructions

#### (BP.AdventureFramework.Conversations.Instructions)

```
public ANSIColor BackgroundColor { get; set; }
```

## + BP.AdventureFramework.

Property Value

### Extensions

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

## + BP.AdventureFramework.

### Interpretation

#### (BP.AdventureFramework.Interpretation)

## BorderColor

## BP.AdventureFramework.

### Logic

Get or set the border color.

#### (BP.AdventureFramework.Logic)

Declaration

## + BP.AdventureFramework.

### Rendering

```
public ANSIColor BorderColor { get; set; }
```

#### (BP.AdventureFramework.Rendering)

## Property Value

## BP.AdventureFramework.

### Rendering.FrameBuilders

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

### Color

#### (BP.AdventureFramework.Rendering)

Get or set the message color.

AnsiColor

Declaration

(BP.AdventureFramework.Rendering)

ColorAboutFrameBuilder

```
public ANSIColor MessageColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering)

Property Value

ColorConversationFrameBuilder

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering)

Get or set the title color.

ColorRegionMapFrameBuilder

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	ConversationsInstructions
AnsiColor	(BP_AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)
(BP_AdventureFramework.Con-	

## ± BP AdventureFramework

Extensions

## Extensions Methods.

## **MBP.AdventureFramework.Exte**

## + BP.AdventureFramework.

**Build(string, string, int, int)**

(BP.AdventureFramework.Inter

### Build a frame:

Declaration

# Logic

(BPAAdventureFrameworkLogfile, string message, int width, int height)

## + BP.AdventureFramework.

# Parameters

-/BB\_Adven

Type	Name	Description
+ <b>BP.AdventureFramework.Rendering.FrameBuilders</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>title</i>	The title to display to the user.
- <b>BP.AdventureFramework.Rendering.FrameBuilders</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>message</i>	The message to display to the user.
- <b>BP.AdventureFramework.Rendering.FrameBuilders</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>width</i>	The width of the frame.
- <b>BP.AdventureFramework.Rendering.FrameBuilders</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>height</i>	The height of the frame.

## Color

## Returns

## (BP.Adventure-Framework.Render)

Type	Description
AnsiColor	
IFrame ("BP.AdventureFramework.Rendering.Frames.IFrame.html") ColorAboutFrameBuilder	

# ColorCompletion Implementation

ITransColorConversionFrameBuilder interface

[TransitionFrameBuilder \(BP:Adventure-Framework.Rendering.FrameBuilders.ITransitionFrameBuilder.html\)](#)

## (BP.AdventureFramework.Renderer)

## ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

## ColorHelpFrameBuilder

#### Call Backs and Model Builders

## ColorRegionMapBuilder

#### ColorRegionMapFrameBuilder

## ColorRegionMapFrameBuilder

# Namespace BP.AdventureFramework.Rendering.Frames

▼ Filter by title

## Classes

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

**GridTextFrame** (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)

(BP.AdventureFramework.Com

Displaying a command based interface.

+ BP.AdventureFramework.

Interfaces

Conversations.Instructions

(BP.AdventureFramework.Com

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Extension object that is a frame that can display a command based interface.

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Ren

GridTextFrame

(BP.AdventureFramework.Com





```
public int CursorLeft { get; }
```

## Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	

## + BP.AdventureFramework.

### Commands

#### CursorTop (BP.AdventureFramework.Com

Get the cursor top position.

### Conversations

#### Decrement (BP.AdventureFramework.Con

```
public int CursorTop { get; }
```

## + BP.AdventureFramework.

### Conversations.Instructions

#### Property Value (BP.AdventureFramework.Con

### Type

## + BP.AdventureFramework.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

#### (BP.AdventureFramework.Exte

## + BP.AdventureFramework.

### ShowCursor

#### Interpretation

(BP.AdventureFramework.Inter

Get or set if the cursor should be shown.

## + BP.AdventureFramework.

### Declaration

### Logic

(BP.AdventureFramework.Logic) set; }

## + BP.AdventureFramework.

### Rendering

#### Type (BP.AdventureFramework.Ren

+ BP.AdventureFramework.  
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

### Rendering.FrameBuilders

(BP.AdventureFramework.Ren

## Methods

### Rendering.FrameBuilders.

### Color

Render(TextWriter)ework.Render

Render(TextWriter)ework.Render

## BP.AdventureFramework.

### Rendering.Frames

Declaration  
(BP.AdventureFramework.Ren

GridTextFrame

GridTextFrame

```
public void Render(TextWriter writer)
```

## Parameters

Type		Name	Description
TextWriter ( <a href="https://learn.microsoft.com/dotnet/api/system.io.textwriter">https://learn.microsoft.com/dotnet/api/system.io.textwriter</a> )		writer	The writer.

## + BP.AdventureFramework.

### Commands

#### To**String()**

(BP.AdventureFramework.Com

Returns a string that represents the current object.

## + BP.AdventureFramework.

### Conversations

#### Deco**nversations**

(BP.AdventureFramework.Con

```
public override string ToString()
```

## + BP.AdventureFramework.

### Conversations.Instructions

Returns

(BP.AdventureFramework.Con

## + BP.AdventureFramework.

### Extensions

(<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Exte

Overrides

## + BP.AdventureFramework.

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

### Interpretation

(BP.AdventureFramework.Inter

### Implements

## + BP.AdventureFramework.

IFrame, (BP.AdventureFramework.Rendering.Frames.IFrame.html)

### 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

GridTextFrame

# Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

**Commands**

Syntax

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

**Conversations**

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

**Properties**

Conversations.Instructions

(BP.AdventureFramework.Con

**AcceptsInput**

BP.AdventureFramework.

**Extensions**

Get or Set if this Frame accepts input.

(BP.AdventureFramework.Exte

Declaration

+ **BP.AdventureFramework.**

**Interpretation** Input { get; set; }

(BP.AdventureFramework.Inter

Property Value

BP.AdventureFramework.

**Type**

(BP.AdventureFramework.Logi

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

**Description**

+ **BP.AdventureFramework.**

**Rendering**

BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Get the cursor left position.

**Rendering.FrameBuilders**

Declaration

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

Property Value

(BP.AdventureFramework.Render

**Type**

- **BP.AdventureFramework.**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

**Rendering.Frames**

**Description**

(BP.AdventureFramework.Render

GridTextFrame

GridTextFrame

GridTextFrame

GridTextFrame

## CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

Property Value  
+ BP.AdventureFramework.

Type  
Commands

(BP.AdventureFramework.Com-

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ BP.AdventureFramework.

Conversations

SkipBP.AdventureFramework.Com-

+ BP.AdventureFramework.

Get or set the cursor should be shown.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Com-

+ BP.AdventureFramework.set; }

Extensions

(BP.AdventureFramework.Exte-

+ BP.AdventureFramework.

Interpretation

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

(BP.AdventureFramework.Inter-

+ BP.AdventureFramework.

Logic

Methods

(BP.AdventureFramework.Logi-

+ BP.AdventureFramework.

Render(TextWriter)

(BP.AdventureFramework.Render-

Render this frame on a writer.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Re-

Void Render(TextWriter writer)

+ BP.AdventureFramework.

Partial class Rendering.FrameBuilders.

Color

Type  
(BP.AdventureFramework.Re-

TextWriter (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Name

Description

writer

The writer.

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Re-

GridTextFrame

GridTextFrame (<https://learn.microsoft.com/dotnet/api/system.windows.controls.gridtextframe>)

▼

- + **BP.AdventureFramework.**  
Commands  
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**  
Conversations  
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**  
Conversations.Instructions  
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**  
Extensions  
(**BP.AdventureFramework.Exte**)
- + **BP.AdventureFramework.**  
Interpretation  
(**BP.AdventureFramework.Inter**)
- + **BP.AdventureFramework.**  
Logic  
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**  
Rendering  
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders  
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders.  
Color  
(**BP.AdventureFramework.Render**)
- **BP.AdventureFramework.**  
Rendering.Frames  
(**BP.AdventureFramework.Render**)

GridTextFrame

GridTextFrame

# Namespace BP.AdventureFramework. Utilities

▼ Filter by title

## Classes

+ **BP.AdventureFramework.**

    Conversations

        OverworldMaker ([BP.AdventureFramework.Utilities.OverworldMaker.html](#))

            Provides a class for helping to make Regions.

+ **BP.AdventureFramework.**

    Conversations.Instructions

        RegionMaker ([BP.AdventureFramework.Utilities.RegionMaker.html](#))

            Provides a class for helping to make Regions.

+ **BP.AdventureFramework.**

    Extensions

Interfaces

    ([BP.AdventureFramework.Exte](#)

+ **BP.AdventureFramework.**

    IAssetTemplate<T> ([BP.AdventureFramework.Utilities.IAssetTemplate-1.html](#))

        ([BP.AdventureFramework.IAssetTemplate](#))  
            Provides a template for an asset.

+ **BP.AdventureFramework.**

    Logic

        ([BP.AdventureFramework.Logi](#)

+ **BP.AdventureFramework.**

    Rendering

        ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

    Rendering.FrameBuilders

        ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

    Rendering.FrameBuilders.

        Color

            ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

    Rendering.Frames

        ([BP.AdventureFramework.Ren](#)

- **BP.AdventureFramework.**

    Utilities

# 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.**  
Commands

Syntax  
**(BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**  
public interface IAssetTemplate<out T>

Conversations

**(BP.AdventureFramework.Con**

Type Parameters

+ **BP.AdventureFramework.**  
Name Description

Conversations.Instructions

T The type of asset being templated.

**(BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

Extensions

**Methods** **(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

Instantiate(**IAssetTemplate<T>**)

**(BP.AdventureFramework.Inter**

Instantiate a new instance of the templated asset.

+ **BP.AdventureFramework.**

Declaration  
Logic

**(BP.AdventureFramework.Logi**

T Instantiate()

+ **BP.AdventureFramework.**

Rendering

Returns

**(BP.AdventureFramework.Render**

Type

Description

+ **BP.AdventureFramework.**

T **Rendering.FrameBuilders**

The asset.

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Rendering.Frames

**(BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

Utilities

# Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

## + BP.AdventureFramework.

↳ [Commands](#) (https://learn.microsoft.com/dotnet/api/system.object)  
**(BP.AdventureFramework.Com**

Inherited Members

## + BP.AdventureFramework.

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

### **(BP.AdventureFramework.Com**

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

## + BP.AdventureFramework.

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

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)

## Extensions

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

### **(BP.AdventureFramework.Exte**

Assembly: BP.AdventureFramework.dll

## \$BP.AdventureFramework.

### Interpretation

[Public static class OverworldMaker](#)

## + BP.AdventureFramework.

### Logic

### Constructors

**(BP.AdventureFramework.Logi**

## + BP.AdventureFramework.

**OverworldMaker(Identifier, Description, params RegionMaker[])**

**(BP.AdventureFramework.Ren**

Initializes a new instance of the OverworldMaker class.

## + BP.AdventureFramework.

### Rendering.FrameBuilders

**(BP.AdventureFramework.Ren** Identifier identifier, Description description, params RegionM  
aker[] regionMakers)

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

Parameters

#### Color

Type	Name	Description
<b>Identifier</b> (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	An identifier for the region.
<b>Description</b> (BP.AdventureFramework.Assets.Description.html)	<i>description</i>	A description for the region.

## - BP.AdventureFramework.

### Utilities

Type	Name	Description
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html) []	regionMakers	The region makes to use to construct regions.

▼

## OverworldMaker(string, string, params RegionMaker[])

### Commands

Initializes a new instance of the OverworldMaker class.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

### Conversations

```
public OverworldMaker(string identifier, string description, params RegionMaker[] re
(BP.AdventureFramework.Con
gionMakers)
```

+ BP.AdventureFramework.

### Conversations.Instructions

(BP.AdventureFramework.Con  
Type

+ BP.AdventureFramework.

string  
(https://learn.microsoft.com/dotnet/api/system.string)

(BP.AdventureFramework.Exte

string

+ BP.AdventureFramework.(https://learn.microsoft.com/dotnet/api/system.string)

### Interpretation

RegionMaker  
(BP.AdventureFramework.Inter

(BP.AdventureFramework.Utilities.RegionMaker.html)

[]BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logi

## Methods

### Rendering

(BP.AdventureFramework.Render  
Make()

+ BP.AdventureFramework.

Make an overworld

Rendering.FrameBuilders

Declaration

+ BP.AdventureFramework.

```
public Overworld Make()
(BP.AdventureFramework.Render
ing.FrameBuilders)
```

### Color

Returns

(BP.AdventureFramework.Render

Type

+ BP.AdventureFramework.

Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)

Description

The created overworld.

Rendering.Frames

(BP.AdventureFramework.Render

- BP.AdventureFramework.

### Utilities

▼

- + **BP.AdventureFramework.**  
Commands  
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**  
Conversations  
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**  
Conversations.Instructions  
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**  
Extensions  
(**BP.AdventureFramework.Exte**)
- + **BP.AdventureFramework.**  
Interpretation  
(**BP.AdventureFramework.Inter**)
- + **BP.AdventureFramework.**  
Logic  
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**  
Rendering  
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders  
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**  
Rendering.FrameBuilders.  
Color  
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**  
Rendering.Frames  
(**BP.AdventureFramework.Render**)
- **BP.AdventureFramework.**  
Utilities

# Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

## + BP.AdventureFramework.

↳ [Object](#)(<https://learn.microsoft.com/dotnet/api/system.object>)

**(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)))

**(BP.AdventureFramework.Com)**

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>)

## + BP.AdventureFramework.

Extensions

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Utilities ([BP.AdventureFramework.Utilities.html](#))

**(BP.AdventureFramework.Exte**

Assembly: BP.AdventureFramework.dll

## \$BP.AdventureFramework.

Interpretation

**(BP.AdventureFramework.Inter**

## + BP.AdventureFramework.

Logic

Constructors

**(BP.AdventureFramework.Logi**

## + BP.AdventureFramework.

**RegionMaker(Identifier, Description)**

**(BP.AdventureFramework.Ren**

Initializes a new instance of the RegionMaker class.

## + BP.AdventureFramework.

Rendering.FrameBuilders

**(BP.AdventureFramework.Ren**

identifier, Description description)

## + BP.AdventureFramework.

Parameters

**Rendering.FrameBuilders.**

Type	Name	Description
<b>(BP.AdventureFramework.Ren</b>	<i>identifier</i>	An identifier for the region.
Identifier ( <a href="#">BP.AdventureFramework.Assets.Identifier.html</a> )	<i>description</i>	A description for the region.

## + BP.AdventureFramework.

Description ([BP.AdventureFramework.Assets.Description.html](#))

**Rendering.Frames**

**(BP.AdventureFramework.Ren**

## RegionMaker(Identifier, Description)

Utilities

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

+ **BP.AdventureFramework.**

Type

**Commands**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

(**BP.AdventureFramework.Commands**)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

*identifier*

An identifier for the region.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

*description*

A description for the region.

+ **BP.AdventureFramework.**

**Conversations**

(**BP.AdventureFramework.Conversations**)

**Properties**

**Conversations.Instructions**

(**BP.AdventureFramework.Conversations.Instructions**)

this[int, int, int]

+ **BP.AdventureFramework.**

Get or set the room at a location.

**Extensions**

(**BP.AdventureFramework.Extensions**)

Declaration

+ **BP.AdventureFramework.**

public Room this[int x, int y, int z] { get; set; }

**Interpretation**

(**BP.AdventureFramework.Interpretation**)

Parameters

+ **BP.AdventureFramework.**

Type

**Logic**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

(**BP.AdventureFramework.Logic**)

x

The x position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The z position.

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Room (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Room>)

Description

The room.

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

(**BP.AdventureFramework.Rendering.FrameBuilders.Color**)

+ **BP.AdventureFramework.**

**CanPlaceRoom(int, int, int)**

(**BP.AdventureFramework.Rendering.Panels.CanPlaceRoom**)

Determine if a room can be placed at a location

+ **BP.AdventureFramework.**

Declaration

**Utilities**



Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```



Parameters

+ **BP.AdventureFramework.**

Type

**Commands**

RoomPosition

(**BP.AdventureFramework.Com**

(BP.AdventureFramework.Assets.Locations.RoomPosition.html)

Name

Description

*startPosition*

The start position.

+ **BP.AdventureFramework.**

**Conversations**

Returns

(**BP.AdventureFramework.Con**

Type

Description

+ **BP.AdventureFramework.**

Region (BP.AdventureFramework.Assets.Locations.Region.html)

The created region.

**Conversations.Instructions**

(**BP.AdventureFramework.Con**

**MAKE(AdventureFramework).**

**Extensions**

Make a region.

(**BP.AdventureFramework.Exte**

Declaration

+ **BP.AdventureFramework.**

**Interpretation**

```
public Region Make(int x, int y, int z)
```

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Parameters

**Logic**

Type

(**BP.AdventureFramework.Logi**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The start x position.

+ **BP.AdventureFramework.**

**Rendering**

Type

(**BP.AdventureFramework.Ren**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The start y position.

z

The start z position.

+ **BP.AdventureFramework.**

Returns

**Rendering.FrameBuilders**

Type

(**BP.AdventureFramework.Ren**

Region (BP.AdventureFramework.Assets.Locations.Region.html)

Description

The created region.

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

**Rendering.Frames**

(**BP.AdventureFramework.Ren**

- **BP.AdventureFramework.**

**Utilities**