

Namespace NetAF.Adapters

Classes

Filter by title

SystemConsoleAdapter (NetAF.Adapters.SystemConsoleAdapter.html)

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

IIOAdapter

Interfaces

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

SystemConsoleAdapter

[\(NetAF.Adapters.SystemConsoleAdap](#)

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

+ NetAF.Assets

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

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Commands.Region

Map

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

Interface IIOAdapter

Represents any object that provides an adapter for input.

Filter by title

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

Assemblies

(NetAF.Adapters.html)

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

+ NetAF.Assets

Methods

(NetAF.Assets.html)

+ NetAF.Assets.Attributes

RenderFrame (Attributes.html)

+ NetAF.Assets.Characters

Declaration
(NetAF.Assets.Characters.html)

+ NetAF.Assets.Locations

Declaration
(NetAF.Assets.Locations.html)

+ NetAF.Commands

Parameters
(NetAF.Commands.html)

Type

+ NetAF.Commands.

IFrame (NetAF.Rendering.Frames.IFrame.html)

Name

Description

frame

The frame to render.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Setup(Game)

(NetAF.Commands.Frame.html)

Setup for a game.

+ NetAF.Commands.Global

Declaration
(NetAF.Commands.Global.html)

+ NetAF.Commands.

void Setup(Game game)

Persistence

(NetAF.Commands.Persistence.html)

Parameters

+ NetAF.Commands.Region

Type

Map

GameRegion (NetAF.Commands.Map.html)

Name

Description

game

The game to set up for.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

WaitForAcknowledge()

+ NetAF.Conversations

Wait for acknowledgment.

Declaration

```
bool WaitForAcknowledge()
```

>Returns

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

+ [WaitForInput\(\)](#) [NetAF.Assets](#)

[\(NetAF.Assets.html\)](#)
Wait for input.

+ [NetAF.Assets.Attributes](#)

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

+ [NetAF.Assets.Characters](#)

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

Returns

+ [NetAF.Assets.Locations](#)

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

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

+ [NetAF.Commands.](#)

[Conversation](#)

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

+ [NetAF.Commands.Frame](#)

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

+ [NetAF.Commands.Global](#)

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

+ [NetAF.Commands.](#)

[Persistence](#)

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

+ [NetAF.Commands.Region](#)

[Map](#)

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

+ [NetAF.Commands.Scene](#)

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

+ [NetAF.Conversations](#)

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

Description

The input.

Class SystemConsoleAdapter

Provides an adapter for the System.Console.

Filter by title

Inheritance

+ NetAF.Adapters

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

Implements

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

Inherited Members
[\(NetAF.Adapters.SystemConsoleAdapter\)](#)

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

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

[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)))

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

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

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

[+ NetAF.Assets.Characters](#)

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

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

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

+ NetAF.Assets.Locations

Assembly: [NetAF.dll](#)

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

Syntax

+ NetAF.Commands

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

public sealed class SystemConsoleAdapter : IIIOAdapter

+ NetAF.Commands.

Conversation

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

Methods

+ NetAF.Commands.Frame

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

RenderFrame(IFrame)

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Commands.Region

Parameters

Map

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

Name

Description

+ NetAF.Commands.Scene

frame

The frame to render.

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

+ NetAF.Conversations

Setup(Game)

Setup for a game.

Declaration

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

Part: NetAFAdapters

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

SystemConsoleAdapter
(NetAF.Adapters.SystemConsoleA

WaitForAcknowledge()

+ NetAFAssets

(NetAFAssets.html)

De: NetAFAssets.Attributes

(NetAFAssets.Attributes.html)
public bool WaitForAcknowledge()

+ NetAFAssets.Characters

(NetAFAssets.Characters.htm
Returns

+ NetAFAssets.Locations
Type
(NetAFAssets.Locations.html)

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

+ NetAFCommands.

Conversation

WaitForInput()
(NetAFCommands.Conversati

+ NetAFCommands.Frame

(NetAFCommands.Frame.html)
Declaration

+ NetAFCommands.Global

public string WaitForInput()
(NetAFCommands.Global.html)

+ NetAFCommands.

Returns

Persistence

Type
(NetAFCommands.Persistence)

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

+ NetAFCommands.Region

Map

(NetAFCommands.RegionMap)

Implements

+ NetAFCommands.Scene

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

(NetAFCommands.Scene.html)

+ NetAF Conversations



- **NetAF.Adapters**
[\(NetAF.Adapters.html\)](#)
 - IIOAdapter
[\(NetAF.Adapters.IIOAdapter.html\)](#)
 - SystemConsoleAdapter
[\(NetAF.Adapters.SystemConsoleAd](#)
- + **NetAF.Assets**
[\(NetAF.Assets.html\)](#)
- + **NetAF.Assets.Attributes**
[\(NetAF.Assets.Attributes.html\)](#)
- + **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.htm](#)
- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
 Conversation
[\(NetAF.Commands.Conversati](#)
- + **NetAF.Commands.Frame**
[\(NetAF.Commands.Frame.html\)](#)
- + **NetAF.Commands.Global**
[\(NetAF.Commands.Global.htm](#)
- + **NetAF.Commands.**
 Persistence
[\(NetAF.Commands.Persistence](#)
- + **NetAF.Commands.Region**
 Map
[\(NetAF.Commands.RegionMap](#)
- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF Conversations**

Structs

Point2D (NetAF.Assets.Point2D.html)

Represents a two-dimensional point.



Point3D (NetAF.Assets.Point3D.html)

+ NetAF.Adapters

Represents a three-dimensional point.
(NetAF.Adapters.html)

Size (NetAF.Assets.Size.html)

(NetAF.Assets.html)

Represents a size.

Condition

(NetAF.Assets.Condition.html)

Interfaces

ConditionalDescription

(NetAF.Assets.ConditionalDescriptor)

Description

IExaminable (NetAF.Assets.IIExaminable.html)

(NetAF.Assets.Description.html)

Represents any object that is examinable.

ExaminableObject

(NetAF.Assets.ExaminableObject.h)

ExaminationCallback

IIInteractWithItem (NetAF.Assets.IIInteractWithItem.html)

(NetAF.Assets.ExaminationCallback)

Represents any object that can interact with an item.

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

IIItemContainer (NetAF.Assets.IIItemContainer.html)

(NetAF.Assets.ExaminationResult.h)

Represents any object that is a container of items.

ExaminationScene

(NetAF.Assets.ExaminationScene.h)

IExaminable

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Assets.Examinable.html)

Represents any object that is visible to a player.

IIInteractWithItem

ItemContainer

(NetAF.Assets.IIItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

Enumeration of interaction results.

(NetAF.Assets.Identifier.html)

Interaction

Delegates

(NetAF.Assets.Interaction.html)

InteractionCallback

(NetAF.Assets.InteractionCallback.h)

Condition (NetAF.Assets.Condition.html)

InteractionResult

(NetAF.Assets.InteractionResult.h)

Represents a callback for interactions.

Item (NetAF.Assets.Item.html)

Point2D

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

(NetAF.Assets.ExaminationCallback.h)

Represents the callback for examinations.

(NetAF.Assets.ExaminationCallback.h)

InteractionCallback (NetAF.Assets.InteractionCallback.html)

Represents the callback for interacting with objects.



- + **NetAF.Adapters**
(NetAF.Adapters.html)
 - **NetAF.Assets**
(NetAF.Assets.html)
 - Condition
(NetAF.Assets.Condition.html)
 - ConditionalDescription
(NetAF.Assets.ConditionalDescription.html)
 - Description
(NetAF.Assets.Description.html)
 - ExaminableObject
(NetAF.Assets.ExaminableObject.html)
 - ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)
 - ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)
 - ExaminationResult
(NetAF.Assets.ExaminationResult.html)
 - ExaminationScene
(NetAF.Assets.ExaminationScene.html)
 - IExaminable
(NetAF.Assets.IExaminable.html)
 - IInteractWithItem
(NetAF.Assets.IInteractWithItem.html)
 - IItemContainer
(NetAF.Assets.IItemContainer.html)
 - IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
 - Identifier
(NetAF.Assets.Identifier.html)
 - Interaction
(NetAF.Assets.Interaction.html)
 - InteractionCallback
(NetAF.Assets.InteractionCallback.html)
 - InteractionResult
(NetAF.Assets.InteractionResult.html)
 - Item (NetAF.Assets.Item.html)
 - Point2D
(NetAF.Assets.Point2D.html)
 - Point3D
(NetAF.Assets.Point3D.html)

Delegate Condition

Represents a callback for conditions.

 Filter by title

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

+ NetAF.Adapters
Assembly: NetAF.dll

Assembly: NetAF.dll (NetAF Adapter)

(NetAF.Adapters.html)

- NetAFAssets

(New) Assets.html

Condition

Return(NetAF.Assets.Condition.html)

Type	ConditionalDescription (NetAF.Assets.ConditionalDescriptor.html) boolean (Learn.microsoft.com/dotnet/api/system.boolean) Description (NetAF.Assets.Description.html) ExaminableObject (NetAF.Assets.ExaminableObject.html) ExaminationCallback (NetAF.Assets.ExaminationCallback.html) ExaminationRequest (NetAF.Assets.ExaminationRequest.html) ExaminationResult (NetAF.Assets.ExaminationResult.html) ExaminationScene (NetAF.Assets.ExaminationScene.html) IExaminable (NetAF.Assets.IExaminable.html) IInteractWithItem (NetAF.Assets.IInteractWithItem.html) IItemContainer (NetAF.Assets.IItemContainer.html) IPlayerVisible (NetAF.Assets.IPlayerVisible.html) Identifier (NetAF.Assets.Identifier.html) Interaction (NetAF.Assets.Interaction.html) InteractionCallback (NetAF.Assets.InteractionCallback.html) InteractionResult (NetAF.Assets.InteractionResult.html) Item (NetAF.Assets.Item.html)	Description
	The result of the condition.	

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

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

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

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

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

Inherited Members

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

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

ConditionalDescription

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

Description

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

ExaminableObject

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

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

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

ExaminationCallback

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

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

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

ExaminationRequest

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

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

Assembly: [NetAF](#)

Syntax: [NetAF.Assets.ExaminationResult.I](#)

ExaminationScene

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

public sealed class ConditionalDescription : Description

IExaminable

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

IInteractWithItem

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

ItemContainer

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

IPlayerVisible

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

Represents a conditional description of an object.

Identifier

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

Interaction

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

InteractionCallback

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

InteractionResult

Parameters: [NetAF.Assets.InteractionResult.html](#)

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

Type

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

Point2D

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

([NetAF.Assets.Point2D.html](#))

Point3D

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

([NetAF.Assets.Point3D.html](#))

Result

Name

Description

trueDescription

The true description.

falseDescription

The false description.

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

Properties

(NetAF.Adapters.html)

Condition

(NetAF.Assets.html)

Get or Set the condition

Condition

Declaration

(NetAF.Assets.Condition.html)

ConditionalDescription

```
public Condition ConditionalDescription { get; set; }
```

Description

(NetAF.Assets.Description.html)

Property Value

ExaminableObject

Type (NetAF.Assets.ExaminableObject.h)

Description

ExaminationCallback

Condition (NetAF.Assets.Condition.html)

(NetAF.Assets.ExaminationCallback)

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

(NetAF.Assets.ExaminationResult.I)

ExaminationScene

(NetAF.Assets.ExaminationScene.I)

GetDescription()

IExaminable

(NetAF.Assets.IExaminable.html)

IInteractWithItem

Declaration (NetAF.Assets.IInteractWithItem.html)

ItemContainer

(NetAF.Assets.ItemContainer.html)

Interaction

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

The description.

(NetAF.Assets.Interaction.html)

Identifier

Type (NetAF.Assets.Identifier.html)

Description

Interaction

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

The description.

(NetAF.Assets.Interaction.html)

InteractionCallback

OVERRIDES (NetAF.Assets.InteractionCallback)

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

(NetAF.Assets.InteractionResult.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Result

Class Description

Represents a description of an object.

Filter by title

Inheritance

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

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

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

Inherited Members

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

ConditionalDescription

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

Description

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

ExaminableObject

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

ExaminationCallback

[object.MemberwiseClone\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
([NetAF.Assets.ExaminationCallback.html](#))

ExaminationRequest

[object.ReferenceEquals\(object, object\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
([NetAF.Assets.ExaminationRequest.html](#))

ToString

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

Namespace

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

ExaminationResult

Assembly

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

Syntax

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

IExaminable

public class Description

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

IInteractWithItem

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

ItemContainer

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

IPlayerVisible

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

Identifier

Represents a description of an object.

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

Declaration

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

InteractionCallback

public void Description(string description)

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

InteractionResult

Parameters

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

Type	Name	Description
Item (NetAF.Assets.Item.html)		
Point2D (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Point2D.html)	description	The description
Point3D (NetAF.Assets.Point3D.html)		
Result (NetAF.Assets.Result.html)		

Properties

DefaultDescription

Get or set the description.

Declaration

- NetAF.Assets

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

(NetAF.Assets.html)

Property Value

(NetAF.Assets.Condition.html)

Type ConditionalDescription

Description

(NetAF.Assets.ConditionalDescriptor.html)

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

Description

(NetAF.Assets.Description.html)

ExaminableObject

Empty

NetAF.Assets.ExaminableObject.html

ExaminationCallback

Get an empty description.

(NetAF.Assets.ExaminationCallback.html)

Declaration

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

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

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

Property Value

(NetAF.Assets.ExaminationScene.html)

Type

IExaminable

Description

(NetAF.Assets.IExaminable.html)

Description (NetAF.Assets.Description.html)

(NetAF.Assets.IInteractWithItem.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

GetDescription()

(NetAF.Assets.Identifier.html)

Interaction

Get the description.

(NetAF.Assets.Interaction.html)

InteractionCallback

(NetAF.Assets.InteractionCallback.html)

InteractionResult

```
public virtual string GetDescription()
```

(NetAF.Assets.InteractionResult.html)

Item (NetAF.Assets.Item.html)

Return Type

(NetAF.Assets.Point2D.html)

Type

Point3D

Description

(NetAF.Assets.Point3D.html)

The description.

Result

(NetAF.Assets.Result.html)



- **NetAF.Assets**

(NetAF.Assets.html)

Condition
(NetAF.Assets.Condition.html)

ConditionalDescription
(NetAF.Assets.ConditionalDescription.html)

Description
(NetAF.Assets.Description.html)

ExaminableObject
(NetAF.Assets.ExaminableObject.html)

ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)

ExaminationResult
(NetAF.Assets.ExaminationResult.html)

ExaminationScene
(NetAF.Assets.ExaminationScene.html)

IExaminable
(NetAF.Assets.IExaminable.html)

IInteractWithItem
(NetAF.Assets.IInteractWithItem.html)

ItemContainer
(NetAF.Assets.IItemContainer.html)

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

Identifier
(NetAF.Assets.Identifier.html)

Interaction
(NetAF.Assets.Interaction.html)

InteractionCallback
(NetAF.Assets.InteractionCallback.html)

InteractionResult
(NetAF.Assets.InteractionResult.html)

Item (NetAF.Assets.Item.html)

Point2D
(NetAF.Assets.Point2D.html)

Point3D
(NetAF.Assets.Point3D.html)

Result
(NetAF.Assets.Result.html)

Declaration

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

Property Value

Type	Description
- NetAF.Assets AttributeManager (NetAF.Assets.Attributes.AttributeManager.html) (NetAF.Assets.html)	

Condition

(NetAF.Assets.Condition.html)

ConditionalDescription

Get the conditional description.

Description

Declaration
(NetAF.Assets.Description.html)

ExaminableObject

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

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

Type
(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

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

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Examinable

(NetAF.Assets.IExaminable.html)

Get a description of this object.

InteractWithItem

Declaration
(NetAF.Assets.IInteractWithItem.html)

ItemContainer

(NetAF.Assets.ItemContainer.html)

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

Type
(NetAF.Assets.Identifier.html)

Interaction

Description (NetAF.Assets.Interaction.html)

InteractionCallback

(NetAF.Assets.InteractionCallback.html)

InteractionResult

(NetAF.Assets.InteractionDate.html)

Item

(NetAF.Assets.Item.html)

Get the callback handling an examination of this object.

Point2D

Declaration
(NetAF.Assets.Point2D.html)

Point3D

Declaration
(NetAF.Assets.Point3D.html)

```
public ExaminationCallback Examination { get; protected set; }
```

Result

(NetAF.Assets.Result.html)

Size

(NetAF.Assets.Size.html)

Property Value

Size (NetAF.Assets.Size.html)

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

Identifier

Get this object's identifier.

NetAF.Assets

(NetAF.Assets.html)

Declaration

```
public NetAF.Assets.Identifier Identifier { get; protected set; }
```

ConditionalDescription

```
(NetAF.Assets.ConditionalDescription)
```

Property Value

Description

Type	Description
NetAF.Assets.Identifier.html	

ExaminableObject

```
Identifier (NetAF.Assets.Identifier.html)
```

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

ExaminationCallback

```
(NetAF.Assets.ExaminationCallback.html)
```

ExaminationRequest

```
(NetAF.Assets.ExaminationRequest.html)
```

Get if this is visible to the player.

IsPlayerVisible

Declaration

ExaminationScene

```
(NetAF.Assets.ExaminationScene.html)
```

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

IExaminable

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

InteractWithItem

```
(NetAF.Assets.IInteractWithItem.html)
```

ItemContainer

Type	Description
NetAF.Assets.ItemContainer.html	

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

IPlayerVisible

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

Identifier

```
(NetAF.Assets.Identifier.html)
```

Interaction

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

InteractionCallback

```
(NetAF.Assets.InteractionCallback.html)
```

Examine this object.

Declaration

```
Item (NetAF.Assets.Item.html)
```

Point2D

```
(NetAF.Assets.Point2D.html)
```

Point3D

```
(NetAF.Assets.Point3D.html)
```

Parameters

Result

```
(NetAF.Assets.Result.html)
```

Size (NetAF.Assets.Size.html)

Methods

Examine(ExaminationScene)

Declaration

```
Item (NetAF.Assets.Item.html)
```

```
Point2D
```

```
(NetAF.Assets.Point2D.html)
```

```
Point3D
```

```
(NetAF.Assets.Point3D.html)
```

```
Parameters
```

Result

```
(NetAF.Assets.Result.html)
```

Size (NetAF.Assets.Size.html)

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

Returns

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

Condition
(NetAF.Assets.Condition.html)

ConditionalDescription
(NetAF.Assets.ConditionalDescription.html)

RestoreFrom(ExaminableSerialization)

Description
Restore this object from a serialization.
(NetAF.Assets.Description.html)

Declaration

ExaminableObject
(NetAF.Assets.ExaminableObject.html)

ExaminationCallback
public void RestoreFrom(ExaminableSerialization serialization)

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

Parameters
(NetAF.Assets.ExaminationRequest.html)

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

IExaminable

(NetAF.Assets.IExaminable.html)

IInteractWithItem

(NetAF.Assets.IInteractWithItem.html)

IExaminable (NetAF.Assets.IExaminable.html)

ItemContainer

(NetAF.Assets.ItemContainer.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Assets.IPlayerVisible.html)

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Interaction

(NetAF.Assets.Interaction.html)

InteractionCallback

(NetAF.Assets.InteractionCallback.html)

InteractionResult

(NetAF.Assets.InteractionDateResult.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Result

(NetAF.Assets.Result.html)

Size (NetAF.Assets.Size.html)

Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

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

(NetAF.Assets.html)

Assembly: NetAF.dll

Condition

(NetAF.Assets.Condition.html)

ConditionalDescription

public delegate ExaminationResult ExaminationCallback(ExaminationRequest request)
(NetAF.Assets.ConditionalDescriptor)

Description

(NetAF.Assets.Description.html)

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

(NetAF.Assets.ExaminationCallback)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

Type

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

A string representing the result of the examination.

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IIInteractWithItem

(NetAF.Assets.IIInteractWithItem.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Interaction

(NetAF.Assets.Interaction.html)

InteractionCallback

(NetAF.Assets.InteractionCallback.html)

InteractionResult

(NetAF.Assets.InteractionResult.html)

Item

(NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Name

Description

request

The examination request.

Description

A string representing the result of the examination.

Class ExaminationRequest

Represents a request to examine an IExaminable.

Filter by title

Inheritance

Condition	
↳ object	(https://learn.microsoft.com/dotnet/api/system.object) (NetAF.Assets.Condition.html)
↳ ExaminationRequest	
↳ ConditionalDescription	
Inherited Members	(NetAF.Assets.ConditionalDescriptor)
Description	
object.Equals(object)	(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) (NetAF.Assets.Description.html)
ExaminableObject	
object.Equals(object, object)	(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)) (NetAF.Assets.ExaminableObject.html)
ExaminationCallback	
object.GetHashCode()	(https://learn.microsoft.com/dotnet/api/system.object.gethashcode) (NetAF.Assets.ExaminationCallback.html)
object.GetType()	(https://learn.microsoft.com/dotnet/api/system.object.gettype) (NetAF.Assets.ExaminationRequest.html)
object.MemberwiseClone()	(https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone) (NetAF.Assets.ExaminationRequest.html)
object.ReferenceEquals(object, object)	(https://learn.microsoft.com/dotnet/api/system.object.referenceequals) (NetAF.Assets.ExaminationResult.html)
object.ToString()	(https://learn.microsoft.com/dotnet/api/system.object.tostring) (NetAF.Assets.ExaminationResult.html)
Namespace	NetAF (NetAF.html).Assets (NetAF.Assets.html)
ExaminationScene	
Assembly	NetAF
Assembly	(NetAF.Assets.ExaminationScene.html)

Syntax

IExaminable	
	(NetAF.Assets.IExaminable.html)
IIteractWithItem	
public class ExaminationRequest	(NetAF.Assets.IIInteractWithItem.html)
ItemContainer	

Constructors

IPlayerVisible	
	(NetAF.Assets.IPlayerVisible.html)
Identifier	

ExaminationRequest(IExaminable, ExaminationScene)

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

Declaration

InteractionCallback

(NetAF.Assets.InteractionCallback.html)

InteractionResult

public ExaminationRequest(IExaminable examinable, ExaminationScene scene)

(NetAF.Assets.InteractionDate.html)

Item

(NetAF.Assets.Item.html)

Parameters

Point2D

Type	Name	Description
Point2D		
IExaminable (NetAF.Assets.IExaminable.html) (NetAF.Assets.Point3D.html)	examinable	The object being examined.
Result		
ExaminationScene (NetAF.Assets.Result.html) (NetAF.Assets.ExaminationScene.html)	scene	The scene the object is being examined from.
Size (NetAF.Assets.Size.html)		

+ NetAF.Assets.Attributes

ExaminationRequest(IExaminable, Game)

Initializes a new instance of the ExaminationRequest class.

Declaration

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

Parameters

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

Condition

ExaminableObject
(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

Properties
.ExaminationCallback

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

ExaminableResult

(NetAF.Assets.ExaminationResult.html)

Get the examinable object.

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Declaration

IExaminable

(NetAF.Assets.IExaminable.html)

public IExaminable Examinable { get; }

IInteractWithItem

(NetAF.Assets.IInteractWithItem.html)

Property Value Container

Type	Description
(NetAF.Assets.IItemContainer.html) IPlayerVisible	

IExaminable (NetAF.Assets.IPlayerVisibleExaminable.html)

Identifier

(NetAF.Assets.Identifier.html)

Interaction

(NetAF.Assets.Interaction.html)

InteractionCallback

Get the examination scene.

(NetAF.Assets.InteractionCallback.html)

Declaration

InteractionResult

(NetAF.Assets.InteractionResult.html)

Point (NetAF.Assets.Point.html)

Point2D

(NetAF.Assets.Point2D.html)

Property Value

Point3D

Type	Description
(NetAF.Assets.Point3D.html)	

Result

ExaminationScene (NetAF.Assets.ExaminationScene.html)

(NetAF.Assets.Result.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes



Condition
(NetAF.Assets.Condition.html)
ConditionalDescription
(NetAF.Assets.ConditionalDescription.html)
Description
(NetAF.Assets.Description.html)
ExaminableObject
(NetAF.Assets.ExaminableObject.html)
ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)
ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)
ExaminationResult
(NetAF.Assets.ExaminationResult.html)
ExaminationScene
(NetAF.Assets.ExaminationScene.html)
IExaminable
(NetAF.Assets.IExaminable.html)
IInteractWithItem
(NetAF.Assets.IInteractWithItem.html)
IItemContainer
(NetAF.Assets.IItemContainer.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Interaction
(NetAF.Assets.Interaction.html)
InteractionCallback
(NetAF.Assets.InteractionCallback.html)
InteractionResult
(NetAF.Assets.InteractionResult.html)
Item (NetAF.Assets.Item.html)
Point2D
(NetAF.Assets.Point2D.html)
Point3D
(NetAF.Assets.Point3D.html)
Result
(NetAF.Assets.Result.html)
Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance...

(NetAF.Assets.Condition.html)
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
 ConditionalDescription
 ↳ Result (NetAF.Assets.Result.html)
 (NetAF.Assets.ConditionalDescriptor)
 ↳ ExaminationResult
 Description
Inherited Members
(NetAF.Assets.Description.html)
ExaminableObject
Result.Description ([NetAF.Assets.Result.html#NetAF_Assets_Result_Description](#))
(NetAF.Assets.ExaminableObject)
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
 (NetAF.Assets.ExaminationCallback)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
 (NetAF.Assets.ExaminationRequest)
equals(SYSTEM-OBJECT-SYSTEM-OBJECT)
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
ExaminationResult
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
 (NetAF.Assets.ExaminationResult)
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
ExaminationScene
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
 (NetAF.Assets.ExaminationScene)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
 IExaminable
Namespace
NetAF (NetAF.html) Assets (NetAF.Assets.html)
 (NetAF.Assets.IExaminable.html)
Assembly
NetAF

InteractWithItem
Syntax
NetAF.Assets.IInteractWithItem.htm

IItemContainer
NetAF.Assets.ItemContainer.html
public class EXAMINATIONRESULT : Result
 IPlayerVisible
 (NetAF.Assets.IPlayerVisible.html)

Identifier
NetAF.Assets.Identifier.html

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

(NetAF.Assets.InteractionCallback)
Initializes a new instance of the ExaminationResult class.
InteractionResult

Declaration
NetAF.Assets.InteractionDate.htm

Item (NetAF.Assets.Item.html)
Point2D
public ExaminationResult(string description)
(NetAF.Assets.Point2D.html)

Point3D
Parameters
(NetAF.Assets.Point3D.html)

Type	Name	Description
Result (NetAF.Assets.Result.html) string (https://learn.microsoft.com/dotnet/api/system.string) Size (NetAF.Assets.Size.html)	description	A description of the result.

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)



Condition
(NetAF.Assets.Condition.html)
ConditionalDescription
(NetAF.Assets.ConditionalDescripti
Description
(NetAF.Assets.Description.html)
ExaminableObject
(NetAF.Assets.ExaminableObject.h
ExaminationCallback
(NetAF.Assets.ExaminationCallbac
ExaminationRequest
(NetAF.Assets.ExaminationReques
ExaminationResult
(NetAF.Assets.ExaminationResult.I
ExaminationScene
(NetAF.Assets.ExaminationScene.I
IExaminable
(NetAF.Assets.IExaminable.html)
IInteractWithItem
(NetAF.Assets.IInteractWithItem.ht
IItemContainer
(NetAF.Assets.IItemContainer.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Interaction
(NetAF.Assets.Interaction.html)
InteractionCallback
(NetAF.Assets.InteractionCallback.
InteractionResult
(NetAF.Assets.InteractionResult.ht
Item (NetAF.Assets.Item.html)
Point2D
(NetAF.Assets.Point2D.html)
Point3D
(NetAF.Assets.Point3D.html)
Result
(NetAF.Assets.Result.html)
Size (NetAF.Assets.Size.html)

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

Class ExaminationScene

Represents a scene that an examination occurs in.

Filter by title

Inheritance .. [System.Object](#)

ConditionalDescription

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

(NetAF.Assets.ConditionalDescriptor)

↳ ExaminationScene

Description

Inherited Members

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

ExaminableObject

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)))

ExaminationCallback

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)))

ExaminationRequest

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

(NetAF.Assets.ExaminationRequest)

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

ExaminationResult

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

(NetAF.Assets.ExaminationResult)

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

ExaminationScene

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

(NetAF.Assets.ExaminationScene)

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

IExaminable

Assembly: NetAF

(NetAF.Assets.IExaminable.html)

Syntax

[IInteractWithItem](#)

(NetAF.Assets.IInteractWithItem.html)

ItemContainer [ExaminationScene](#)

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Constructors

Identifier

(NetAF.Assets.Identifier.html)

Interaction

[ExaminationScene\(Character, Room\)](#)

(NetAF.Assets.Interaction.html)

InteractionCallback

Represents a scene that an examination occurs in.

(NetAF.Assets.InteractionCallback)

InteractionResult

(NetAF.Assets.InteractionResult.html)

Item [ExaminationScene](#)

(NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Parameters

Point3D

Type	Name	Description
Result		
Character	examiner	The character who is examining the object.
Size	room	The room the examinable is being examined from.

+ [NetAF.Assets.Attributes](#)

(NetAF.Assets.Attributes.html)

ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

Parameters

Type	Name	Description
(NetAF.Assets.ConditionalDescription.html)	game	The executing game.

Properties

Examiner

Get the Examiner.

```
(NetAF.Assets.ExaminationScene.IExaminable)
```

Declaration

```
public Character Examiner { get; }
```

```
(NetAF.Assets.IInteractWithItem.html)
```

Property value

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

Type

Description

PlayerVisible	
(NetAF.Assets.IPlayerVisible.html)	
Character (NetAF.Assets.Characters.Character.html)	
Identifier	

```
(NetAF.Assets.Identifier.html)
```

Interaction

NoScene

Get a default value for when there is no scene.

```
(NetAF.Assets.InteractionCallback)
```

Declaration

```
(NetAF.Assets.InteractionResult.html)
```

```
Item (NetAF.Assets.Item.html)
```

```
public static ExaminationScene NoScene { get; }
```

```
Point2D
```

```
(NetAF.Assets.Point2D.html)
```

Property value

```
(NetAF.Assets.Point3D.html)
```

Description

Type

Result

```
(NetAF.Assets.Result.html)
```

```
Size (NetAF.Assets.Size.html)
```

+ NetAF.Assets.Attributes

Root

NetAF.Assets.Attributes.html

↳ NetAF.Assets.Characters

Get the room the examinable is being examined from.

Declaration

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

Property Value

Type	Description
ConditionalDescription (NetAF.Assets.ConditionalDescription.html) Room (NetAF.Assets.Locations.Room.html) Description (NetAF.Assets.Description.html) ExaminableObject (NetAF.Assets.ExaminableObject.html) ExaminationCallback (NetAF.Assets.ExaminationCallback.html) ExaminationRequest (NetAF.Assets.ExaminationRequest.html) ExaminationResult (NetAF.Assets.ExaminationResult.html) ExaminationScene (NetAF.Assets.ExaminationScene.html) IExaminable (NetAF.Assets.IExaminable.html) IInteractWithItem (NetAF.Assets.IInteractWithItem.html) IItemContainer (NetAF.Assets.IItemContainer.html) IPlayerVisible (NetAF.Assets.IPlayerVisible.html) Identifier (NetAF.Assets.Identifier.html) Interaction (NetAF.Assets.Interaction.html) InteractionCallback (NetAF.Assets.InteractionCallback.html) InteractionResult (NetAF.Assets.InteractionResult.html) Item (NetAF.Assets.Item.html) Point2D (NetAF.Assets.Point2D.html) Point3D (NetAF.Assets.Point3D.html) Result (NetAF.Assets.Result.html) Size (NetAF.Assets.Size.html)	

+ NetAF.Assets.Attributes

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

↳ NetAF.Assets.Characters

Interface IExaminable

Represents any object that is examinable.

Filter by title

Inherited Members

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

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

Assembly: NetAF.NET.Engine

Syntax

(NetAF.Assets.ExaminationRequest)

ExaminationResult

```
public interface IExaminable : IPlayerVisible, IRestoreFromObjectSerialization<Exami  
nablesSerialization>  
    ExaminationScene  
        (NetAF.Assets.ExaminationScene.I  
        IExaminable  
            (NetAF.Assets.IExaminable.html)
```

Properties

Interaction

(NetAF.Assets.IInteractWithItem.html)

IItemContainer

Attributes

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Get the attribute manager for this object.

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Interaction

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

(NetAF.Assets.Interaction.html)

InteractionCallback

Property Value (NetAF.Assets.InteractionCallback).

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

AttributeManager (NetAF.Assets.Attributes.AttributeManager.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Commands

(NetAF.Assets.Command.html)

Get this objects commands.

(NetAF.Assets.Result.html)

Declaration

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

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

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Property Value (NetAF.Assets.Character.html)

Type	Description
CustomCommand (NetAF.Commands.CustomCommand.html)	

Description

Get a description of this object.
[\(NetAF.Assets.ConditionalDescription.html\)](#)

Declaration

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

ExaminableObject { get; }

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

ExaminationCallback

Property Value
[\(NetAF.Assets.ExaminationCallback.html\)](#)

Type ExaminationRequest

Description

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

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

ExaminationResult

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

ExaminationScene

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

Identifier

IExaminable

Get the object's identifier
[\(NetAF.Assets.IExaminable.html\)](#)

IInteractWithItem

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

ItemContainer

Identifier Identifier { get; }

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

IPlayerVisible

Property Value
[\(NetAF.Assets.IPlayerVisible.html\)](#)

Identifier

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

Description

Interaction

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

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

InteractionCallback

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

InteractionResult

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

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

Point2D

[\(NetAF.Assets.Point2D.html\)](#)

Examine(ExaminationScene)

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

Point3D

[\(NetAF.Assets.Point3D.html\)](#)

Declaration

Result

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

Examine(InteractionResult, Examine(ExaminationScene scene))

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

+ NetAF.Assets.Attributes

Parameters

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

+ NetAF.Assets.Characters

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

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

Returns

Type	Description
(NetAF.Assets.ExaminationResultConditionalDescriptor.html)	A ExaminationResult detailing the examination of this object.
(NetAF.Assets.ExaminationResult.html)	
(NetAF.Assets.Description.html)	
ExaminableObject	
(NetAF.Assets.ExaminableObject.html)	
ExaminationCallback	
(NetAF.Assets.ExaminationCallback.html)	
ExaminationRequest	
(NetAF.Assets.ExaminationRequest.html)	
ExaminationResult	
(NetAF.Assets.ExaminationResult.html)	
ExaminationScene	
(NetAF.Assets.ExaminationScene.html)	
IExaminable	
(NetAF.Assets.IExaminable.html)	
IIInteractWithItem	
(NetAF.Assets.IIInteractWithItem.html)	
IIItemContainer	
(NetAF.Assets.IIItemContainer.html)	
IPlayerVisible	
(NetAF.Assets.IPlayerVisible.html)	
Identifier	
(NetAF.Assets.Identifier.html)	
Interaction	
(NetAF.Assets.Interaction.html)	
InteractionCallback	
(NetAF.Assets.InteractionCallback.html)	
InteractionResult	
(NetAF.Assets.InteractionResult.html)	
Item (NetAF.Assets.Item.html)	
Point2D	
(NetAF.Assets.Point2D.html)	
Point3D	
(NetAF.Assets.Point3D.html)	
Result	
(NetAF.Assets.Result.html)	
Size (NetAF.Assets.Size.html)	

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: NetAF.dll

(NetAF.Assets.Description.html)

Syntax

```
ExaminableObject  
(NetAF.Assets.ExaminableObject.h)  
public interface IInteractWithItem  
ExaminationCallback
```

```
(NetAF.Assets.ExaminationCallbac
```

```
ExaminationRequest
```

```
(NetAF.Assets.ExaminationReques
```

```
ExaminationResult
```

```
(NetAF.Assets.ExaminationResult.I
```

```
ExaminationScene
```

```
(NetAF.Assets.ExaminationScene.I
```

IExaminable

Interaction (NetAF.Assets.IExaminable.html)

IInteractWithItem

Declaration (NetAF.Assets.IInteractWithItem.ht

```
ItemContainer
```

```
Interaction Interact(Item item)
```

```
(NetAF.Assets.ItemContainer.html)
```

IPlayerVisible

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

Parameters

Identifier

Type (NetAF.Assets.Identifier.html)

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

Returns InteractionCallback

```
(NetAF.Assets.InteractionCallback.
```

Type InteractionResult

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

Point2D

```
(NetAF.Assets.Point2D.html)
```

Point3D

```
(NetAF.Assets.Point3D.html)
```

Result

```
(NetAF.Assets.Result.html)
```

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

Interface IItemContainer

Represents any object that is a container of items.

▼ Filter by title

Inherited Members

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

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

InteractWithItem

(NetAF.Assets.IInteractWithItem.html)

IItemContainer

```
public interface IItemContainer : IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>
{
    IPlayerVisible
    (NetAF.Assets.IPlayerVisible.html)
    Identifier
    (NetAF.Assets.Identifier.html)
```

Properties

(NetAF.Assets.Interaction.html)

InteractionCallback

Items (NetAF.Assets.InteractionCallback.html)

InteractionResult

Get the items (NetAF.Assets.InteractionResult.html)

Item (NetAF.Assets.Item.html)

Declaration

Point2D

(NetAF.Assets.Point2D.html)

Item[] Items { get; }

Point3D

(NetAF.Assets.Point3D.html)

Properties

CurrentValue

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

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Locations

AddItem(Item)

Add an item.

Declaration

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

 Description

Parameters
Type (NetAF.Assets.Description.html)

Type	Name	Description
ExaminableObject (NetAF.Assets.ExaminableObject.html)	<i>item</i>	The item to add.

RemoveItem(Item)

Remove an item.
Parameters

ExaminationScene

Declaration
NetAF.Assets.ExaminationScene.I

IExaminable

(NetAF.Assets.IExaminable.html)

IIInteractWithItem

(NetAF.Assets.IIInteractWithItem.html)

Parameters

ItemContainer

Type	Name	Description
ItemContainer (NetAF.Assets.IItemContainer.html)	<i>item</i>	The item to remove.

Identifier

(NetAF.Assets.Identifier.html)

Interaction

(NetAF.Assets.Interaction.html)

InteractionCallback

(NetAF.Assets.InteractionCallback.html)

InteractionResult

(NetAF.Assets.InteractionDate.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Result

(NetAF.Assets.Result.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Locations

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Assembly: NetAF.dll

Syntax (NetAF.Assets.ExaminableObject.h)

ExaminationCallback

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

(NetAF.Assets.ExaminationRequest.h)

ExaminationResult

(NetAF.Assets.ExaminationResult.h)

ExaminationScene

(NetAF.Assets.ExaminationScene.h)

IExaminable

(NetAF.Assets.IExaminable.html)

IInteractWithItem

Get (NetAF.Assets.IInteractWithItem.html)

IItemContainer

Declaration (NetAF.Assets.IItemContainer.html)

IPlayerVisible

bool IsPlayerVisible { get; set; }
(NetAF.Assets.IPlayerVisible.html)

Identifier

Property Value (NetAF.Assets.Identifier.html)

Interaction

Type (NetAF.Assets.Interaction.html)

Description

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

(NetAF.Assets.InteractionCallback.h)

InteractionResult

(NetAF.Assets.InteractionResult.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Result

(NetAF.Assets.Result.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance

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

Implementation

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

Inherited Members

(NetAF.Assets.ExaminationScene.I
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Assets.IExaminable.html)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object, system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object)))
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>)

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

Identifier

Assembly: NetAF.dll

(NetAF.Assets.Identifier.html)

Syntax

Interaction
(NetAF.Assets.Interaction.html)
public sealed class Identifier : IEquatable<string>, IEquatable<Identifier>
InteractionCallback
(NetAF.Assets.InteractionCallback.
InteractionResult

Constructors

Identifier(string)

Point3D

(NetAF.Assets.Point2D.html)

Provides a class for Point3D objects as an identifier.

Result
Declaration
(NetAF.Assets.Result.html)
Size (NetAF.Assets.Size.html)
public Identifier(string name)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)
Parameters

+ NetAF.Assets.Characters

Type
(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Properties

Empty

Get an empty identifier.

Declaration

```
(NetAF.Assets.ExaminableObject.h
public static Identifier Empty { get; }
```

ExaminationCallback

(NetAF.Assets.ExaminationCallback

ExaminationRequest

(NetAF.Assets.ExaminationReques

Type ExaminationResult

Description

(NetAF.Assets.ExaminationResult)

Identifier (NetAF.Assets.Identifier.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

IdentifiableName

(NetAF.Assets.IExaminable.html)

IInteractWithItem

Get the name as a case insensitive identifier.

(NetAF.Assets.IInteractWithItem.ht

Declaration

ItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

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

(NetAF.Assets.IPlayerVisible.html)

Identifier

Property Value

(NetAF.Assets.Identifier.html)

Type Interaction

Description

(NetAF.Assets.Interaction.html)

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

(NetAF.Assets.InteractionCallback.

InteractionResult

Name

(NetAF.Assets.InteractionDate.html)

Item (NetAF.Assets.Item.html)

Get the Name.

(NetAF.Assets.Point2D.html)

Declaration

Point3D

(NetAF.Assets.Point3D.html)

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

(NetAF.Assets.Result.html)

Size (NetAF.Assets.Size.html)

Property Value

+ NetAF.Assets.Attributes

Type

Description

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Locations

Methods (NetAF.Assets.Locations.html)

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 (NetAF.Assets.ExaminationRequest.html) (NetAF.Assets.ExaminationRequest.html)	other	An object to compare with this object.

Returns

ExaminationResult
(NetAF.Assets.ExaminationResult.html)

Type	Description
bool (NetAF.Assets.ExaminationScene.html)	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). IExaminable (https://learn.microsoft.com/dotnet/api/system.item) IInteractWithItem (https://learn.microsoft.com/dotnet/api/system.itemcontainer) IItemContainer (NetAF.Assets.IItemContainer.html)

IPlayerVisible

Equals(string)

Identifier

Indicates whether the current object is equal to another object of the same type.
(NetAF.Assets.Identifier.html)

Declaration

```
public bool Equals(string other)
```

InteractionCallback
(NetAF.Assets.InteractionCallback.html)

InteractionResult

Parameters

Type	Description
Item (NetAF.Assets.Item.html) Point2D string (https://learn.microsoft.com/dotnet/api/system.string)	other

Point3D

Return

(NetAF.Assets.Point3D.html)

Result

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Locations

Tostring()
(NetAF.Assets.Locations.html)

Returns a string that represents the current object.

Declaration

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

>Returns

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

Overrides

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

ExaminationResult
(NetAF.Assets.ExaminationResult.html)

Implements

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

IInteractWithItem

(NetAF.Assets.IInteractWithItem.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Interaction

(NetAF.Assets.Interaction.html)

InteractionCallback

(NetAF.Assets.InteractionCallback.html)

InteractionResult

(NetAF.Assets.InteractionDate.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Result

(NetAF.Assets.Result.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Class Interaction

Represents an interaction.

Filter by title

Inheritance: [System.Object](#)

↳ [ExaminationCallback](#)
↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [\(NetAF.Assets.ExaminationCallback.html\)](#)
↳ [Result](#) ([NetAF.Assets.Result.html](#))
↳ [ExaminationRequest](#)
↳ [Interaction](#)
↳ [\(NetAF.Assets.ExaminationRequest.html\)](#)
↳ [Identifier](#)
↳ [\(NetAF.Assets.ExaminationResult.html\)](#)
Result.Description ([NetAF.Assets.Result.html#NetAF_Assets_Result_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)))
object.Equals(object, object) ([\(NetAF.Assets.IExaminable.html\)](#)
equals([system-object](#)-[system-object](#))
InteractWithItem
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
ItemContainer
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
IPlayerVisible
Namespace: [NetAF](#) ([NetAF.html](#)) [Assets](#) ([NetAF.Assets.html](#))
↳ [\(NetAF.Assets.IPlayerVisible.html\)](#)

Assembly: [NetAF.dll](#)

Syntax: [\(NetAF.Assets.Identifier.html\)](#)

Interaction

`public sealed class Interaction : Result`
InteractionCallback

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

InteractionResult

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

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

Point2D

[\(NetAF.Assets.Point2D.html\)](#)

Point3D

Initializes a new instance of the Interaction class.
[\(NetAF.Assets.Point3D.html\)](#)

Declaration

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

`public Interaction(InteractionResult result, Item item)`

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

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

Name

Description

result

The result of the interaction.

+ NetAF.Assets.Locations

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

+ NetAF.Commands

Interaction(InteractionResult, Item, string)

Initializes a new instance of the Interaction class.

Declaration

```
public Interaction(InteractionResult result, Item item, string descriptionOfEffect)
```

Parameters

Type	Name	Description
(NetAF.Assets.ExaminationCallback)(NetAF.Assets.ExaminationRequest)		
InteractionResult (NetAF.Assets.InteractionResult.html)	result	The result of the interaction.
Item (NetAF.Assets.Item.html)	item	The item used in the interaction.
string (https://learn.microsoft.com/dotnet/api/system.string)	descriptionOfEffect	A description of the effect.

Properties

Item

Identifier
(NetAF.Assets.Identifier.html)
Get the item used in the interaction.
Interaction
Declaration
(NetAF.Assets.Interaction.html)

InteractionCallback

(NetAF.Assets.InteractionCallback.html)
InteractionResult
(NetAF.Assets.InteractionDate.html)

Property Value
Item (NetAF.Assets.Item.html)

Type	Description
Point2D (NetAF.Assets.Point2D.html)	

Item (NetAF.Assets.Item.html)

Point3D
(NetAF.Assets.Point3D.html)

Result
(NetAF.Assets.Result.html)

Size (NetAF.Assets.Size.html)

Get the result.

+ NetAF.Assets.Attributes

Declaration
(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Result
(NetAF.Assets.Characters.html)

NetAF/Assets/Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

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



[ExaminationCallback](#)
 (NetAF.Assets.ExaminationCallback.html)
[ExaminationRequest](#)
 (NetAF.Assets.ExaminationRequest.html)
[ExaminationResult](#)
 (NetAF.Assets.ExaminationResult.html)
[ExaminationScene](#)
 (NetAF.Assets.ExaminationScene.html)
[IExaminable](#)
 (NetAF.Assets.IExaminable.html)
[IInteractWithItem](#)
 (NetAF.Assets.IInteractWithItem.html)
[IItemContainer](#)
 (NetAF.Assets.IItemContainer.html)
[IPlayerVisible](#)
 (NetAF.Assets.IPlayerVisible.html)
[Identifier](#)
 (NetAF.Assets.Identifier.html)
[Interaction](#)
 (NetAF.Assets.Interaction.html)
[InteractionCallback](#)
 (NetAF.Assets.InteractionCallback.html)
[InteractionResult](#)
 (NetAF.Assets.InteractionResult.html)
[Item](#)
 (NetAF.Assets.Item.html)
[Point2D](#)
 (NetAF.Assets.Point2D.html)
[Point3D](#)
 (NetAF.Assets.Point3D.html)
[Result](#)
 (NetAF.Assets.Result.html)
[Size](#)
 (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

Assembly: NetAF.dll

Syntax

```
public delegate InteractionCallback(InteractionResult item)
(NetAF.Assets.ExaminationResult)
```

ExaminationScene

Parameters

IExaminable
Type

(NetAF.Assets.IExaminable.html)

Item
Type

(NetAF.Assets.Item.html)

IInteractWithItem
Type

(NetAF.Assets.IInteractWithItem.html)

ItemContainer
Type

(NetAF.Assets.IItemContainer.html)

PlayerVisible
Type

(NetAF.Assets.IPlayerVisible.html)

Interaction
Type

(NetAF.Assets.Interaction.html)

Identifier
Type

(NetAF.Assets.Identifier.html)

Interaction
Type

(NetAF.Assets.Interaction.html)

InteractionCallback
Type

(NetAF.Assets.InteractionCallback.html)

InteractionResult
Type

(NetAF.Assets.InteractionResult.html)

Item
Type

(NetAF.Assets.Item.html)

Point2D
Type

(NetAF.Assets.Point2D.html)

Point3D
Type

(NetAF.Assets.Point3D.html)

Result
Type

(NetAF.Assets.Result.html)

Size
Type

(NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Locations

Enum InteractionResult

Enumeration of interaction results.

Filter by title

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

Assembly: NetAF

Syntax

```
ExaminationResult
  (NetAF.Assets.ExaminationRequest.html)
  ExaminationScene
    (NetAF.Assets.ExaminationScene.html)
    IExaminable
      (NetAF.Assets.IExaminable.html)
    InteractWithItem
      (NetAF.Assets.IInteractWithItem.html)
```

Fields

(NetAF.Assets.IInteractWithItem.html)

Name	Description
ItemContainer (NetAF.Assets.IItemContainer.html)	
ItemAndTargetExpires IPlayerVisible (NetAF.Assets.IPlayerVisible.html)	The item and the target expires.
ItemExpires Identifier NoChange (NetAF.Assets.Identifier.html)	The item expires.
Interaction PlayerDies (NetAF.Assets.Interaction.html)	No change.
TargetExpires Callback (NetAF.Assets.InteractionCallback.html)	The player dies.
InteractionResult (NetAF.Assets.InteractionDate.html)	The target expires.

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Result

(NetAF.Assets.Result.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance

(NetAF.Assets.ExaminationRequest
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ ExaminationResult
↳ ExaminableObject (NetAF.Assets.ExaminableObject.html)
↳ NetAF.Assets.ExaminationResult.
↳ Item
↳ ExaminationScene

Implements

- NetAF.Assets.ExaminationScene.IExaminableObject (NetAF.Assets.IExaminable.html)
- NetAF.Assets.IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
- IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<Examinable>
- NetAF.Assets.ISerializableWithAssets (NetAF.Assets.ExaminableSerialization.html)>
- IInteractableItem (NetAF.Assets.IInteractWithItem.html)
- IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<ItemSerialization>
- NetAF.Serialization.Items.ItemSerialization (NetAF.Serialization.Items.ItemSerialization.html)>
- (NetAF.Assets.IPlayerVisible.html)

Inherited Members

- Identifier
- ExaminableObject.Examination (NetAF_Assets_ExaminableObject_Examination.html)
- ExaminableObject.ExaminableObject (NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)
- ExaminableObject.Identifier (NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)
- ExaminableObject.Description (NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)
- ExaminableObject.Commands (NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)
- Item (NetAF_Assets_Items.html)
- NetAF_Assets_ExaminableObject.Attributes (NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)
- Point3D (NetAF_Assets_Point3D.html)
- ExaminableObject.IsPlayerVisible (NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)
- ExaminableObject.RestoreFrom (NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom)
- ExaminableObject.RestoreFrom (NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_ExaminableSerialization_)
- + NetAF.Assets.Attributes
[\(NetAF.Assets.Attributes.html\)](#)
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
- + NetAF.Assets.Characters
[\(NetAF.Assets.Characters.html\)](#)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
- + NetAF.Assets.Locations
[\(NetAF.Assets.Locations.html\)](#)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
- + NetAF.Commands
[\(NetAF.Commands.html\)](#)
Namespace: NetAF (NetAF.dll).Assets (NetAF.Assets.html)
- Assembly: NetAF.dll
+ NetAF.Commands.

Syntax

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

▼

Constructors

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

Item(Identifier, Description, bool, CustomCommand[], InteractionCallback, ExaminationCallback)

(NetAF.Assets.ExaminationScene.html)

IExaminable

Initializes a new instance of the Item class.

(NetAF.Assets.IExaminable.html)

Declaration

IInteractWithItem

(NetAF.Assets.IInteractWithItem.html)

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

Parameters

(NetAF.Assets.Identifier.html)

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	identifier	This Items identifier.
Interaction (NetAF.Assets.Interaction.html)		
Description (NetAF.Assets.Description.html)	description	A description of this Item.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.InteractionResult.html)	isTakeable	Specify if this item is takeable.
CustomCommand[] (NetAF.Assets.ItemCommands.CustomCommand.html)	commands	This objects commands.
Point2D (NetAF.Assets.Point2D.html)	interaction	The interaction.
ExaminationCallback (NetAF.Assets.ExaminationCallback.html) (NetAF.Assets.Point3D.html)	examination	The examination.

Result

(NetAF.Assets.Result.html)

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

+ NetAF.Assets.Attributes

Initializes a new instance of the Item class.
(NetAF.Assets.Attributes.html)

Declaration

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

+ NetAF.Commands.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	This Items identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of this Item.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>isTakeable</i>	Specify if this item is takeable.
CustomCommand (NetAF.Commands.CustomCommand.html)	<i>commands</i>	This objects commands.
InteractionCallback (NetAF.Assets.InteractionCallback.html)	<i>interaction</i>	The interaction.
ExaminationResult (NetAF.Assets.ExaminationResult.html)	<i>examination</i>	The examination.

ExaminationScene
 (<NetAF.Assets.ExaminationScene.html>)
 IExaminable
 (<NetAF.Assets.IExaminable.html>)
 IIInteractWithItem
 (<NetAF.Assets.IIInteractWithItem.html>)

Interaction
 IItemContainer
 (<NetAF.Assets.IItemContainer.html>)
 Get the interaction.
 IPlayerVisible
 (<NetAF.Assets.IPlayerVisible.html>)
 Declaration
 Identifier
 (<NetAF.Assets.Identifier.html>)
 public InteractionCallback Interaction { get; }
 Interaction
 (<NetAF.Assets.Interaction.html>)
 Property InteractionCallback

Type	Description
InteractionResult	

InteractionResult (<NetAF.Assets.InteractionResult.html>)
 Item (<NetAF.Assets.Item.html>)

Point2D
 (<NetAF.Assets.Point2D.html>)
 Point3D

(<NetAF.Assets.Point3D.html>)
 Get or set if this is takeable.
 Result

Declaration
 (<NetAF.Assets.Result.html>)
 Size (<NetAF.Assets.Size.html>)

+ NetAF.Assets.Attributes
 (<NetAF.Assets.Attributes.html>)

Property Value

+ NetAF.Assets.Characters

Type	Description
NetAF.Assets.Characters.html	

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

(<NetAF.Assets.Locations.html>)

+ NetAF.Commands

Method
 (<NetAF.Commands.Commands.html>)

+ NetAF.Commands.

Interact(Item)

Interact with an item.

Declaration

```
public Interaction Interact(Item item)
```

Parameters

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

Returns

Type	Description
InteractWithItem (NetAF.Assets.IInteractWithItem.html)	The interaction.

Identifier

Restore this object from a serialization.
(NetAF.Assets.Identifier.html)

Declaration

```
Interaction
```

```
public void RestoreFrom(ItemSerialization serialization)
```

```
(NetAF.Assets.InteractionCallback.html)
```

```
InteractionResult
```

Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html) Point2D (NetAF.Assets.Point2D.html)	serialization	The serialization to restore from.

```
(NetAF.Serialization.Assets.ItemSerialization.html)
```

```
(NetAF.Assets.Point3D.html)
```

```
Result
```

Implements

```
IInteractWithResult.html
```

```
Size (NetAF.Assets.Size.html)
```

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

IInteractWithItem (NetAF.Assets.IInteractWithItem.html)

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

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Struct Point2D

Represents a two-dimensional point.

Filter by title

Implements: [IEquatable<Point2D>](#)

[IEquatable](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<Point2D (NetAF.Assets.Point2D.html)>
(NetAF.Assets.ExaminationResult.html)

Inherited Members

[ExaminationScene](#)

[Value](#) ([NetAF.Assets.Object](#)) (<https://learn.microsoft.com/dotnet/api/system.valuetype.equals>)

[Value](#) ([System](#)) (<https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode>)

[Value](#) ([NetAF.Assets.ExaminationResult](#)) (<https://learn.microsoft.com/dotnet/api/system.valuetype.tostring>)

[object](#) ([EqualWithObject](#)) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals>)
(NetAF.Assets.ObjectWithObject.html)

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

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

[IPlayerVisible](#)

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

(NetAF.Assets.IPlayerVisible.html)

[Assembly](#): NetAF.dll

Identifier

Syntax

(NetAF.Assets.Identifier.html)

Interaction

public [NetAF.Assets.InteractionPoint](#) Point2D : IEquatable<Point2D>

InteractionCallback

(NetAF.Assets.InteractionCallback.html)

InteractionResult

(NetAF.Assets.InteractionResult.html)

Item

(NetAF.Assets.Item.html)

Point2D

[Point2D](#) (int, int)

(NetAF.Assets.Point2D.html)

Point3D

Represents a two-dimensional point.

(NetAF.Assets.Point3D.html)

Declaration

Result

(NetAF.Assets.Result.html)

public Point2D (int x, int y)

+ NetAF.Assets.Attributes

Parameters

(NetAF.Assets.Attributes.html)

Type

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

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

Name

Description

x

The x position.

y

The y position.

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

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

Properties

+ NetAF.Commands.

Conversation

X

Get the X position.

Declaration

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

Property Value

Type	Description
(NetAF.Assets.ExaminationResult.html)	

Y
ExaminationScene
int (https://learn.microsoft.com/dotnet/api/system.int32)
IExaminable
(NetAF.Assets.IExaminable.html)

IInteractWithItem

Y
(NetAF.Assets.IInteractWithItem.html)

ItemContainer

Get the Y position.
(NetAF.Assets.IItemContainer.html)

Declaration

PlayerVisible
(NetAF.Assets.IPlayerVisible.html)

Identifier
public int Y { get; }
(NetAF.Assets.Identifier.html)

Interaction

Property Value
(NetAF.Assets.Interaction.html)

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

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

InteractionResult
(NetAF.Assets.InteractionDate.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Equals(Point2D)

(NetAF.Assets.Result.html)

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

Size (NetAF.Assets.Size.html)

Declaration

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

public bool Equals(Point2D other)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Parameters

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Point2D (NetAF.Assets.Point2D.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

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

[View All Documentation Requests](#)

ExaminationResult

Implements

[IComparable](#) (<https://learn.microsoft.com/dotnet/api/system.iComparable-1>)

IExaminable

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

IInteractWithItem

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

IItemContainer

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

IPlayerVisible

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

Identifier

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

Interaction

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

InteractionCallback

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

InteractionResult

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

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

Point2D

([NetAF.Assets.Point2D.html](#))

Point3D

([NetAF.Assets.Point3D.html](#))

Result

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

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

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

Struct Point3D

Represents a three-dimensional point.

Filter by title

Implements

IEquatable<Point3D> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<Point3D (NetAF.Assets.Point3D.html)>

ExaminationScene

Inherited Members

(NetAF.Assets.ExaminationScene.)

ValueEquals(object) (<https://learn.microsoft.com/dotnet/api/system.valuetype.equals>)

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

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

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

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

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

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

(NetAF.Assets.IPlayerVisible.html)

Namespace

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

Identifier

Assembly

(NetAF.dll)

Syntax

Interaction

(NetAF.Assets.Interaction.html)

public struct Point3D : IEquatable<Point3D>

(NetAF.Assets.InteractionCallback.

InteractionResult

(NetAF.Assets.InteractionDate.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

Represents a three-dimensional point.

Result

Declaration

(NetAF.Assets.Result.html)

Size (NetAF.Assets.Size.html)

public Point3D(int x, int y, int z)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Parameters

+ NetAF.Assets.Characters

Type

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Locations

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

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Properties

(NetAF.Commands.Conversati

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

X

Get the X position.

Declaration

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

Property Value

Type	Description
(NetAF.Assets.ExaminationResult.IExaminable.html)	

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

(NetAF.Assets.IExaminable.html)

IInteractWithItem

(NetAF.Assets.IInteractWithItem.html)

Y ItemContainer

(NetAF.Assets.IItemContainer.html)

Get the Y position.

IPlayerVisible

Declaration

(NetAF.Assets.IPlayerVisible.html)

Identifier

public int X { get; }

Interaction

(NetAF.Assets.Interaction.html)

Property Value

InteractionCallback

Type	Description
(NetAF.Assets.InteractionCallback.html)	

InteractionResult

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

(NetAF.Assets.InteractionResult.html)

Item (NetAF.Assets.Item.html)

Point2D

Z (NetAF.Assets.Point2D.html)

Point3D

Get the Z position.

(NetAF.Assets.Point3D.html)

Result

Declaration

(NetAF.Assets.Result.html)

Size (NetAF.Assets.Size.html)

public int Z { get; }

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Property Value

+ NetAF.Assets.Characters

Type (NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Methods (NetAF.Commands.html)

+ NetAF.Commands

Equals(Point3D)

Conversation

(NetAF.Commands.Conversati

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

Declaration

```
public bool Equals(Point3D other)
```

Parameters

Type	Description
NetAF.Assets.ExaminationResult.IPoint3D (NetAF.Assets.Point3D.html)	other An object to compare with this object.

IExaminable

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

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

Interaction

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

InteractionCallback

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

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

InteractionResult

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

Item

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

Point2D

([NetAF.Assets.Point2D.html](#))

Point3D

([NetAF.Assets.Point3D.html](#))

Result

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

Size

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

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

Class Result

Represents a result.

Filter by title

Inheritance ↳ System.Object

↳ ExaminationScene
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Assets.ExaminationScene.)
↳ Result
IExaminable
↳ ExaminationResult ([NetAF.Assets.ExaminationResult.html](#))
(NetAF.Assets.IExaminable.html)
↳ Interaction ([NetAF.Assets.Interaction.html](#))
IInteractWithItem

Inherited Members (NetAF.Assets.IInteractWithItem.html)

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

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

InteractionResult

Assembly: NetAF.dll

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

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

Point2D
[\(NetAF.Assets.Point2D.html\)](#)
public abstract class Result

Point3D

[\(NetAF.Assets.Point3D.html\)](#)

Result

Constructors

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

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

NetAF.Assets.Attributes

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

Initializes a new instance of the Result class.

+ NetAF.Assets.Characters

Declaration

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

Properties

+ NetAF.Commands.

Conversation

Description

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

Get the description.

Declaration

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



Property Value

Type	Description
ExaminationScene (NetAF.Assets.ExaminationScene.html) string (https://learn.microsoft.com/dotnet/api/system.string) IExaminable	

(NetAF.Assets.IExaminable.html)
IInteractWithItem
(NetAF.Assets.IInteractWithItem.html)
IItemContainer
(NetAF.Assets.IItemContainer.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Interaction
(NetAF.Assets.Interaction.html)
InteractionCallback
(NetAF.Assets.InteractionCallback.html)
InteractionResult
(NetAF.Assets.InteractionResult.html)
Item (NetAF.Assets.Item.html)
Point2D
(NetAF.Assets.Point2D.html)
Point3D
(NetAF.Assets.Point3D.html)
Result
(NetAF.Assets.Result.html)
Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

Struct Size

Represents a size.

Filter by title

Inherited Members

(NetAF.Assets.ExaminationScene.IValueType.Equals(object) (https://learn.microsoft.com/dotnet/api/system.valuetype.equals)
IExaminable
ValueType GetHashCode() (https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode)
(NetAF.Assets.IExamnable.html)
ValueType.ToString() (https://learn.microsoft.com/dotnet/api/system.valuetype.tostring)
InteractWithItem
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
(NetAF.Assets.IInteractWithItem.html)
ItemContainer
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
(NetAF.Assets.ItemContainer.html)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
IPlayerVisible
Namespace: NetAF (NetAF.html) Assets (NetAF.Assets.html)

Assembly Identifier

(NetAF.Assets.Identifier.html)

Interaction

(NetAF.Assets.Interaction.html)
public readonly struct Size
InteractionCallback

(NetAF.Assets.InteractionCallback.html)

InteractionResult

Constructors

(NetAF.Assets.InteractionResult.html)

Item (NetAF.Assets.Item.html)

Point2D

Size(int, int)

(NetAF.Assets.Point2D.html)

Point3D

Represents a size.

(NetAF.Assets.Point3D.html)

Declaration

(NetAF.Assets.Result.html)

Size (NetAF.Assets.Size.html)
public Size(int width, int height)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

Name

Description

width

The width.

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

height

The height.

+ NetAF.Commands

(NetAF.Commands.html)

Properties

+ NetAF.Commands.

Conversation

Height (NetAF.Commands.Conversation.html)

GetHeight

(NetAF.Commands.Frame.html)

Declaration

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

Property Value

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

Width

Declaration
Get the width
Type IWidth

(NetAF.Assets.IItemContainer.html)
Declaration
IPlayerVisible

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

Identifier

(NetAF.Assets.Identifier.html)

Interaction

Property Value
(NetAF.Assets.Interaction.html)

Type InteractionCallback

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

(NetAF.Assets.InteractionResult.html)
Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Result

(NetAF.Assets.Result.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

Namespace NetAF.Assets.Attributes

Classes

Filter by title

+ NetAF.Adapters

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

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

Provides a description of an attribute.

+ NetAF.Assets

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

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

- NetAF.Assets.Attributes

Provides a class for managing attributes.

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

Attribute

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

AttributeManager

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Commands.Region

Map

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

+ NetAF.Commands.Scene


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

Property Value

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

+ NetAF.Assets

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

- NetAF.Assets.Attributes

Get the name of the attribute.

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

Declaration
Attribute

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

AttributeManager

(NetAF.Assets.Attributes.AttributeM

Property Value

+ NetAF.Assets.Characters

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

Description

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

Methods

+ NetAF.Commands.

Conversation

FromSerialization(AttributeSerialization)

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

Create a new Attribute from a serialization.

+ NetAF.Commands.Frame

Declaration

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

+ NetAF.Commands.Global

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

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

Properties

Persistence

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

Name

Description

AttributeSerialization

serialization

The serialization to create the Attribute from.

+ NetAF.Commands.Region

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

Map

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

+ NetAF.Commands.Scene

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

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

+ NetAF.Conversations

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

RestoreFrom(AttributeSerialization)

Restore this object from a serialization.

Declaration

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

(NetAF.Adapters.html)

Parameters

+ **NetAF.Assets**

Type
(NetAF.Assets.html)

AttributeSerialization

- **NetAF.Assets.Attributes**

(NetAF.Serialization.Assets.AttributeSerialization.html)

(NetAF.Assets.Attributes.html)

Name

Description

serialization

The serialization to restore from.

Attribute

Implements

NetAF.Assets.Attributes.Attribute.h

AttributeManager

IRestoreFromObjectSerialization

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

+ **NetAF.Assets**

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

NetAF.Assets.Attributes

Implements

(NetAF.Assets.Attributes.html)

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

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

(NetAF.Assets.Attributes.Attribute.html)

Inherited Members

AttributeManager

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

+ **NetAF.Assets.Characters**

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

(NetAF.Assets.Characters.html)

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

+ **NetAF.Assets.Locations**

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

(NetAF.Assets.Locations.html)

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

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

+ **NetAF.Commands**

(NetAF.Commands.html)

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

Assembly: NetAF.dll

+ **NetAF.Commands.**

Syntax

Conversation

(NetAF.Commands.Conversation.html)

public sealed class AttributeManager : IRestoreFromObjectSerialization<AttributeManager>

 [Serializable]

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

Properties

+ **NetAF.Commands.**

Persistence

Count

(NetAF.Commands.PersistenceCount.html)

Get the number of attributes this manager has.

+ **NetAF.Commands.Region**

RegionMap

(NetAF.Commands.RegionMap.html)

public int Count { get; }

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Property Value

+ **NetAF.Conversations**

Type

(NetAF.Conversations.html)

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

+ **NetAF.Conversations.**

Description

Methods

Add(Attribute, int)

Add a value to an attribute.



Declaration

+ NetAF.Assets

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

(NetAF.Assets.html)

- NetAF.Assets.Attributes

Parameters

(NetAF.Assets.Attributes.html)

Type	Name	Description
Attribute		
Attribute (NetAF.Assets.Attributes.Attribute.html)	attribute	The attribute.
AttributeManager int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Attributes.AttributeV	value	The value.

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Add(String, int)

+ NetAF.Assets.Locations

Add a value to an attribute.

(NetAF.Assets.Locations.html)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

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

+ NetAF.Commands.

Conversation

Parameters

(NetAF.Commands.Conversation.html)

Type

Name

Description

+ NetAF.Commands.Frame

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

(NetAF.Commands.Frame.html)

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

value

The value.

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

GetAsDictionary()

Persistence

Get all attributes as a dictionary.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Commands.Region

Map

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

(NetAF.Commands.RegionMap.html)

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Type	Description
Dictionary (https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2) <Attribute (NetAF.Assets.Attributes.Attribute.html), int (https://learn.microsoft.com/dotnet/api/system.int32)>	A dictionary where the key are the attributes and the values are the values.

+ NetAF.Assets

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

- NetAF.Assets.Attributes

Get all attributes.
[\(NetAF.Assets.Attributes.html\)](#)

Declaration

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

R NetAF.Assets.Characters

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

Get the value of an attribute.

Conversation

Declaration

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

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)
public int GetValue(Attribute attribute)

Parameters

+ NetAF.Commands.Global

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

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

+ NetAF.Commands.

Persistence

Returns

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

Type

+ NetAF.Commands.Region

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

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

+ NetAF.Commands.Scene

[GetValue\(string\)](#)
[\(NetAF.Commands.Scene.html\)](#)

Get the value of an attribute.

+ NetAF Conversations

Declaration

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

+ NetAF.Conversations.

```
public int GetValue(string attributeName)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	attributeName	The name of the attribute.

+ NetAF.Assets

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

Type	Description
NetAF.Assets.Attributes	

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

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

Attribute

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

AttributeManager

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

Remove(Attribute)

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

Remove an attribute.

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Locations

public void Remove(Attribute attribute)

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

+ NetAF.Commands

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

Type	Name	Description
Attribute (NetAF.Assets.Attributes.Attribute.html)	attribute	The attribute.

Conversation

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

Remove(string)ds.Frame

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

Remove an attribute.

+ NetAF.Commands.Global

Declaration

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

+ NetAF.Commands.Persistence

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

+ NetAF.Commands.Region

Type	Name	Description
Map (https://learn.microsoft.com/dotnet/api/system.string)	attributeName	The name of the attribute.

+ NetAF.Commands.Scene

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

+ NetAF.Conversations

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

Declaration

+ NetAF.Conversations.

```
public void RemoveAll()
```

RestoreFrom(AttributeManagerSerialization)

Restore this object from a serialization.

+ NetAF.Assets

Declaration

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

- NetAF.Assets.Attributes

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

Parameters

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

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

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

+ NetAF.Assets.Characters

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

S - NetAF.Assets.Locations

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

Subtract a value from an attribute.

+ NetAF.Commands

Declaration

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

+ NetAF.Commands

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

Conversation

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

Parameters

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

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

+ NetAF.Commands.Global

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

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

+ NetAF.Commands.

P - NetAF.Commands.Persistence

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

Subtract a value from an attribute.

+ NetAF.Commands.Region

Declaration

Map

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

public void Subtract(string attributeName, int value)

+ NetAF.Commands.Scene

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

Parameters

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

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

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

Name

Description

+ NetAF.Conversations

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

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

attributeName

The name of the attribute.

+ NetAF.Conversations.

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

Implements

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

+ **NetAF.Assets**

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

- **NetAF.Assets.Attributes**

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

Attribute

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

AttributeManager

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Region**

Map

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

+ **NetAF.Commands.Scene**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Namespace NetAF.Assets.Characters

Classes

Filter by title

Character (NetAF.Assets.Characters.Character.html)

+ **NetAF.Assets**

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

+ **NetAF.Assets.Attributes**

NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)

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

- **NetAF.Assets.Characters**

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

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

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

IConverser

Interfaces

IConverser (NetAF.Assets.Characters.IConverser.html)

PlayableCharacter
Represents an object that can converse.

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Region**

Map

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

+ **NetAF.Commands.Scene**

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

Class Character

Represents a generic in game character.

Filter by title

Inheritance

+ **NetAF.Assets**

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

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

+ **NetAF.Assets.Attributes**

↳ Character

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

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

- **NetAF.Assets.Characters**

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

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

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

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

IConverser

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

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

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

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

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

Inherited Members

+ **NetAF.Assets.Locations**

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

+ **NetAF.Commands**

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

+ **NetAF.Commands**.

Commands

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

ExaminableObject Attributes

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

+ **NetAF.Commands.Frame**

ExaminableObject.Examine(ExaminationScene)

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination

Scene)

+ **NetAF.Commands.Global**

ExaminableObject.IsPlayerVisible

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

+ **NetAF.Commands.Persist**

ExaminableObject.ExamineFrom(ExaminableSerialization)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As

sets_ExaminableSerialization)

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

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

+ **NetAF.Commands.Region**

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

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

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

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

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

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

..

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

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

Assembly: NetAF.dll

Syntax



+ **NetAF.Assets**
 public abstract class Character : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<CharacterSerialization>

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

Properties

(NetAF.Assets.Characters.html)

Character

Interaction
 Character
 (NetAF.Assets.Characters.Character.html)
 IConverser

Get the **IConverser**.

NonPlayableCharacter
Declaration
 (NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

public InteractionCallback<Interaction> Interaction { get; protected set; }

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Locations**

Property Value

(NetAF.Assets.Locations.html)

Type

+ **NetAF.Commands**

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

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

IsAlive
 (NetAF.Commands.Conversation.html)

Get if this character is alive.

+ **NetAF.Commands.Frame**

Declaration

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

public bool IsAlive { get; protected set; }

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Property Value

Type

Persistence
 (NetAF.Commands.Persistence.html)

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

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

Items

+ **NetAF.Commands.Scene**

Get the items.

(NetAF.Commands.Scene.html)

..

..

Description

Declaration

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

Property Value

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Methods

- NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

AddItem(Item)

Character

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

IConverser

Declaration
NetAF.Assets.Characters.IConverser

NonPlayableCharacter

public abstract NonPlayableCharacter AddItem(Item)

PlayableCharacter

(NetAF.Assets.Characters.Playable)

Parameters

+ NetAF.Assets.Locations

Type

(NetAF.Assets.Locations.html)

Item (NetAF.Assets.Item.html)

+ NetAF.Commands

(NetAF.Commands.html)

FndItem(string, out Item, bool)

Conversation

Find an item.

(NetAF.Commands.Conversation)

Declaration

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

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

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Parameters

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

string

Name

Description

The items name.

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

item

The item.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

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

Returns

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

NetAssets.Attributes

(NetAF.Assets.Attributes.html)

GiveItem, GiveCharacter

Give an item to another in game Character
Character Declaration

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

NonPlayableCharacter
(NetAF.Assets.Characters.NonPlayParameters
PlayableCharacter

Type	Name	Description
NetAF.Assets.Characters.PlayableCharacter		

What Assets Location's

+ **NetAF.Commands**
Returns [NetAF.Commands.html](#)

Type	Description
+ NetAF.Commands .	

• NetAECompendia Forum

+ NetAF.Commands.Frame
HasItem(item, bool)

(NetAF.Commands.Frame.html)

Determine if this PlayableCharacter has + NetAECommands.Global

⇒ **(Net) F Commands Global.htm**

1. NetAE Commands

+ **NetAF.Commands**.
public virtual bool HasItem(Item item, bool includeInvisibleItems = false)
Persistence

Persistence (NetAE Commands Persistence)

(NetAF.Commands.Persistence)			
Parameters			
+ NetAF.Commands.Region			
Type	Name	Description	
Map			
Item (NetAF.Commands.Region)	<i>item</i>	The item.	

± NetAE Commands Scene

(NetAECommands Scene.html)

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

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

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

+ **NetAF.Assets.Attributes**

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

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

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

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

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

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

Character

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

IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)

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

1.html#NetAF_Serialization_IRestoreFromObjectSerialization_1_RestoreFrom__0_

NonPlayableCharacter

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

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

Assembly: NetAF.dll

PlayableCharacter

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Properties

Conversation

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

Conversation

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

Get the conversation.

+ **NetAF.Commands.Global**

Declaration:

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

Conversation Conversation { get; }

+ **NetAF.Commands.**

Persistence

Property Value

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

Type

+ **NetAF.Commands.Region**

Map (NetAF.Conversations.Conversation.html)

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

+ **NetAF.Commands.Scene**

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

+ **NetAF.Conversations**

Description

Type	Description
+ NetAF.Commands.Region	

▼

(NetAF.Assets.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

+ NetAF.Assets.Attributes

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

- NetAF.Assets.Characters

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

(NetAF.Assets.Characters.htm)

Implements

Character

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

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

IConverser

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

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

NonPlayableCharacter

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

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

PlayableCharacter

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

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

+ NetAF.Assets.Locations

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

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

+ NetAF.Commands

Inherited Members

(NetAF.Commands.html)

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

+ NetAF.Commands.

Character.Interaction

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

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

Character.HasItem(Item, bool)

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

F_Assets_Item_System_Boolean_)

+ NetAF.Commands.Character

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

AF_Assets_Characters_Character_)

(NetAF.Commands.Persistence)

Character.Interact(Item)

+ NetAF.Commands.Region

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

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

Character.AddItem(Item)

(NetAF.Commands.RegionMap)

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

+ NetAF.Commands.Scene

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

em_)

+ NetAF.Conversations

(NetAF.Conversations.html)

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

ExaminableObject.Examination
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

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

ExaminableObject.Description
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

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

ExaminableObject.Attributes
- **NetAF Assets Characters**
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.Examine(ExaminationScene)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene)

NonPlayableCharacter
(NetAF.Assets.Characters.Character.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene)

ExaminableObject.IsPlayerVisible
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

NonPlayableCharacter.RestoreFrom(ExaminableSerialization)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_ExaminableSerialization_)

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

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

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

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

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

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

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

+ **NetAF Commands**

NonPlayableCharacter (NetAF.html).Assets (NetAF.Assets.html).Characters (NetAF.Assets.Characters.html)

Assets (NetAF.Commands.html)

+ **NetAF.Commands.Conversation**

Syntax

+ **NetAF.Commands.Frame**

(NetAFCommandsFrame.html)

public sealed class NonPlayableCharacter : Character, IInteractWithItem, IItemContainer, IConverser, IExaminable, IPersistent, IPlayerVisible, IRestoreFromObjectSerialization<CharacterSerialization>, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<NonPlayableCharacterSerialization>

+ **NetAF.Commands.Global**

(NetAFCommandsGlobal.html)

+ **NetAF.Commands.**

Persistence

(NetAFCommandsPersistence.html)

CONSTRUCTORS

+ **NetAF.Commands.Region**

Map
NonPlayableCharacter(Identifier, Description, Conversation, CustomCommand[], InteractionCallback, ExaminationCallback)

+ **NetAF.Commands.Scene**

Initializes a new instance of the NonPlayableCharacter class.
(NetAFCommandsScene.html)

Declaration

+ **NetAF.Conversations**

(NetAFConversations.html)

```
public NonPlayableCharacter(Identifier identifier, Description description, Conversation conversation = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Attributes Identifier (NetAF.Assets.Identifier.html) (NetAF.Assets.Attributes.html)	<i>identifier</i>	The identifier.
Description (NetAF.Assets.Description.html)	<i>description</i>	The description.
- NetAF.Assets.Characters Conversation (NetAF.Conversations.Conversation.html) (NetAF.Assets.Characters.html)	<i>conversation</i>	The conversation.
CustomCommand (NetAF.Commands.CustomCommand.html[]) (NetAF.Commands.html)	<i>commands</i>	This objects commands.
InteractionCallback (NetAF.Assets.InteractionCallback.html) (NetAF.Assets.html)	<i>interaction</i>	The interaction.
ExaminationCallback (NetAF.Assets.ExaminationCallback.html) (NetAF.Assets.html)	<i>examination</i>	The examination.

NonPlayableCharacter
(NetAF.Assets.Characters.NonPlayableCharacter.html)

NonPlayableCharacter(Identifier, Description, bool, Conversation, CustomCommand[], InteractionCallback, ExaminationCallback)
(NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Assets.Locations

Initializes a new instance of the NonPlayableCharacter class.
(NetAF.Assets.Locations.html)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)
public NonPlayableCharacter(Identifier identifier, Description description, bool isAlive, Conversation conversation = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)

+ NetAF.Commands.Conversation

(NetAF.Commands.Conversation.html)

Parameters

+ NetAF.Commands.Frame

Type	Name	Description
(NetAF.Commands.Frame.html)		
Identifier (NetAF.Assets.Identifier.html)	<i>identifier</i>	The identifier.
(NetAF.Commands.Global.html)	<i>description</i>	The description.
+ NetAF.Commands soft.com/dotnet/api/system.boolean)	<i>isAlive</i>	If this character is alive.
Persistence Conversation (NetAF.Conversations.Conversation.html)	<i>conversation</i>	The conversation.
+ NetAF.Commands.Persistence CustomCommand (NetAF.Commands.CustomCommand.html[])	<i>commands</i>	This objects commands.
+ NetAF.Commands.RegionMap InteractionCallback (NetAF.Assets.InteractionCallback.html)	<i>interaction</i>	The interaction.
(NetAF.Commands.RegionMap.html)	<i>examination</i>	The examination.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

NonPlayableCharacter(string, string, Conversation, CustomCommand[], InteractionCallback, ExaminationCallback)
(NetAF.Conversations.html)

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

+ NetAF.Assets.Attributes

Parameters

Type	Name	Description
- NetAF.Assets.Characters string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Characters.htm)	<i>identifier</i>	The identifier.
- NetAF.Assets.Characters string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Characters.htm)	<i>description</i>	The description.
- NetAF.Assets.Characters Conversation (https://learn.microsoft.com/dotnet/api/system.conversation) (NetAF.Assets.Characters.Conversation.htm)	<i>conversation</i>	The conversation.
- NetAF.Assets.Characters IConverser CustomCommand (https://learn.microsoft.com/dotnet/api/system.customcommand)[] (NetAF.Assets.Characters.IConverser.htm)	<i>commands</i>	This objects commands.
- NetAF.Assets.Characters InteractionCallback (https://learn.microsoft.com/dotnet/api/system.interactioncallback) (NetAF.Assets.Characters.NonPlayableCharacter.htm)	<i>interaction</i>	The interaction.
- NetAF.Assets.Characters ExaminationCallback (https://learn.microsoft.com/dotnet/api/system.examinationcallback) (NetAF.Assets.Characters.PlayableCharacter.htm)	<i>examination</i>	The examination.

(NetAF.Assets.Characters.PlayableCharacter.htm)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Properties

+ NetAF.Commands

(NetAF.Commands.html)

Conversation

+ NetAF.Commands.

Get the conversation.

Conversation

Delegates

(NetAF.Commands.Conversation.htm)

+ NetAF.Commands.Frame

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

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Property value

(NetAF.Commands.Global.html)

Type

Description

+ NetAF.Commands.

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

Persistence

(NetAF.Commands.Persistence.htm)

+ NetAF.Commands.Region

Methods

(NetAF.Commands.RegionMap.htm)

RestoreFrom(NonPlayableCharacterSerialization)

(NetAF.Commands.Scene.html)

Restore this object from a serialization.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

```
public void RestoreFrom(NonPlayableCharacterSerialization serialization)
```

Parameters

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

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

implements

(NetAF.Assets.Characters.htm

IInteractWithItem (NetAF.Assets.IInteractWithItem.html)
Character
IItemContainer (NetAF.Assets.IItemContainer.html)
(NetAF.Assets.Characters.Character)
IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
IConverser (NetAF.Assets.Characters.IConverser.html)
(NetAF.Assets.Characters.IConverser)
IExaminable (NetAF.Assets.IExaminable.html)
NonPlayableCharacter
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
(NetAF.Assets.Characters.NonPlay
PlayableCharacter
IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
(NetAF.Assets.Characters.Playable

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

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

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

- **NetAFAssets.Characters**

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

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

↳ PlayableCharacter

Character

Implements

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

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

IConverser

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

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

NonPlayableView

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

NonPlayableCharacter

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

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

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

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

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

Inherited Members

+ **NetAFCommands**

Character.IsAlive ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_IsAlive](#))

Character.Interaction

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

+ **NetAFCommands**.

Character.Kill () ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_Kill](#))

Conversation

Character.HasItem (Item, bool)

([NetAFCommands.Conversation.html](#))

System.Boolean)

+ **NetAFCommands.Frame**

Character.FindItem (string, out Item, bool)

([NetAFCommands.Frame.html](#))

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

F_Asset_Item_System.Boolean_)

Character.Give (Item, Character)

([NetAFCommands.Global.html](#))

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

A_Assets_Character_)

Character.Interact (Item)

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

Character.Items ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_Items](#))

+ **NetAFCommands.Region**

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

Character.RemoveItem (Item)

([NetAFCommands.RegionMap.html](#))

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

tem_

+ **NetAFCommands.Scene**

Character.LoadScene (Localization)

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

on_Assets_CharacterSerialization_

([NetAFCommands.Scene.html](#))

+ **NetAFConversations**

ExaminableObject.Examination
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)
ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)
ExaminableObject.Description
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)
ExaminableObject.Commands
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)
ExaminableObject.Attributes--
(NetAF.Assets.Attributes.html) NetAF_Assets_ExaminableObject_Attributes
ExaminableObject.Examine(ExaminationScene)
- NetAF.Assets.Characters
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination_Scene_)
ExaminableObject.IsPlayerVisible
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)
ExaminableObject.RestoreFrom(ExaminableSerialization)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_FormalizableCharacter)
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)))
PlayableCharacter
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
+ NetAF.Assets.Locations
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
(NetAF.Assets.Locations.html)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Commands.html)
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Characters (NetAF.Assets.Characters.html)
+ NetAF.Commands.
Assembly: NetAF.dll
Conversation
(NetAF.Commands.Conversation.html)
+ NetAF.Commands.Frame
(NetAF.Commands.Frame.html)
+ NetAF.Commands.Global
(NetAF.Commands.Global.html)
Constructors
+ NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
PlayableCharacter(Identifier, Description, Item[], CustomCommand[], InteractionCallback, ExaminationCallback)
+ NetAF.Commands.Region
Map
Initializes a new instance of the PlayableCharacter class.
(NetAF.Commands.RegionMap.html)
Declaration
+ NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
Identifier identifier, Description description, Item[] item
s = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null
+ NetAF.Conversations
(NetAF.Conversations.html)
+ NetAF.Conversations

Parameters

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	<i>identifier</i>	The identifier.
Description (NetAF.Assets.Description.html)	<i>description</i>	The description.
Item (NetAF.Assets.Item.html)[]	<i>items</i>	The items.
CustomCommand (NetAF.Commands.CustomCommand.html)[] (NetAF.Assets.Attributes.html)	<i>commands</i>	This objects commands.
InteractionCallback (NetAF.Assets.InteractionCallback.html)	<i>interaction</i>	The interaction.
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	<i>examination</i>	The examination.

Character

(NetAF.Assets.Characters.Character)

PlayableCharacter(Identifier, Description, bool, Item[], CustomCommand[], InteractionCallback, ExaminationCallback)

NonPlayableCharacter

Initializes a new instance of the PlayableCharacter class.

(NetAF.Assets.Characters.NonPlayableCharacter)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

+ **NetAF.Assets.Locations**
Identifier identifier, Description description, bool canConverse, Item[] items = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)
(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

Parameters

Type	Name	Description
Conversation Identifier (NetAF.Assets.Identifier.html) (NetAF.Commands.Conversation.html)	<i>identifier</i>	The identifier.
Description (NetAF.Assets.Description.html)	<i>description</i>	The description.
+ NetAF.Commands.Frame bool canConverse (NetAF.Commands.Frame.html) (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Commands.Global (NetAF.Commands.Global.html) Item (NetAF.Assets.Item.html)[]	<i>canConverse</i>	If this object can converse with an IConverser.
Items	<i>items</i>	The items.
+ NetAF.Commands.Persistence CustomCommand[] (NetAF.Commands.Persistence.html)	<i>commands</i>	This objects commands.
+ NetAF.Commands.Region InteractionCallback (NetAF.Assets.InteractionCallback.html)	<i>interaction</i>	The interaction.
RegionMap ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	<i>examination</i>	The examination.
+ NetAF.Commands.Scene (NetAF.Commands.Scene.html)		

+ **NetAF Conversations**
PlayableCharacter(string, string, Item[], CustomCommand[], InteractionCallback, ExaminationCallback)
(NetAF Conversations.html)

+ **NetAF Conversations**

Initializes a new instance of the PlayableCharacter class.

Declaration

```
public PlayableCharacter(string identifier, string description, Item[] items = null,
    CustomCommand[] commands = null, InteractionCallback interaction = null, Examination
    Callback examination = null)
```

(NetAF.Assets.Attributes.html)

Parameters	Name	Description
- NetAF.Assets.Characters		
(NetAF.Assets.Characters.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	The identifier.
Character string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Characters.Character.html)	<i>description</i>	The description.
Item [NetAF.Assets.Item.html] [] (NetAF.Assets.Characters.IConverser.html)	<i>items</i>	The items.
CustomCommand (NetAF.Commands.CustomCommand.html) [] NonPlayableCharacter	<i>commands</i>	This objects commands.
InteractionCallback (NetAF.Assets.InteractionCallback.html) PlayableCharacter	<i>interaction</i>	The interaction.
ExaminationCallback (NetAF.Assets.ExaminationCallback.html) (NetAF.Assets.Characters.PlayableCharacter.html)	<i>examination</i>	The examination.

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

(NetAF.Commands.html)

Initializes a new instance of the PlayableCharacter class.

+ NetAF.Commands.

Declaration

Conversation

(NetAF.Commands.Conversation.html)

```
public PlayableCharacter(string identifier, string description, bool canConverse, It
    em[] items = null, CustomCommand[] commands = null, InteractionCallback interaction
    = null, ExaminationCallback examination = null)
```

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Parameters

(NetAF.Commands.Global.html)

Type	Name	Description
+ NetAF.Commands.		
Persistence string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Persistence.html)	<i>identifier</i>	The identifier.
string	<i>description</i>	The description.
+ NetAF.Commands.Region string (https://learn.microsoft.com/dotnet/api/system.string)		
Map bool (NetAF.Commands.RegionMap.html) (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>canConverse</i>	If this object can converse with an IConverser.
+ NetAF.Commands.Scene		
(NetAF.Commands.Scene.html)	<i>items</i>	The items.

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations

Type	Name	Description
CustomCommand (NetAF.Commands.CustomCommand.html)	<i>commands</i>	This objects commands.
InteractionCallback (NetAF.Assets.InteractionCallback.html)	<i>interaction</i>	The interaction.
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	<i>examination</i>	The examination.
- NetAF.Assets.Characters		

(NetAF.Assets.Characters.html)

Character

Properties

IConverser

(NetAF.Assets.Characters.IConverser.html)

CanConverse

IPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

Get if this playable character can converse with an IConverser.

PlayableObjectCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Property Value

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

Implements

NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

IInteractWithItem (NetAF.Assets.IInteractWithItem.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Commands.

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

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

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations

Table

Type	Description
boolean https://docs.microsoft.com/dotnet/api/system.boolean	

Namespace NetAF.Assets.Locations

Classes

Filter by title

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

Represents an exit from a GameLocation.
+ [NetAF.Assets.Attributes](#)

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

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

+ [NetAF.Assets.Characters](#)

Provides a 3D matrix of rooms.

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

- [NetAF.Assets.Locations](#)

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

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

Represents an entire overworld.

Direction

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

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

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

Represents a region.

Matrix

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

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

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

Represents a room.

Region

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

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

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

Represents a room position.

RoomPosition

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

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

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

Represents a view point from a room.

+ [NetAF.Commands](#)

([NetAFCommands.html](#))

ENUMS

+ [NetAF.Commands](#).

Conversation

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

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

Enumeration of directions.

+ [NetAF.Commands.Frame](#)

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

+ [NetAF.Commands.Global](#)

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

+ [NetAF.Commands](#).

Persistence

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

Enum Direction

Enumeration of directions.

Filter by title

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

Assembly: NetAF.dll

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

public enum Direction
([NetAF.Assets.Characters.html](#))

- NetAF.Assets.Locations

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

Fields

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

Name	Description
Exit	(NetAF.Assets.Locations.Exit.html)
Down	Down.
Matrix	(NetAF.Assets.Locations.Matrix.html)
East	East.
Overworld	(NetAF.Assets.Locations.Overworld.html)
North	North.
Region	(NetAF.Assets.Locations.Region.html)
South	South.
Up	Up.
Room	(NetAF.Assets.Locations.Room.html)
West	West.
RoomPosition	(NetAF.Assets.Locations.RoomPosition.html)

Extension Methods

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

DirectionExtensions.Inverse(Direction)

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Commands.Region

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ NetAF.Assets.Attributes

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

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

+ NetAF.Assets.Characters

↳ Exit

(NetAF.Assets.Characters.html)

Implements

+ NetAF.Assets.Locations

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

(NetAF.Assets.Locations.Player.html)

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

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

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

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

Exit

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

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

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

Matrix

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

Overworld
ExaminableObject.Examination
([NetAF.Assets.Locations.Overworld.html](#))
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Examination)
Region
ExaminableObject.Identifier
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Identifier)
ExaminableObject.Description
Room
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Description)
([NetAF.Assets.Locations.Room.html](#))
ExaminableObject.Commands
RoomPosition
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Commands)
([NetAF.Assets.Locations.RoomPosition.html](#))
ExaminableObject.Attributes
ViewPoint
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Attributes)
([NetAF.Assets.Locations.ViewPoint.html](#))
ExaminableObject.Examine(ExaminationScene)

+ NetAF.Commands.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination

Scene
(NetAF.Commands.html)

ExaminableObject.IsPlayerVisible

+ NetAF.Commands.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible

Conversation RestoreFrom(ExaminableSerialization)

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

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

(NetAF.Commands.Global.html)

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

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

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

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

(NetAF.Commands.Persistence.html)

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

+ NetAF.Commands.Region

Man

Syntax

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

▼

Constructors

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters
**Exit(Direction, bool, Identifier, Description, CustomCommand[],
InteractionCallback, ExaminationCallback)**
(NetAF.Assets.Characters.html)

NetAF.Assets.Locations
Initializes a new instance of the Exit class.

(NetAF.Assets.Locations.html)

Declaration
Direction

```
(NetAF.Assets.Direction.  
public Exit(Direction direction, bool isLocked = false, Identifier identifier = nul  
Exit  
l, Description description = null, CustomCommand[] commands = null, InteractionCallb  
NetAF.Assets.Locations.Exit.html)ack interaction = null, ExaminationCallback examination = null)  
Matrix  
(NetAF.Assets.Locations.Matrix.htm
```

Parameters

Overworld

Type	Description
Region	The direction of the exit.
Direction (NetAF.Assets.Direction.html)	direction
Room	If this exit is locked.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Room.htm)	isLocked
Identifier (NetAF.Assets.Identifier.html)	identifier
RoomPosition (NetAF.Assets.RoomPosition.html)	description
Description (NetAF.Assets.Description.html)	A description of the exit.
ViewPoint (NetAF.Assets.ViewPoint.html)	commands
CustomCommand (NetAF.Commands.CustomCommand.html)[]	This objects commands.
+ NetAF.Commands InteractionCallback (NetAF.Assets.InteractionCallback.html)	interaction
(NetAF.Commands.html)	The interaction.
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	examination
+ NetAF.Commands.	The examination.

Conversation

(NetAF.Commands.Conversation.html)

Properties

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Direction

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Delegates

Persistence

(NetAF.Commands.Persistence.html) { get; }

+ NetAF.Commands.Region

Man

Property Value

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



Interaction

+ [NetAF.Assets.Attributes](#)

Get the Interaction

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

Declaration

+ [NetAF.Assets.Characters](#)

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

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

- [NetAF.Assets.Locations](#)

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

Property Value

Direction

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

Exit

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

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

Matrix

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

IsLocked

Overworld

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

Get if this Exit is locked.

Region

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

Room

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

RoomPosition

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

Property Value

ViewPoint

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

+ [NetAF.Commands](#)

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

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

+ [NetAF.Commands.](#)

Conversation

Methods

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

+ [NetAF.Commands.Frame](#)

Interact(Item)

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

Interact with an item.

+ [NetAF.Commands.Global](#)

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

Declaration

+ [NetAF.Commands.Persistence](#)

public Interaction Interact(Item item)

Persistence

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

Parameters

+ [NetAF.Commands.Region](#)

Map

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

Returns

Type	Description
+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)	The interaction.

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

Lock this exit.

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

Direction
public void Lock()
(NetAF.Assets.Locations.Direction.

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

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

RestoreFrom(ExitSerialization)

Overworld
Restore this object from a serialization.
(NetAF.Assets.Locations.Overworld.html)

Region
(NetAF.Assets.Locations.Region.html)

Room
public void RestoreFrom(ExitSerialization serialization)
(NetAF.Assets.Locations.Room.html)

RoomPosition
Parameters
(NetAF.Assets.Locations.RoomPos.html)

Type	Name	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	serialization	The serialization to restore from.

+ **NetAF.Commands**
(NetAF.Serialization.Assets.ExitSerialization.html)
(NetAF.Commands.html)

+ **NetAF.Commands.**

Unlock()
Conversation

(NetAF.Commands.Conversation.html)
Unlock this exit.

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

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

+ **NetAF.Commands.**

Persistence

IEntity (NetAF.Assets.IEntity.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ **NetAF.Commands.Region**
IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
Man

IInteractWithItem (NetAF.Assets.IInteractWithItem.html)

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

▼

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

 Direction

 (NetAF.Assets.Locations.Direction.html)

 Exit

 (NetAF.Assets.Locations.Exit.html)

 Matrix

 (NetAF.Assets.Locations.Matrix.html)

 Overworld

 (NetAF.Assets.Locations.Overworld.html)

 Region

 (NetAF.Assets.Locations.Region.html)

 Room

 (NetAF.Assets.Locations.Room.html)

 RoomPosition

 (NetAF.Assets.Locations.RoomPosition.html)

 ViewPoint

 (NetAF.Assets.Locations.ViewPoint.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

(NetAF.Commands.Region.html)

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

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

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

+ **NetAF.Assets.Characters**

↳ Matrix

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

Inherited Members

- **NetAF.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)))

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

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

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

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

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

Overload

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

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

Assembly: NetAF.dll

Region

Syntax

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

Room

public sealed class Matrix ([NetAF.Assets.Locations.Room.html](#))

RoomPosition

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

ViewPoint

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

Constructors

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

+ **NetAF.Commands**

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

Provides a 3D matrix of rooms.

Declaration

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

public Matrix(RoomPosition[] roomPositions)

+ **NetAF.Commands.Frame**

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

Parameters

+ **NetAF.Commands.Global**

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

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

+ **NetAF.Commands**

Persistence

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

Properties

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

Map

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

Name	Description
roomPositions	The rooms to be represented.

Depth

Get the depth of the matrix.

Declaration

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

(NetAF.Assets.Attributes.html)

Property Value

+ **NetAF.Assets.Characters**

Type

(NetAF.Assets.Characters.htm

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

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Height

Direction

(NetAF.Assets.Locations.Direction.

Get **the height of the matrix.**

(NetAF.Assets.Locations.Exit.html)

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.htm

public int Height { get; }

Overworld

(NetAF.Assets.Locations.Overworld

Region

(NetAF.Assets.Locations.Region.htm

Type

Room

(NetAF.Assets.Locations.Room.htm

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

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

this[int,int]

(NetAF.Assets.Locations.ViewPoin

NetAF.Commands

(NetAF.Commands.html)

Declaration

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversati

Parameters

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

Name

Description

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

x

The x position.

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.htm

y

The y position.

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

z

The z position.

Persistence

(NetAF.Commands.Persistence

+ **NetAF.Commands.Region**

Description

Map

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

The room.

(NetAF.Commands.RegionMap

Width

Get the width of the matrix.

Declaration

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

(NetAF.Assets.Attributes.html)

Property Value

+ **NetAF.Assets.Characters**

Type

(NetAF.Assets.Characters.html)

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

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

Methods

Exit

(NetAF.Assets.Locations.Exit.html)

ToRooms()

(NetAF.Assets.Locations.Matrix.html)

Return this matrix as a one dimensional array of rooms.

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

public Room[] ToRooms()

Room

(NetAF.Assets.Locations.Room.html)

ReturnRoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Type

ViewPoint

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

Description

The rooms, as a one dimensional array.

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

+ NetAFAssets.Characters

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

- NetAF.Assets.Locations

Implements

(NetAF.Assets.Locations.html)

IExaminable ([NetAF.Assets.IExaminable.html](#))
Direction
IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))
IPlayerVisible.DIRECTION
IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ExaminableObject
Exit
I restoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Overworld
Matrix
I restoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Overworld
Overworld
I restoreFromObjectSerialization ([NetAF.Serialization.OverworldSerialization.html](#))>
Overworld

Inherited Members

(NetAF.Assets.Locations.Overworld)
ExaminableObject.Examination
Region
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)
(NetAF.Assets.Locations.Region.html)
ExaminableObject.Identifier
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)
Room
ExaminableObject.Description
(NetAF.Assets.Locations.Room.html)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)
RoomPosition
ExaminableObject.Commands
(NetAF.Assets.Locations.RoomPosition.html)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)
ViewPoint
ExaminableObject.Attributes
(NetAF.Assets.Locations.ViewPoint.html)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

+ NetAFCommands.PlayerVisible

(NetAF.Commands.html)
(NetAF.Commands.PlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

+ NetAFCommands

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_AssemblySerialization_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)))

+ NetAFCommands.Frame

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

(NetAF.Commands.Frame.html)

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

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

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

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

+ NetAFCommands

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

Assembly: NetAF.dll

Syntax

+ NetAFCommands.Region

Map

(NetAF.Commands.RegionMap)

```
public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<OverworldSerialization>
```

▼ Constructors

+ NetAF.Assets.Characters

Overworld(Identifier, Description, CustomCommand[], ExaminationCallback)

NetAF.Assets.Locations

Initializes a new instance of the overworld class.

(NetAF.Assets.Locations.html)

Declaration
Direction

```
(NetAF.Assets.Direction.  
public Overworld(Identifier identifier, Description description, CustomCommand[] commands = null, ExaminationCallback examination = null)  
(NetAF.Assets.Direction.Exit.html)
```

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)	identifier	The identifier for this overworld.
Region (NetAF.Assets.Identifier.html)	description	A description of this overworld.
Room (NetAF.Assets.Locations.Region.html)	commands	This objects commands.
RoomPosition (NetAF.Assets.Locations.Room.html)	examination	The examination.

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Overworld(string, string, CustomCommand[], ExaminationCallback)

(NetAF.Commands.html)

Initializes a new instance of the overworld class.

+ NetAF.Commands.

Declaration

Conversation

(NetAF.Commands.Conversation.html)

```
(NetAF.Commands.Conversation.Identifier, string description, CustomCommand[] commands = null, ExaminationCallback examination = null)
```

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

+ NetAF.Commands.Global

Type

(NetAF.Commands.Global.html)

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

+ NetAF.Commands.Persistence

(NetAF.Commands.Persistence.html)

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

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

Properties

CurrentRegion

Get the current region.

Declaration

+ **NetAF.Assets.Characters**

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

(NetAF.Assets.Characters.html)

- **NetAF.Assets.Locations**

Property value

(NetAF.Assets.Locations.html)

Type

Direction

Region (NetAF.Assets.Locations.Region.html)

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Regions

Get the regions in this overworld.

(NetAF.Assets.Locations.Overworld.html)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

```
public Region[] Regions { get; }
```

(NetAF.Assets.Locations.Room.html)

RoomPosition

Property value

(NetAF.Assets.Locations.RoomPos.html)

Type

viewPoint

Description

(NetAF.Assets.Locations.ViewPoint.html)

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

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

Add (NetAF.Commands.Frame.html)

- **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

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

+ **NetAF.Commands.**

Persistence

Parameters

(NetAF.Commands.Persistence.html)

Type

+ **NetAF.Commands.Region**

Map

Region (NetAF.Assets.Locations.Region.html)

Name

Description

region

The region to add.

(NetAF.Commands.RegionMap.html)

Examine(ExaminationScene)

Examine this object.

Declaration

```
public override ExaminationResult Examine(ExaminationScene scene)
```

+ NetAFAssets.Characters

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

Direction

Returns NetAFAssets.Locations.Direction.

Type	Description
Exit (NetAFAssets.Locations.Exit.html)	A ExaminationResult detailing the examination of this object.

Overworld

Overrides NetAFAssets.Locations.Overworld.

Region

ExaminableObject.Examine(ExaminationScene)

(NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_Room)

(NetAFAssets.Locations.Room.html)

RoomPosition

FindRegion(string, out Region)

ViewPoint

Find a region
(NetAFAssets.Locations.ViewPoint)

Declaration

+ NetAF.Commands

(NetAFCommands.html)

```
public bool FindRegion(string regionName, out Region region)
```

+ NetAF.Commands.

Conversation

Parameters

(NetAFCommands.Conversation.html)

Type

+ NetAF.Commands.Frame

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

(NetAFCommands.Frame.html)

Region (NetAFAssets.Locations.Region.html)

+ NetAF.Commands.Global

(NetAFCommands.Global.html)

Returns

+ NetAF.Commands.

Type

Persistence

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

(NetAFCommands.Persistence.html)

Name	Description
regionName	The regions name.
region	The region.

+ NetAFCommands.Region

Map

MOVE(Region)

(NetAFCommands.RegionMap.html)

Move to a region.

Declaration

```
public bool Move(Region region)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Characters (NetAF.Assets.Characters.html)	region	The region to move to.

- NetAF.Assets.Locations

Returns

(NetAF.Assets.Locations.html)

Type	Description
bool (NetAF.Assets.Locations.Direction.html)	True if the region could be moved to, else false.

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

Matrix

RemoveRegion(Region)

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

Overworld

Remove a region from this overworld.

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

Declaration

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

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

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

RoomPosition

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

Type	Name	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	region	The region to remove.

+ NetAF.Commands

(NetAF.Commands.html)

RestoreFrom(OverworldSerialization)

Conversation

Restore this object from a serialization.

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

Declaration

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

```
public void RestoreFrom(OverworldSerialization serialization)
```

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Parameters

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

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

Implements

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

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

▼

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Direction

(NetAF.Assets.Locations.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.htm

Overworld

(NetAF.Assets.Locations.Overworl

Region

(NetAF.Assets.Locations.Region.h

Room

(NetAF.Assets.Locations.Room.htm

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

(NetAF.Assets.Locations.ViewPoin

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

Class Region

Represents a region.

Filter by title

Inheritance

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

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

- **NetAF Assets.Locations**

↳ [Region](#)

(NetAF Assets.Locations.html)

Implements

Direction

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

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

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

Exit

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

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

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

Matrix

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

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

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

Overworld

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

Region

ExaminableObject.Examination

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

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

Room

ExaminableObject.Identifier

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

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

ExaminableObject.Description

RoomPosition

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

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

ExaminableObject.Commands

ViewPoint

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

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

ExaminableObject.Attributes

(NetAF Commands.ExaminableObject.html#NetAF Assets_ExaminableObject_Attributes)

ExaminableObject.IsPlayerVisible

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

+ **NetAF Commands**

Conversation

ExaminableObject.RestoreFrom(ExaminableSerialization)

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

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

object.Equals(object)

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

+ **NetAF Commands.Frame**

object.GetHashCode()

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

object.GetType()

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

object.ReferenceEquals(object, object)

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

object.ToString()

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

Persistence

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

Assembly: NetAF.dll

+ **NetAF Commands.Region**

Syntax

Map

(NetAF Commands.RegionMap)

+ **NetAF Commands.Scene**

```
public sealed class Region : ExaminableObject, IExaminable, IPlayerVisible, IRotateFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<RegionSerialization>
```

Constructors

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

Region(Identifier, Description, CustomCommand[], ExaminationCallback)
[\(NetAF.Assets.Locations.htm\)](#)

Initializes a new instance of the Region class.

Direction
 Declaration
[\(NetAF.Assets.Direction.htm\)](#)

```
Exit  

public Region(Identifier identifier, Description description, CustomCommand[] command  

  (NetAF.Assets.Locations.Exit.html)  

  ds = null, ExaminationCallback examination = null)  

Matrix  

  (NetAF.Assets.Locations.Matrix.htm)
```

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

Type	Name	Description
Region	identifier	This Regions identifier.
Identifier (NetAF.Assets.Identifier.htm)	description	The description of this Region.
Room (NetAF.Assets.Description.html)	commands	This objects commands.
RoomPosition (NetAF.Commands.CustomCommand.html) [] (NetAF.Assets.RoomPosition.htm)	examination	The examination.
ViewPoint (NetAF.Assets.ExaminationCallback.html)		

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

+ NetAF.Commands

Region(string, string, CustomCommand[], ExaminationCallback)
[\(NetAF.Commands.htm\)](#)

Initializes a new instance of the Region class.

+ NetAF.Commands

Conversation
 Declaration

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

```
public Region(string identifier, string description, CustomCommand[] commands = null  

+ NetAF.Commands.Frame  

  , ExaminationCallback examination = null)  

  (NetAF.Commands.Frame.htm)
```

+ NetAFCommands.Global

Parameters

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

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	This Regions identifier.
Persistence (NetAF.Commands.Persistence.htm)	description	The description of this Region.
CustomCommand (NetAF.Commands.CustomCommand.html) []	commands	This objects commands.
RegionMap (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

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

+ NetAFCommands.Scene

Properties

CurrentRoom

Get the current room.

Declaration

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

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

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

- NetAF.Assets.Locations

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

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

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

Matrix

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

IsVisibleWithoutDiscovery

Overworld

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

Region

Declaration

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

Room

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

RoomPosition

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

Property Value

ViewPoint

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

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

+ NetAF.Commands.

this[int, int, int]

Conversation

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

- NetAF.Commands.Frame

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

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

+ NetAF.Commands.Global

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

Parameters

+ NetAF.Commands.

Persistence

Name	Description
x	The x position.

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

y	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The y position.

z	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The z position.

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

Property Value

+ NetAF.Commands.Scene

Type	Description
Room (NetAF.Assets.Locations.Room.html)	The room.

Rooms

Get the number of rooms region contains.

(NetAF.Assets.Characters.htm)

Declaration

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

Property Value

Exit

Type

(NetAF.Assets.Locations.Exit.html)

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

(NetAF.Assets.Locations.Matrix.htm)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

Methods

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

AddRoom(Room, int, int, int)

RoomPosition

Add a Room to this region.

ViewPoint

Declaration

(NetAF.Assets.Locations.ViewPoint.html)

+ **NetAF.Commands**

public bool AddRoom(Room room, int x, int y, int z)

(NetAF.Commands.html)

+ **NetAF.Commands.**

Parameters

Type	Name	Description
(NetAF.Commands.Conversation)		
Room (NetAF.Assets.Locations.Room.html)	room	The room to add.
+ NetAF.Commands.Frame	x	The x position within the region.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position within the region.
+ NetAF.Commands.Global	z	The z position within the region.
int (https://learn.microsoft.com/dotnet/api/system.int32)		

+ **NetAF.Commands.**

Returns

Persistence

Type

(NetAF.Commands.Persistence.html)

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

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

Examine(ExaminationScene)

+ **NetAF.Commands.Scene**

Examine this object.

Declaration

```
public override ExaminationResult Examine(ExaminationScene scene)
```



Parameters

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

Returns

Type	Description
(NetAF.Assets.Locations.Direction.htm)	
Exit (NetAF.Assets.Locations.Exit.html)	
ExaminationResult Matrix (NetAF.Assets.ExaminationResult.html) (NetAF.Assets.Locations.Matrix.htm)	A ExaminationResult detailing the examination of this object.

Overworld

Overrides
(NetAF.Assets.Locations.Overworld)
ExaminableObject.Examine(ExaminationScene)
Region
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene)
Room

(NetAF.Assets.Locations.Room.htm)

GetAdjoiningRoom(Direction)

(NetAF.Assets.Locations.RoomPos)

Get a **ViewPoint** room to the Region.CurrentRoom property.

(NetAF.Assets.Locations.ViewPoint)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Parameters

Type	Name	Description
(NetAF.Commands.Conversation.html)	direction	The direction of the adjoining Room.

Returns

+ NetAF.Commands.Global

Type
(NetAF.Commands.Global.htm)

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

Description

The adjoining Room.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

GetAdjoiningRoom(Direction, Room)

+ NetAF.Commands.Region

Get a **Map** adjoining room to a room.

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

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

Parameters

Type	Name	Description
Direction (NetAF.Assets.Direction.html) ↳ NetAF.Assets.Direction.html	direction	The direction of the adjoining room.
Room (NetAF.Assets.Room.html) ↳ NetAF.Assets.Room.html	room	The room to use as the reference.

- NetAF.Assets.Locations

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

Type	Description
Direction	
Room (NetAF.Assets.Room.html)	The adjoining room.
Exit	
(NetAF.Assets.Exit.html)	
Matrix	

GetPositionOfRoom(Room)

(NetAF.Assets.Matrix.html)

Overworld

Get the position of a room.

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

Parameters

(NetAF.Assets.Locations.RoomPositio

Type	Name	Description
ViewPoint		
(NetAF.Assets.ViewPoint.html)		
Room (NetAF.Assets.Room.html)	room	The room.

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

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

+ NetAF.Commands.Frame

[JumpToRoom\(Point3D\).html](#)

+ NetAF.Commands.Global

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

Declaration

+ NetAF.Commands.

public void JumpToRoom(Point3D location)

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

Parameters

+ NetAF.Commands.Region

Type

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

Point3D (NetAF.Assets.Point3D.html)

Name

location

Description

The location of the room.

+ NetAF.Commands.Scene

Returns

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

Move(Direction)

+ [NetAF.Assets.Characters](#)

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

NetAF.Assets.Locations

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

public bool Move(Direction direction)

(NetAF.Assets.Locations.Direction.

Exit

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

Type Matrix

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

Overworld

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

Returns

Region

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

Room

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

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

RoomPosition

(NetAF.Assets.Locations.RoomPos.

RestoreFrom(RegionSerialization)

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

Restore this object from a serialization.

+ NetAF.Commands

Declaration

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

+ NetAF.Commands

RestoreFrom(RegionSerialization serialization)

Conversation

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

Parameters

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

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

RegionSerialization

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

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

+ NetAF.Commands.

SetStartRoom(Room)

Persistence

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

NetAF.Commands.Region

Map

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

+ NetAF.Commands.Scene

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	room	The Room to start in.

▼
SetStartRoom(int, int, int)
 ↗ [NetAF.Assets.Characters.cs](#)

(NetAF.Assets.Characters.htm)

Declaration:

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

(NetAF.Assets.Locations.Direction.

Parameters

(NetAF.Assets.Locations.Exit.html)

Type Matrix

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

x

The x position.

Overworld

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

y

The y position.

Region

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

z

The z position.

Room

(NetAF.Assets.Locations.Room.htm)

ToMatrix()

RoomPosition

(NetAF.Assets.Locations.RoomPos.

Get this region as a 3D matrix of rooms.

ViewPoint

(NetAF.Assets.Locations.ViewPoint)

+ NetAF.Commands

public Matrix ToMatrix()

(NetAF.Commands.html)

+ NetAF.Commands.

Returns

Conversation

Type

(NetAF.Commands.Conversation)

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

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

TryFindRoom(string, out Room)

(NetAF.Commands.Global.htm)

Try and find a room within this region.

+ NetAF.Commands.

Declaration

Persistence

(NetAF.Commands.Persistence)

```
public bool TryFindRoom(string name, out Room room)
```

+ NetAF.Commands.Region

Map

Parameters

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	The rooms name.
Room (NetAF.Assets.Locations.Room.html)	<i>room</i>	The room, if found, else null.

Returns

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

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

UnlockDoorPair(Direction)

(NetAF.Assets.Direction.html)

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

Exit

Declaration

Matrix

```
public bool unlockDoorPair(Direction direction)
    Overworld
```

(NetAF.Assets.Locations.Overworld.html)

Parameters

Type	Name	Description
Room		
Direction (NetAF.Assets.Direction.html)	<i>direction</i>	The direction to unlock in.

RoomPosition

Returns

RoomPosition

Type	Description
(NetAF.Assets.ViewPoint.html)	True if the door pair could be unlocked, else false.

(NetAF.Commands.html)

Implemented

Commands.

Conversation

IExaminable (NetAF.Assets.IExaminable.html)

(NetAF.Commands.Conversation.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

+ NetAF.Commands.Frame

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

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

Class Room

Represents a room

Filter by title

Inheritance

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

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

- **NetAF.Assets.Locations**

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

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

↳ Room

Direction

Implements

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

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

↳ Exit

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

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

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

↳ Matrix

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

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

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

<Examinable

Overworld

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

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

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

<RoomSerialization

Region

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

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

Inherited Members

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

ExaminableObject.Examination

RoomPosition

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

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

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

ViewPoint

ExaminableObject.Description

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

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

ExaminableObject.Commands

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

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

ExaminableObject.Attributes

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

([NetAF_Assets_ExaminableObject_Commands.html](#))

ExaminableObject.Conversation

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

([NetAF_Assets_ExaminableObject_Conversation.html](#))

ExaminableObject.RestoreFrom(ExaminableSerialization)

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

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

([NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Asset.html](#))

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

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.Global.htm**

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

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

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

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

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

+ **NetAF.Commands.Region**

NameSpace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

Assembly: NetAF

([NetAF.Commands.RegionMap.html](#))

Syntax

+ **NetAF.Commands.Scene**

([NetAF Commands Scene.html](#))

```
public sealed class Room : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<RoomSerialization>
```

▼ Constructors

([NetAF.Assets.Characters.html](#))

- [NetAF.Assets.Locations.Room\(Identifier, Description, Exit\[\], Item\[\], CustomCommand\[\], InteractionCallback, ExaminationCallback\)](#)

Direction

Initializes a new instance of the Room class.

Exit

Declaration
([NetAF.Assets.Locations.Exit.html](#))

Matrix

```
public Room(Identifier identifier, Description description, Exit[] exits = null, Item[] items = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)
```

([NetAF.Assets.Locations.Overworld.html](#))

Region

Parameters
([NetAF.Assets.Locations.Region.html](#))

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	identifier	This rooms identifier.
Identifier (NetAF.Assets.Identifier.html)	description	This rooms description.
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	exits	The exits from this room.
Exit (NetAF.Assets.Locations.ViewPoint.html)	items	The items in this room.
+ NetAF.Commands	commands	This objects commands.
Item (NetAF.Assets.Item.html)	interaction	The interaction.
CustomCommand (NetAF.Commands.CustomCommand.html)	examination	The examination.
+ NetAF.Commands		
InteractionCallback (NetAF.Assets.InteractionCallback.html)		
Conversation (NetAF.Commands.Conversation.html)		
+ NetAF.Commands		
Frame (NetAF.Commands.Frame.html)		
Room(string, string, Exit[], Item[], CustomCommand[], InteractionCallback, ExaminationCallback) (NetAF.Commands.Global.html)		
+ NetAF.Commands		
Persistence (NetAF.Commands.Persistence.html)		
Room(string identifier, string description, Exit[] exits = null, Item[] items = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)		
+ NetAF.Commands		
Region (NetAF.Commands.Region.html)		
RegionMap (NetAF.Commands.RegionMap.html)		
Scene (NetAF.Commands.Scene.html)		

+ [NetAF.Commands.Frame](#)

Room(string, string, Exit[], Item[], CustomCommand[], InteractionCallback, ExaminationCallback)
([NetAF.Commands.Global.html](#))

Initializes a new instance of the Room class.

+ [NetAF.Commands](#).

Declaration

Persistence

([NetAF.Commands.Persistence.html](#))

Room(string identifier, string description, Exit[] exits = null, Item[] items = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)

Map

([NetAF.Commands.RegionMap.html](#))

Parameters

+ [NetAF.Commands](#).Scene

([NetAF.Commands.Scene.html](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	This rooms identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	This rooms description.
Exit (NetAF.Assets.Locations.Exit.html)[]	<i>exits</i>	The exits from this room.
Item (NetAF.Assets.Item.html)[] ↳ NetAF.Assets.Characters.num	<i>items</i>	The items in this room.
CustomCommand (NetAF.Commands.CustomCommand.html)[]	<i>commands</i>	This objects commands.
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)		
InteractionCallback (NetAF.Assets.InteractionCallback.html)	<i>interaction</i>	The interaction.
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	<i>examination</i>	The examination.

Properties

(NetAF.Assets.Locations.Matrix.html)

Overworld

Region

Get the characters in this Room Region.html

Room

Declaration
(NetAF.Assets.Locations.Room.html)

RoomPosition

public NonPlayableCharacter[] Characters { get; }

ViewPoint

Property Value
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)[]

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

EnteredFrom

+ NetAF.Commands.Frame

Get which direction this Room was entered from.

(NetAF.Commands.Frame.html)

Declaration

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

public NonPlayableCharacter[] Characters { get; }

+ NetAF.Commands.

Property Value

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

Exits

(NetAF.Commands.Scene.html)

(NetAF.Commands.Scene.html)

Description

Description

Get the exits.

Declaration

```
public Exit[] Exits { get; }
```



Property Value

Type	Description
- NetAF.Assets.Locations Exit (NetAF.Assets.Locations.Exit.html) (NetAF.Assets.Locations.html)	

Direction

(NetAF.Assets.Locations.Direction.
HasBeenVisited

Exit

Get if this location has been visited.
Matrix

Declaration
NetAF.Assets.Locations.Matrix.htm

Overworld

```
public NetAF.Assets.Locations.Overworld { get; }
```

Region

(NetAF.Assets.Locations.Region.htm)

Property Value

Room

Type	Description
NetAF.Assets.Locations.Room.htm	

RoomPosition

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Type	Description
NetAF.Assets.Locations.RoomPos	

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Interaction

+ **NetAF.Commands**

(NetAF.Commands.html)

Get the Interaction.

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.ConversationInteraction { get; })

+ **NetAF.Commands.Frame**

Property Value

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.GlobalInteractionCallback.html)

+ **NetAF.Commands.**

Persistence

this[Direction]

(NetAF.Commands.Persistence)

Get an exit.

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap

public Exit this[Direction direction] { get; }

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Description

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction of an exit.

Property Value

Type <code>(NetAF.Assets.Characters.num Exit (NetAF.Assets.Locations.Exit.html) - NetAF.Assets.Locations</code>	Description
	The exit.

(NetAF.Assets.Locations.html)

Items

Direction (NetAF.Assets.Locations.Direction.html)

Get the Items.

(NetAF.Assets.Locations.Exit.html)

Declaration Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld public Item[] Items { get; }

(NetAF.Assets.Locations.Overworld.html)

Region

Property Value (NetAF.Assets.Locations.Region.html)

Type

Room

(NetAF.Assets.Locations.Room.html)

Item (NetAF.Assets.Item.html)[]

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

UnlockedExits (NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

Get Unlocked Exits.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

Conversation public Item[] UnlockedExits { get; }

(NetAF.Commands.Conversation.html)

Property Value

+ NetAF.Commands.Frame

Type (NetAF.Commands.Frame.html)

+ NetAF.Commands.Global (NetAF.Commands.Global.html)[]

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

Methods (NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

AddCharacter(NonPlayableCharacter)

Map

AddNetAFCharacter(NonPlayableCharacter)

(NetAF.Commands.RegionMap.html)

Declaration

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

```
public void AddCharacter(NonPlayableCharacter character)
```

Parameters

Type	Name	Description
NonPlayableCharacter (NetAF.Assets.Characters.html)	character	The character to add.

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

AddItem(Item)

(NetAF.Assets.Locations.Direction.html)
Add an item.
Exit

Declaration
Matrix

[\(NetAF.Assets.Locations.Matrix.html\)](#)
Overworld

(NetAF.Assets.Locations.Overworld.html)

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	item	The item to add.

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Test if a move is possible.

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

public bool CanMove(Direction direction)
Conversation

(NetAF.Commands.Conversation.html)

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction to test.

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Returns

Type	Description
Persistence bool (https://learn.microsoft.com/dotnet/api/system.boolean)	If a move in the specified direction is possible.

+ NetAF.Commands.Region

Map

ContainsCharacter(NonPlayableCharacter, bool)

(NetAF.Commands.RegionMap.html)

Get if this Room contains a character.

+ NetAF.Commands.Scene

Declaration

(NetAF.Commands.Scene.html)

```
public bool ContainsCharacter(NonPlayableCharacter character, bool includeInvisibleCharacters = false)
```

Parameters

Type	Name	Description
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html) (NetAF.Assets.Locations.html)	<i>character</i>	The character.
bool Direction (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Direction.Exit)	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.

Return Value

Type	Description
Matrix (NetAF.Assets.Locations.Matrix.html)	Overworld

Region

(NetAF.Assets.Locations.Region.html)

Room

ContainsCharacter(string, bool)

(NetAF.Assets.Locations.Room.html)

RoomPosition

Get if this Room contains a character.

(NetAF.Assets.Locations.RoomPosition.html)

Declaration

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

```
+ NetAF.Commands
  public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)
```

(NetAF.Commands.html)

NetAF.Commands.

Parameters

Type	Name	Description
Conversation (NetAF.Commands.Conversation.html)	<i>characterName</i>	The character name to check for.
Frame (https://learn.microsoft.com/dotnet/api/system.net.http.framesystem.html) (NetAF.Commands.Frame.html)	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.

NetAF.Commands.

Persistence

Returns

Type	Description
RegionMap bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item is in this room, else false.

(NetAF.Commands.RegionMap.html)

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Get if this Room contains an exit.

Declaration

```
public bool ContainsExit(Direction direction, bool includeInvisibleExits = false)
```



Parameters

Type	Name	Description
- NetAF.Assets.Locations Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Locations.html)	<i>direction</i>	The direction of the exit to check for.
bool Direction (https://learn.microsoft.com/dotnet/api/system.boolean) lean Exit	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

(NetAF.Assets.Locations.Exit.html)

Returns

Matrix

Type	Description
NetAF.Assets.Locations.Matrix.htm Overworld	
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the exit exists, else false.

Region

(NetAF.Assets.Locations.Region.html)

Room

ContainsExit(bool)

(NetAF.Assets.Locations.Room.html)

Get if this Room contains an exit.

RoomPosition

(NetAF.Assets.Locations.RoomPos

Declaration

ViewPoint

(NetAF.Assets.Locations.ViewPoin

```
public bool ContainsExit(bool includeInvisibleExits = false)
```

+ NetAF.Commands

(NetAF.Commands.html)

Parameters

Type	Name	Description
- NetAF.Commands. Conversation		
bool (NetAF.Commands.Conversati (https://learn.microsoft.com/dotnet/api/system.boolean) tion.html	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Returns

+ NetAF.Commands.Global

Type

(NetAF.Commands.Global.html)

Description

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if the exit exists, else false.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

ContainsInteractionTarget(string)

+ NetAF.Commands.Region

Get if this Room contains an interaction target.

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF Commands Scene.html)

```
public bool ContainsInteractionTarget(string targetName)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Assets.Characters.num	targetName	The name of the target to check for.

Referenced Types

Type	Description
Direction bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Direction.)	True if the target is in this room, else false.

Exit

(NetAF.Assets.Locations.Exit.html)

ContainsItem(Item)

(NetAF.Assets.Locations.Matrix.html)

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.
+ NetAF.Assets.Locations.Overworld

Region

(NetAF.Assets.Locations.Region.html)

Room

```
public bool ContainsItem(Item item)
```

RoomPosition

(NetAF.Assets.Locations.RoomPos.html)

ViewPoint

Type
(NetAF.Assets.Locations.ViewPoint.html)

Item
(NetAF.Assets.Item.html)

+ NetAF.Commands

(NetAF.Commands.html)

Returns

+ NetAF.Commands.

Type

Conversation

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Commands.Conversation

(NetAF.Commands.Frame.html)

ContainsItem(string, bool)

+ NetAF.Commands.Global

Get if this Room contains an item.

(NetAF.Commands.Global.html)

Declaration

+ NetAF.Commands.

Persistence

```
public bool ContainsItem(string itemName, bool includeInvisibleItems = false)
```

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The item name to check for.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) NetAF.Assets.Characters.Room	includeInvisibleItems	Specify if invisible items should be included.

- NetAF.Assets.Locations

Returns

(NetAF.Assets.Locations.html)

Type	Direction	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Exit	True if the item is in this room, else false.

Examine(ExaminationScene)

Overworld
Handle examination this Room
(NetAF.Assets.Locations.Overworld)

Region
Declaration

(NetAF.Assets.Locations.Region.html)

Room
public override ExaminationResult Examine(ExaminationScene scene)
(NetAF.Assets.Locations.Room.html)

RoomPosition
Parameters

(NetAF.Assets.Locations.RoomPos

Type	Name	Description
ViewPoint (NetAF.Assets.Locations.ViewPoin		

+ NetAF.Commands

(NetAF.Assets.ExaminationScene.html)
(NetAF.Commands.html)

Returns

NetAF.Commands.

Type

Conversation	Description
(NetAF.Commands.Conversation.html)	The result of this examination.

+ NetAF.Commands.Frame

Overrides
(NetAF.Commands.Frame.html)

ExaminableObject.Examine(ExaminationScene)

+ NetAF.Commands.Global
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination
Scene_)

+ NetAF.Commands.

Persistence

FindCharacter(string, out NonPlayableCharacter)

(NetAF.Commands.Persistence)

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

+ NetAF.Commands.Region

Declaration

Map

(NetAF.Commands.RegionMap)

public bool FindCharacter(string characterName, out NonPlayableCharacter character)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>characterName</i>	The character.
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	<i>character</i>	The character name.

+ **NetAF.Assets.Characters.num**
Returns

Type	Description
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Direction

(NetAF.Assets.Locations.Direction.)

Exit

FindCharacter(string, out NonPlayableCharacter, bool)

Matrix

Find a character

(NetAF.Assets.Locations.Matrix.htm

Overworld

Declaration

(NetAF.Assets.Locations.Overworld.)

Region

public bool FindCharacter(string characterName, out NonPlayableCharacter character, b

(NetAF.Assets.Locations.Region.htm

b001 includeInvisibleCharacters)

Room

(NetAF.Assets.Locations.Room.htm

Parameters

Rooms position

Type	Name	Description
(NetAF.Assets.Locations.RoomPos		
ViewPoint		
string (NetAF.Assets.Locations.ViewPoin	<i>characterName</i>	The character name.
(<a #"="" href="https://learn.microsoft.com/dotnet/api/system.st</td><td></td><td></td></tr> <tr> <td>+ NetAF.Commands
(NetAF.Commands.html)		
NonPlayableCharacter	<i>character</i>	The character.
+ NetAF.Commands (NetAF.Commands.NonPlayableCharact		
er.html)		
+ NetAF.Commands.Conversation (NetAF.Commands.Conversati		
on.html)	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.
+ NetAF.Commands.Frame (NetAF.Commands.Frame.html)		

+ **NetAF.Commands.Global**

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the character was found.

Persistence

(NetAF.Commands.Persistence)

FindExit(Direction, Region, out Exit)

Map

Find an exit.

(NetAF.Commands.RegionMap)

Declaration

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

```
public bool FindExit(Direction direction, bool includeInvisibleExits, out Exit exit)
```

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Characters.html)	direction	The exits direction.
bool - NetAF.Assets.Locations (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.html)	includeInvisibleExits	Specify if invisible exists should be included.
Exit (NetAF.Assets.Locations.Exit.html) (NetAF.Assets.Locations.Direction. Exit.html)	exit	The exit.

Returns
(NetAF.Assets.Locations.Exit.html)

Type	Description
Matrix (NetAF.Assets.Locations.Matrix.html)	True if the exit was found.

(NetAF.Assets.Locations.Overworld
Region

FindInteractionTarget(string, out IInteractWithItem)

Room

FindInteractionTarget
(NetAF.Assets.Locations.Room.html)

RoomPosition

Declaration
(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

```
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)
```

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

Type	Name	Description
+ NetAF.Commands. Conversation	targetName	The targets name.
IInteractWithItem (NetAF.Commands.Conversation.IInteractWithItem.html)	target	The target.

+ NetAF.Commands.Frame

Returns
(NetAF.Commands.Frame.html)

Type

+ NetAF.Commands.Global

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the target was found.

+ NetAF.Commands.

Persistence

FindItem(string, out Item)

(NetAF.Commands.Persistence.FindItem.html)

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

```
public bool FindItem(string itemName, out Item item)
```

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The items name. This is case insensitive
Item (NetAF.Assets.Item.html)	item	The item

+ NetAF.Assets.Characters.num

Returns

Type	Description
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)	True if the item was found

Direction
(NetAF.Assets.Direction.html)

Exit
(NetAF.Assets.Exit.html)

FindItem(string, out Item, bool)

Matrix
(NetAF.Assets.Locations.Matrix.html)

Overworld
(NetAF.Assets.Locations.Overworld.html)

Region
public bool FindItem(string itemName, out Item item, bool includeInvisibleItems)
(NetAF.Assets.Locations.Region.html)

Room
(NetAF.Assets.Locations.Room.html)

RoomPosition
(NetAF.Assets.Locations.RoomPosition.html)

Type	Name	Description
string (NetAF.Assets.RoomPosition.html)	itemName	The items name.

+ NetAF.Commands

Item (NetAF.Assets.Item.html)

Type	Name	Description
bool (NetAF.Commands.Conversation.html)	includeInvisibleItems	Specify is invisible items should be included.

+ NetAF.Commands.Frame

Type	Description
+ NetAF.Commands.Global (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item was found.

(NetAF.Commands.Global.html)

+ NetAF.Commands.

HasLockedExitInDirection(Direction, bool)

Persistence
(NetAF.Commands.Persistence.html)

Get if this room has a visible locked exit in a specified direction.

+ NetAF.Commands.Region

Declaration
(NetAF.Commands.Region.html)

Map

(NetAF.Commands.RegionMap.html)
public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits
= false)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction to check.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Assets.Characters.num	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

Returns

NetAF.Assets.Locations

Type	Description
Direction bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Direction.html)	If there is a locked exit in the specified direction.

HasUnlockedExitInDirection(Direction, bool)

(NetAF.Assets.Locations.Matrix.htm)

Get if this room has a visible unlocked exit in a specified direction.
OverWorld

Declaration
Region

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits = false)
```

RoomPosition

Parameters
NetAF.Assets.Locations.RoomPos

Type	Name	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)		
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction to check.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Commands	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

Conversation

Return
(NetAF.Commands.Conversation.html)

Type	Description
+ NetAF.Commands.Frame bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Commands.Global	If there is a unlocked exit in the specified direction.

(NetAF.Commands.Global.html)

Interact(Item)

Persistence

Interact with an item

(NetAF.Commands.Persistence.html)

Declaration
+ NetAF.Commands.Region

Map

```
public Interaction Interact(Item item)
```

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

Parameters
(NetAF.Commands.Scene.html)

Type	Name	Description
Item (NetAF.Assets.Item.html)	<i>item</i>	The item to interact with.

Returns

Type	Description
Interaction (NetAF.Assets.Interaction.html)	The interaction.

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

MovedInto(Direction?)

Direction

Handles movement locations. Direction.

Exit

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix

public void MovedInto(Direction? fromDirection)

Overworld

(NetAF.Assets.Locations.Overworld)

Parameters

Region

Type	Name	Description
Room Direction (NetAF.Assets.Locations.Room.htm (NetAF.Assets.Locations.Direction.h tml) ? (NetAF.Assets.Locations.RoomPos ViewPoint	fromDirection	The direction movement into this Room is from. Use null if there is no direction.

(NetAF.Assets.Locations.ViewPoint)

+ NetAF.Commands

RemoveCharacter(NonPlayableCharacter)

(NetAF.Commands.html)

Remove a character from the room.

+ NetAF.Commands.

Declaration

Conversation

(NetAF.Commands.Conversation)

public void RemoveCharacter(NonPlayableCharacter character)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

+ NetAF.Commands.Global

Type

(NetAF.Commands.Global.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

Name

Description

character

The character to remove.

Persistence

(NetAF.Commands.Persistence)

RemoveInteractionTarget(IInteractWithItem)

(NetAF.Commands.Region)

Map

Remove an interaction target from the room.

(NetAF.Commands.RegionMap)

Declaration

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

```
public IInteractWithItem RemoveInteractionTarget(IInteractWithItem target)
```

Parameters

Type	Name	Description
IInteractWithItem (NetAF.Assets.IInteractWithItem.html) (NetAF.Assets.Characters.html)	target	The target to remove.

Return Value

(NetAF.Assets.Locations.html)

Type	Description
Direction IInteractWithItem (NetAF.Assets.IInteractWithItem.html) (NetAF.Assets.Direction.html)	The target removed from this room.

Exit

(NetAF.Assets.Locations.Exit.html)

RemoveItem(Item)

(NetAF.Assets.Locations.Matrix.html)

Remove an item.

Overload

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)
public void RemoveItem(Item item)

Room

(NetAF.Assets.Locations.Room.html)

Parameters

Type	Name	Description
ViewPoint Item (NetAF.Assets.Locations.ViewPoint.html)	item	The item to remove.

+ NetAF.Commands

(NetAF.Commands.html)

RestoreFrom(RoomSerialization)

+ NetAF.Commands.

Restore this object from a serialization.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

public void RestoreFrom(RoomSerialization serialization)

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Parameters

(NetAF.Commands.Global.html)

Type

+ NetAF.Commands.

RoomSerialization

Persistence

(NetAF.Serialization.Assets.RoomSerialization.html)

(NetAF.Commands.Persistence.html)

Type	Name	Description
RoomSerialization Persistence	serialization	The serialization to restore from.

+ NetAF.Commands.Region

Map

SpecifyConditionalDescription(ConditionalDescription)

(NetAF.Commands.RegionMap.html)

Specify a conditional description of this room.

+ NetAF.Commands.Scene

Declaration

(NetAF.Commands.Scene.html)

```
public void SpecifyConditionalDescription(ConditionalDescription description)
```

Parameters

Type		Name	Description
ConditionalDescription (NetAF.Assets.ConditionalDescription.html) (NetAF.Assets.Characters.num)		description	The description of this room.

- NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Direction
(NetAF.Assets.Direction.html)
ItemContainer
(NetAF.Assets.ItemContainer.html)
IExaminable
(NetAF.Assets.IExaminable.html)
IPlayerVisible
(NetAF.Assets.Locations.PlayerVisible.html)
IRestoreFromObjectSerialization<T>
(NetAF.Assets.Locations.Matrix.htm)
IRestoreFromObjectSerialization<T>
Overworld
(NetAF.Assets.Locations.Overworld.html)
Region
(NetAF.Assets.Locations.Region.html)
Room
(NetAF.Assets.Locations.Room.html)
RoomPosition
(NetAF.Assets.Locations.RoomPosition.html)
ViewPoint
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

[Conversation](#)

[\(NetAF.Commands.Conversation.html\)](#)

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

[Map](#)

[\(NetAF.Commands.RegionMap.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

- **NetAF.Assets.Locations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Locations.html](#))

Direction

Inherited Members

([NetAF.Assets.Locations.Direction](#).)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([NetAF.Assets.Locations.Exit.html](#))

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)))

([NetAF.Assets.Locations.Object.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

RoomPosition

Assembly: NetAF.dll

([NetAF.Assets.Locations.RoomPosition.html](#))

Syntax

ViewPoint

([NetAF.Assets.Locations.ViewPoint.html](#))

public class RoomPosition

+ **NetAF.Commands**

([NetAF.Commands.html](#))

Constructors

Conversation

([NetAF.Commands.Conversation.html](#))

RoomPosition(Room, Point3D)

+ **NetAF.Commands.Frame**

Represents a room position.

([NetAF.Commands.Frame.html](#))

Declaration

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

public RoomPosition(Room room, Point3D position)

+ **NetAF.Commands.**

Persistence

Parameters

([NetAF.Commands.Persistence.html](#))

Type

+ **NetAF.Commands.Region**

Room ([NetAF.Assets.Locations.Room.html](#))

Map

Point3D ([NetAF.Assets.Point3D.html](#))

([NetAF.Commands.RegionMap.html](#))

Name	Description
room	The room/
position	The position of the room.

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

Properties

Position

Get the position of the room.

Declaration

- NetAF.Assets.Locations

public Point3D Position { get; }

(NetAF.Assets.Locations.html)

Direction

Property Value

NetAF.Assets.Locations.Direction.

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)	
Point3D (NetAF.Assets.Point3D.html)	

(NetAF.Assets.Locations.Matrix.htm

Overworld

(NetAF.Assets.Locations.Overworld

Room

Region

Get the room.

Room

Declaration

(NetAF.Assets.Locations.Room.htm

RoomPosition

public Room Room { get; }

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Property Value

+ NetAF.Commands

Type

(NetAF.Commands.html)

Room (NetAF.Assets.Locations.Room.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversati

Methods

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Get this Room's frame at a position.

+ NetAF.Commands.

Declaration

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Parameters

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Type	Name	Description
	position	The position.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this is at the position, else false.

IsAtPosition(int, int, int)

- NetAF.Assets.Locations

Get if this RoomPosition is at a position.
[\(NetAF.Assets.Locations.html\)](#)

Declaration
Direction

```
(NetAF.Assets.Direction.  
public bool IsAtPosition(int x, int y, int z)  
    Exit  
(NetAF.Assets.Direction.Exit.html)
```

Matrix

Parameters
(NetAF.Assets.Locations.Matrix.htm

Type	Name	Description
Overworld	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The Y position.
Region	z	The Z position.

RoomPosition

Returns
(NetAF.Assets.Locations.RoomPos

Type	Description
ViewPoint	True if this is at the position, else false.

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

[Conversation](#)

[\(NetAF.Commands.Conversation.html\)](#)

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

[Map](#)

[\(NetAF.Commands.RegionMap.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

([NetAFAssets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [Direction](#)

([NetAFAssets.Direction.html](#))

Inherited Members

[Exit](#)

object ([System.Object.html](#)) ([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 ([System.Object.Equals\(System.Object\).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 ([System.Object.GetHashCode.html](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object ([System.Object.GetType.html](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object ([System.Object.ReferenceEquals\(System.Object\).html](#)) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object ([System.Object.ToString.html](#)) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAFAssets.Locations.Room.html](#))

RoomPosition

Assembly: NetAF.dll

([NetAFAssets.Locations.RoomPosition.html](#))

Syntax

[ViewPoint](#)

([NetAFAssets.Locations.ViewPoint.html](#))

public sealed class ViewPoint

+ **NetAF.Commands**

([NetAF.Commands.html](#))

+ **NetAF.Commands.**

Properties

([NetAF.Commands.Conversation.html](#))

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

Get if there is a view in any direction.

+ **NetAF.Commands.Global**

Declaration

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.GlobalMap** { get; }

Persistence

([NetAFCommands.Persistence.html](#))

Property Value

+ **NetAF.Commands.Region**

Description

Map

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAFCommands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

([NetAFCommands.Scene.html](#))

+ **NetAF.Conversations**

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

Type	Description
(NetAF.Assets.Locations.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Direction. Exit (NetAF.Assets.Locations.Exit.html) AnyVisited Matrix (NetAF.Assets.Locations.Matrix.html) Get if there is a view in any direction. Overworld Declaration (NetAF.Assets.Locations.Overworld.html) Region (NetAF.Assets.Locations.Region.html) Room (NetAF.Assets.Locations.Room.html) Property Value RoomPosition	

Type	Description
(NetAF.Assets.Locations.RoomPosition.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.ViewPoint.html)	

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)
this[Direction]

+ NetAF.Commands.

Get the room that lies in a specified direction.
Conversation

Declaration

[\(NetAF.Commands.Conversation.html\)](#)

+ NetAF.Commands.Frame

public Room this[Direction direction] { get; }
[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global

Parameters
[\(NetAF.Commands.Global.html\)](#)

Type
[\(NetAF.Commands.Global.html\)](#)
Direction ([\(NetAF.Assets.Direction.html\)](#))

+ NetAF.Commands.Persistence

Property Value

+ NetAF.Commands.Region

Map
Room ([\(NetAF.Assets.Room.html\)](#))
[\(NetAF.Commands.RegionMap.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

Type	Description
(NetAF.Assets.Locations.html)	

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

(NetAF.Assets.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Methods

Create(Region)

Region

Create(NetAF.Assets.Locations.Region.html)

Room

Declaration

(NetAF.Assets.Locations.Room.html)

RoomPosition

```
public static ViewPoint Create(Region region)
```

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Parameters

Type	Name	Description
(NetAF.Commands.html)	region	The region to create the view point from.

+ NetAF.Commands.

Conversation

Type	Description
(NetAF.Commands.Conversation.html)	

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

The view point.

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Namespace NetAF.Commands

Classes

Filter by title

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Attributes.html)

+ NetAF.Commands.Characters

CustomCommand (NetAF.Commands.CustomCommand.html)

Provides a custom command.

+ NetAF.Commands.Locations

(NetAF.Commands.Locations.html)

Reaction (NetAF.Commands.Reaction.html)

- NetAF.Commands

Represents a reaction

(NetAF.Commands.html)

Interfaces

CommandHelp

(NetAF.Commands.CommandHelp)

CustomCommand

(NetAF.Commands.CustomCommand)

ICommand (NetAF.Commands.ICommand.html)

CustomCommandCallback

Represents a command

CustomCommand

Enums

Reaction

(NetAF.Commands.Reaction.html)

ReactionResult (NetAF.Commands.ReactionResult.html)

(NetAF.Commands.ReactionResult)

Enumeration of reaction results.

+ NetAF.Commands.

Delegates

Conversation

(NetAF.Commands.Conversation)

+ NetAF.Commands.Frame

CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)

(NetAF.Commands.Frame.html)

Provides a callback for custom commands.

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

Implements

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp

([NetAF.Commands.CommandHelp.html](#))>

([NetAF.Assets.Locations.html](#))

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<string

([NetAF.Commands.String.html](#))>

([NetAF.Commands.html](#))

Inherited Members

CommandHelp
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
([NetAF.Commands.CommandHelp.html](#))

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)))
([NetAF.Commands.CustomCommand.html](#))

CustomCommandCallback
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
([NetAF.Commands.CustomCommandCallback.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

ICommand
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
([NetAF.Commands.ICommand.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Reaction

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

([NetAF.Commands.Reaction.html](#))

Assembly: NetAF.dll

ReactionResult

Syntax: `NetAF.Commands.ReactionResult`

+ **NetAF.Commands.**

public sealed class CommandHelp : IEquatable<CommandHelp>, IEquatable<string>

Conversation

([NetAF.Commands.Conversation.html](#))

+ **NetAF.Commands.Frame**

Frame

([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

CommandHelp(string, string, string)

([NetAF.Commands.Global.html](#))

Provides help for a command.

+ **NetAF.Commands.**

Declaration

Persistence

([NetAF.Commands.Persistence.html](#))

public CommandHelp(string command, string description, string shortcut = "")

+ **NetAF.Commands.Region**

Map

Parameters

([NetAF.Commands.RegionMap.html](#))

Type

+ **NetAF.Commands.Scene**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Commands.Scene.html](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	command	The command.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The help.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>shortcut</i>	A shortcut for the command.

▼

Properties

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Locations

Get the command.

(NetAF.Assets.Locations.html)

Declaration

- NetAF.Commands

(NetAFCommands.html) { get; }

CommandHelp

Property Value

CustomCommand

Type

NetAF.Commands.CustomCommand

Description

CustomCommandCallback

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Commands.CustomCommand)

ICommand

(NetAF.Commands.ICommand.html)

Description

(NetAF.Commands.Reaction.html)

Get the description of the command.

ReactionResult

Declaration

(NetAF.Commands.ReactionResult)

+ NetAF.Commands.

public string Description { get; }

Conversation

(NetAF.Commands.Conversation.html)

Property Value

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Shortcut

Persistence

Get the shortcut for the command.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Commands.Region

Map

public string Shortcut { get; }

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

Property Value

(NetAF.Commands.Scene.html)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Methods

[\(NetAF.Assets.Attributes.html\)](#)

Equals(CommandHelp)

[\(NetAF.Assets.Characters.html\)](#)

Indicates whether the current object is equal to another object of the same type.

+ NetAF.Assets.Locations

Declaration

[\(NetAF.Assets.Locations.html\)](#)

- [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

Parameters

CommandHelp

Type	Name	Description
(NetAF.Commands.CommandHelp) CustomCommand CommandHelp (NetAF.Commands.CommandHelp.html)	other	An object to compare with this object.

CustomCommandCallback

Return [\(NetAF.Commands.CustomCommand\)](#)

Type ICommand

Description

[\(NetAF.Commands.ICommand.html\)](#)

bool Reaction true (<https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool>) if the

[\(http://dotnetforbeginners.com/commands/reacton.html\)](#) is equal to the other parameter; otherwise,

rosReaction false (<https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool>).

t/api/[\(SystemCommands.ReactionResult\)](#)

ean)

+ NetAF.Commands.

[Conversation](#)

[\(NetAF.Commands.Conversation.html\)](#)

Equals(string)

+ NetAF.Commands.Frame

Indicates whether the current object is equal to another object of a different type.

[\(NetAF.Commands.Frame.html\)](#)

Declaration

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

public bool Equals(string other)

+ NetAF.Commands.

[Persistence](#)

Parameters

[\(NetAF.Commands.Persistence.html\)](#)

Type

+ NetAF.Commands.Region

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Map

[\(NetAF.Commands.RegionMap.html\)](#)

Returns

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool).

(NetAF.Assets.Attributes.html)

Implements

NetAF.Assets.Characters

IEquatable<T> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

IComparable<T> (<https://learn.microsoft.com/dotnet/api/system.icomparable-1>)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Extension Methods

- NetAF.Commands

CommandHelpExtensions.FormattedToDisplayShortcut(CommandHelp)

(NetAF.Extensions.CommandHelpExtensions.html#NetAF_Extensions_CommandHelpExtensions_FormattedToDi
CommandHelp

splayShortcut_NetAF_Commands_CommandHelp_)

(NetAF.Commands.CommandHelp

CommandHelpExtensions.FormattedToDisplayShortcutAndVariable(CommandHelp)

CustomCommand

(NetAF.Extensions.CommandHelpExtensions.html#NetAF_Extensions_CommandHelpExtensions_FormattedToDi
NetAF.Commands.CustomComma

splayShortcutAndVariable_NetAF_Commands_CommandHelp_)

CustomCommandCallback

(NetAF.Commands.CustomComma

ICommand

(NetAF.Commands.ICommand.htm

Reaction

(NetAF.Commands.Reaction.html)

ReactionResult

(NetAF.Commands.ReactionResult

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversati

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html

+ NetAF.Commands.Global

(NetAF.Commands.Global.htm

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

+ [NetAF Assets.Characters](#) (https://learn.microsoft.com/dotnet/api/system.object)

([NetAF Assets.Characters.html](#))

↳ Load ([NetAF.Commands.Persistence.Load.html](#))

+ [NetAF Assets.Locations](#)

↳ Save ([NetAF.Commands.Persistence.Save.html](#))

([NetAF Assets.Locations.html](#))

Implements

+ [NetAF Commands](#) (https://learn.microsoft.com/dotnet/api/system.commands.icommand.html)

IPlayerVisible ([NetAF Assets.IPlayerVisible.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand
CommandHelp>

Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

([NetAF.Commands.CommandHelp](#))

Inherited Members

CustomCommand
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](#))
CustomCommandCallback
([NetAF.Commands.CustomCommand.html](#))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](#))
ICommand
([NetAF.Commands.ICommand.html](#))
object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))
Reaction
object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))
([NetAF.Commands.Reaction.html](#))
object.MemberwiseClone() ([https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone](#))
ReactionResult
object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))
([NetAF.Commands.ReactionResult.html](#))
object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ [NetAF Commands](#) (https://learn.microsoft.com/dotnet/api/system.commands.commands.html)

Conversation

([NetAF.Commands.Conversation.html](#))

Syntax

+ [NetAF.Commands.Frame](#)

public class CustomCommand : ICommand, IPlayerVisible, IRestoreFromObjectSerialization
on<CustomCommandSerialization>

+ [NetAF.Commands.Global](#)

([NetAF.Commands.Global.html](#))

Constructors

NetAF.Commands.

Persistence

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Commands.Region](#)

Provides a custom command.

Map

Declaration

([NetAF.Commands.RegionMap.html](#))

+ [NetAF Commands Scene](#)

public CustomCommand(CommandHelp help, bool isPlayerVisible, bool interpretIfNotPlay
([NetAF.Commands.Scene.html](#))

+ [NetAF Conversations](#)

Parameters

Type	Name	Description
CommandHelp (NetAF.Commands.CommandHelp.html)	<i>help</i>	The help for this command.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>isPlayerVisible</i>	If this is visible to the player.
+ NetAF.Assets.Characters bool (NetAF.Assets.Characters.html (https://learn.microsoft.com/dotnet/api/system.boolean))	<i>interpretIfNotPlayerVisible</i>	If this command can be interpreted when the IsPlayerVisible is false.
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html (https://learn.microsoft.com/dotnet/api/system.boolean))	<i>callback</i>	The callback to invoke when this command is invoked.
- NetAF.Commands ICommand (NetAF.Commands.html)		

CommandHelp
(NetAF.Commands.CommandHelp.html)

CustomCommand
(NetAF.Commands.CustomCommand.html)

CustomCommandCallback
(NetAF.Commands.CustomCommandCallback.html)

Get or set the arguments.
Reaction
Declaration
(NetAF.Commands.Reaction.html)

```
public string Arguments { get; set; }
```

+ NetAF.Commands.

Property Value

Conversation

Type	Description
NetAF.Commands.Conversation	

+ NetAF.Commands.Frame

([NetAF.Commands.Frame.html](#))

+ NetAF.Commands.Global

Help
([NetAF.Commands.Global.html](#))

Get the help for this command.

+ NetAF.Commands.

Persistence

([NetAF.Commands.Persistence.html](#))

```
public CommandHelp Help { get; }
```

+ NetAF.Commands.Region

Map

Property Value

([NetAF.Commands.RegionMap.html](#))

Type	Description
NetAF.Commands.Scene	

([NetAF.Commands.Scene.html](#))

+ NetAF Conversations

InterpretIfNotPlayerVisible

Get if this command can be interpreted when the IsPlayerVisible is false.

Declaration

```
public bool InterpretIfNotPlayerVisible { get; set; }
```

Property Value

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Description

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

- NetAF.Commands

IsPlayerVisible

(NetAF.Commands.html)

Get if this is visible to the player.

Declaration
CustomCommand

(NetAF.Commands.CustomCommandCallback
CustomCommandCallback)

(NetAF.Commands.CustomCommand)

Property Value

(NetAF.Commands.ICommand.html)

Description

Type Reaction

bool (NetAF.Commands.Reaction.html)

ReactionResult

(NetAF.Commands.ReactionResult)

+ NetAF.Commands.

Methods

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Invoke the command.

+ NetAF.Commands.Global

Declaration

(NetAF.Commands.Global.html)

+ NetAF.Commands.Persistence

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Name

Description

Map

Game (NetAF.Logic.Game.html)

game

The game to invoke the command on.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF Conversations

Type	Description
Reaction (NetAF.Commands.Reaction.html)	The reaction.

RestoreFrom(CustomCommandSerialization)

Restore this object from a serialization.

+ NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

- NetAF.Commands

Type (NetAF.Commands.html)

Name

Description

CustomCommandSerialization

serialization

(NetAF.Commands.CustomCommandSerialization.html)

The serialization to restore

from.

Implements

CustomCommandCallback

(NetAF.Commands.CustomCommandCallback.html)

ICommand (NetAF.Commands.ICommand.html)

IPlayable (NetAF.Assets.Playable.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Commands.Reaction.html)

ReactionResult

(NetAF.Commands.ReactionResult.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF Conversations

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

+ **NetAF.Assets.Characters**

Assembly: NetAF.dll

(NetAF.Assets.Characters.htm)

Syntax

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.htm)

 public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

- **NetAF.Commands**

Parent: NetAF

(NetAF.Commands.html)

Type	Name	Description
CommandHelp (NetAF.Commands.CommandHelp.html)	game	The game to invoke the command on.
string (NetAF.Commands.CustomCommandCallback.html) https://api.netaf.net/api/system.string	arguments	The arguments to invoke the command with.
<p>Returns: Reaction</p>		
Type (NetAF.Commands.Reaction.html)	Description	
ReactionResult (NetAF.Commands.Reaction.html)	The reaction to the command.	
(NetAF.Commands.ReactionResult.html)		

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.htm)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Interface ICommand

Represents a command.

Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)
(NetAF.Assets.Characters.htm)
Assembly: NetAF.dll

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public interface ICommand

- NetAF.Commands

(NetAF.Commands.html)

CommandHelp

(NetAF.Commands.CommandHelp)

CustomCommand

(NetAF.Commands.CustomCommand)

CustomCommandCallback

(NetAF.Commands.CustomCommandCallback)

Invoke(Game)

(NetAF.Commands.CustomCommandCallback.html)

Invoke the command.

(NetAF.Commands.ICommand.html)

Declaration

(NetAF.Commands.Reaction.html)

ReactionResult

(NetAF.Commands.ReactionResult)

+ NetAF.Commands.

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Returns

(NetAF.Commands.Frame)

	Description
Reaction (NetAF.Commands.Reaction.html)	The reaction.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Class Reaction

Represents a reaction.

Filter by title

Inheritance

+ **NetAFAssetsLocations**
([NetAFAssetsLocations.html](#))

Inherited Members

([NetAFCommands.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))
CommandHelp
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))
CustomCommand
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](#))
Command

NameSpace: NetAF.Commands.Command (NetAF.Commands.html)

Reaction

Assembly: NetAF.dll
([NetAF.Commands.Reaction.html](#))

Syntax

ReactionResult
(NetAF.Commands.ReactionResult)
public sealed class Reaction

+ **NetAF.Commands.**

Conversation

([NetAFCommands.Conversations.html](#))

Constructors

+ **NetAF.Commands.Frame**

([NetAFCommands.Frame.html](#))
Reaction(ReactionResult, string)

+ **NetAF.Commands.Global**

Represents a reaction.
([NetAFCommands.Global.html](#))

Declaration

+ **NetAF.Commands.**

Persistence

public Reaction(ReactionResult result, string description)
([NetAFCommands.Persistence.html](#))

+ **NetAFCommands.Region**

Parameters

Map Type	Name	Description
(NetAFCommands.RegionMap)		
ReactionResult (NetAFCommands.ReactionResult.html)	result	The result.

+ **NetAFCommands.Scene**

string ([https://learn.microsoft.com/dotnet/api/system.string](#))
([NetAFCommands.Scene.html](#))

+ **NetAFConversations**

([NetAFConversations.html](#))

+ **NetAFConversations.**

Properties

Description

Get a description of the result.

Declaration

+ NetAF.Assets.Locations

```
public string Description { get; }
```

(NetAF.Assets.Locations.html)

NetAF.Commands

Property value

(NetAF.Commands.html)

Type

CommandHelp

string (<https://learn.microsoft.com/dotnet/api/system.string>)

CustomCommand

(NetAF.Commands.CustomCommand)

CustomCommandCallback

(NetAF.Commands.CustomCommandCallback)

Result

Get the command

(NetAF.Commands.ICommand.html)

Declaration

Reaction

(NetAF.Commands.Reaction.html)

```
public ReactionResult Result { get; }
```

(NetAF.Commands.ReactionResult)

Property value

+ NetAF.Commands.

Type

(NetAF.Commands.Conversation.html)

ReactionResult ([NetAF.Commands.ReactionResult.html](#))

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Description

Type	Description
CommandHelp string (https://learn.microsoft.com/dotnet/api/system.string)	

Type	Description
CustomCommand (NetAF.Commands.CustomCommand)	

Type	Description
CustomCommandCallback (NetAF.Commands.CustomCommandCallback)	

Type	Description
Get the command (NetAF.Commands.ICommand.html)	

Type	Description
Reaction (NetAF.Commands.Reaction.html)	

Type	Description
ReactionResult (NetAF.Commands.ReactionResult.html)	

Enum ReactionResult

Enumeration of reaction results.

 Filter by title

+ **NetAF.Assets.Locations**
([NetAF.Assets.Locations.html](#))

Assembly: NetAF.dll

Syntax
- **NetAF.Commands**

([NetAF.Commands.html](#))
public enum ReactionResult

CommandHelp
([NetAF.Commands.CommandHelp.html](#))
CustomCommand
([NetAF.Commands.CustomCommand.html](#))
CustomCommandCallback
([NetAF.Commands.CustomCommandCallback.html](#))

Fields

Name	Description
Command	
Error	An error occurred.
Reaction	
GameModeChanged	The game mode was changed.
Inform	The user should be informed.
Silent	The user should not be informed.

+ **NetAF.Commands.**

Conversation

([NetAF.Commands.Conversation.html](#))

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

Namespace NetAF.Commands. Conversation

▼ Filter by title

Classes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Next (NetAF.Commands.Conversation.Next.html)

(NetAF.Assets.Characters.html)

Represents the Next command.

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Respond (NetAF.Commands.Conversation.Respond.html)

+ NetAF.Commands

Represents the Respond command.

(NetAF.Commands.html)

- NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

Next

(NetAF.Commands.Conversation.Next.html)

Respond

(NetAF.Commands.Conversation.Respond.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Class Next

Represents the Next command.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF.Commands**

([NetAF.Commands.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Conversation

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Commands.Frame**

Assembly: NetAF

([NetAF.Commands.Frame.html](#))

Syntax

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

public sealed class Next : ICommand

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

Methods

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

Invoke the command.

([NetAF.Commands.Scene.html](#))

Declaration

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

public Reaction Invoke(Game game)

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct.html](#))

Name

Description

+ **NetAF.Extensions**

Game ([NetAF.Logic.Game.html](#))

game

The game to invoke the command on.

([NetAF.Extensions.html](#))

Returns

+ **NetAF.Interpretation**

Type	Description
Reaction (NetAF.Commands.Reaction.html)	The reaction.

Implements

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

- NetAF.Commands.

Conversation

(NetAF.Commands.Conversati

Next

(NetAF.Commands.Conversation.N

Respond

(NetAF.Commands.Conversation.R

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Class Respond

Represents the Respond command.

Filter by title

Inheritance

↳ [NetAF \(https://learn.microsoft.com/dotnet/api/system.object\)](#)

([NetAFAssetsLocations.html](#))

Implements

- [NetAF.Commands](#)

ICommand ([NetAFCommands.Command.html](#))

Inherited Members

- [NetAF.Commands](#).

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([NetAFCommandsConversation.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

([NetAFCommandsConversation.html](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

([NetAFCommandsConversation.html](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([NetAFCommandsConversation.html](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ [NetAF.Commands.Frame](#)

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Conversation ([NetAF.Commands.Conversation.html](#))

Assembly: NetAF.dll

+ [NetAF.Commands.Global](#)

Syntax

([NetAFCommandsGlobal.html](#))

+ [NetAF.Commands](#):

 Respond : ICommand

Persistence

([NetAFCommandsPersistence.html](#))

Constructors

+ [NetAF.Commands.Region](#)

Map

([NetAFCommandsRegionMap.html](#))

Respond([Response](#))

+ [NetAFCommands.Scene](#)

Represents the Respond command.

([NetAFCommandsScene.html](#))

Declaration

+ [NetAF.Conversations](#)

([NetAFConversations.html](#))

+ [NetAF.Conversations.](#)

Parameters

Instructions

Type ([NetAFConversationsInstruct.html](#))

Name

Description

+ [NetAF.Extensions](#) ([NetAFExtensions.html](#))

response

The response.

([NetAFExtensions.html](#))

+ [NetAF.Interpretation](#)

([NetAFInterpretation.html](#))

Methods

Invoke(Game)

Invoke the command.

Declaration

+ **NetAF.Assets.Locations** (NetAF.Assets.Locations.html)

Part A: Commands

Type	Name	Description
- NetAF.Commands	game	The game to invoke the command on.

Conversation Names

NetAF.Commands.Conversation

Type	Description
Next (NetAF.Commands.Conversation.N)	
Reaction (NetAF.Commands.Reaction.html)	The reaction.
Respond (NetAF.Commands.Conversation.R)	

†.NetAF Commands.Frame

implements (NetAECommands Frame.htm)

ICommand (NetAE Commands | Command.html)

+ NetAECommands.Global

(NetAECommands.Global.htm)

+ NetAECommands.

Persistence

(NetAE Commands Persistence)

+ NetAE.Commands.Region

Map

(NetAECommands.RegionMap)

± NetAECommands.Scene

(NetAE Commands Scene.html)

+ NetAE Conversations

(NetAE Conversations.html)

+ NetAE Conversations.

Instructions

(NetAF.Conversations

+ NetAE Extensions

(NetAF.Extensions.h)

± NetAE-Interpretation

Namespace NetAF.Commands.Frame

Classes

Filter by title

[CommandsOff \(NetAF.Commands.Frame.CommandsOff.html\)](#)

+ [NetAFAssets.Characters](#) Off command.

(NetAF.Assets.Locations.html)

[CommandsOn \(NetAF.Commands.Frame.CommandsOn.html\)](#)

(NetAF.Commands.On) On command.

+ NetAF.Commands.

[KeyOff \(NetAF.Commands.Frame.KeyOff.html\)](#)

(NetAF.Commands.Conversation)

Represents the KeyOff command.

- NetAF.Commands.Frame

[KeyOn \(NetAF.Commands.Frame.KeyOn.html\)](#)

Represents the KeyOn command.

(NetAF.Commands.Frame.Comma

CommandsOn

(NetAF.Commands.Frame.Comma

KeyOff

(NetAF.Commands.Frame.KeyOff.I

KeyOn

(NetAF.Commands.Frame.KeyOn.I

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Commands.

Class CommandsOff

Represents the CommandsOff command.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Locations.html\)](#)
↳ CommandsOff

+ NetAF.Commands

Implements
[\(NetAF.Commands.html\)](#)
ICommand ([NetAF.Commands.Command.html](#))

+ NetAF.Commands.

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)))
[\(NetAF.Commands.Conversation.html\)](#)

- NetAF.Commands.Frame

equals(system-object-system-object)
[\(NetAF.Commands.Frame.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(Frame, Object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Commands.Frame.Comma

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Frame ([NetAF.Commands.Frame.html](#))

KeyOff

Assembly: NetAF.dll
(NetAF.Commands.Frame.KeyOff.I

Syntax

KeyOn

(NetAF.Commands.Frame.KeyOn.I

```
public sealed class CommandsOff : ICommand
```

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Properties

[\(NetAF.Commands.Persistence.html\)](#)

NetAF.Commands.Region

Map

Get the command help

[\(NetAF.Commands.RegionMap.html\)](#)

Declaration

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

```
public static CommandHelp CommandHelp { get; }
```

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Property Value

+ NetAF.Conversations.

Type

Description

Instructions

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

Methods

Invoke(Game)

Invoke the command.



Declaration

+ NetAF.Assets.Locations

public Reaction Invoke(Game game)
[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands

Parameters

[\(NetAF.Commands.html\)](#)

Type

+ NetAF.Commands.

Game [\(NetAF.Logic.Game.html\)](#)

Conversation
[\(NetAF.Commands.Conversation.html\)](#)

(NetAF.Commands.Conversation)

Returns

- NetAF.Commands.Frame

Type

[\(NetAF.Commands.Frame.html\)](#)

Reaction [\(NetAF.Commands.Reaction.html\)](#)

CommandsOff
[\(NetAF.Commands.Frame.CommandsOff.html\)](#)

(NetAF.Commands.Frame.CommandsOff)

CommandsOn
[\(NetAF.Commands.Frame.CommandsOn.html\)](#)

(NetAF.Commands.Frame.CommandsOn)

KeyOff
[\(NetAF.Commands.Frame.KeyOff.html\)](#)

KeyOn
[\(NetAF.Commands.Frame.KeyOn.html\)](#)

Implements

ICommand [\(NetAF.Commands.ICommand.html\)](#)

[\(NetAF.Commands.Frame.ICommand.html\)](#)

KeyOn
[\(NetAF.Commands.Frame.KeyOn.html\)](#)

(NetAF.Commands.Frame.KeyOn)

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

Map

[\(NetAF.Commands.RegionMap.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

Description

The reaction.

Class CommandsOn

Represents the CommandsOn command.

 Filter by title

Inheritance

(NetAF.Assets.Locations.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

(NetAF.Commands.html)

ICommand (NetAF.Commands.ICommand.html)

+ **NetAF.Commands**

Inherited Members

Conversation

(NetAF.Commands.Conversation.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Commands.Frame**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

KeyOff

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Frame (NetAF.Commands.Frame.html)

(NetAF.Commands.Frame.KeyOff.html)

Assembly: NetAF.dll

KeyOn

Syntax

NetAF.Commands.Frame.KeyOn.html

+ **NetAF.Commands.Global**

public sealed class CommandsOn : ICommand

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

Properties (NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

CommandHelp

(NetAF.Commands.RegionMap.html)

Get the command help.

+ **NetAF.Commands.Scene**

Declaration

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

CommandHelp CommandHelp { get; }

(NetAF.Conversations.html)

Property Value

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct.html)

CommandHelp (NetAF.Commands.CommandHelp.html)

Description

Type	Value	Description
Instructions		

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

Invoke(Game)

Invoke the command.

Declaration

(NetAF.Assets.Locations.html)
public Reaction Invoke(Game game)

+ NetAF.Commands

(NetAF.Commands.html)
Parameters

Type	Name	Description
Conversation		
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

ReSharper

(NetAF.Commands.Frame.html)
Type

CommandsOff
Reaction (NetAF.Commands.Reaction.html)
(NetAF.Commands.Frame.Comma

CommandsOn

(NetAF.Commands.Frame.Comma

KeyOff

ICommand (NetAF.Commands.ICommand.html)
KeyOn

(NetAF.Commands.Frame.KeyOn.I

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

Invoke(Game)

Invoke the command.

Declaration

```
public void Invoke(Game game);
```

+ NetAF.Commands.Invoke(Game game) (NetAF.Commands.html)

Parameters

NetAF.Commands.

Type	Name	Description
(NetAF.Commands.Conversation)	game	The game to invoke the command on.

- NetAF.Commands.Frame

Reimplemented from

NetAF.Commands.Frame.html

Type	Description
CommandsOff (NetAF.Commands.Frame.Comma Reaction)	The reaction.

KeyOn
(NetAF.Commands.Frame.KeyOn.I

KeyOff
(NetAF.Commands.Frame.KeyOff.I
KeyOn
ICommand)

+ NetAF.Commands.Global

NetAF.Commands.Global.html

+ NetAF.Commands.

Persistence

NetAF.Commands.Persistence.html

+ NetAF.Commands.Region

Map

NetAF.Commands.RegionMap.html

+ NetAF.Commands.Scene

NetAF.Commands.Scene.html

+ NetAF.Conversations

NetAF.Conversations.html

+ NetAF.Conversations.

Instructions

NetAF.Conversations.Instruct.html

+ NetAF.Extensions

NetAF.Extensions.html

+ NetAF.Interpretation

Class KeyOn

Represents the KeyOn command.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ KeyOn

+ **NetAF.Commands.**

Implements

Conversation

ICommand ([NetAF.Commands.ICommand.html](#))

(**NetAF.Commands.Conversation**)

Inherited Members

- **NetAF.Commands.Frame**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

KeyOn

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Frame ([NetAF.Commands.Frame.html](#))

(**NetAF.Commands.Frame.KeyOn**)

Assembly: NetAF.dll

+ **NetAF.Commands.Global**

Syntax

(**NetAF.Commands.Global.htm**)

+ **NetAF.Commands.**

Persistence

(**NetAF.Commands.Persistence**)

+ **NetAF.Commands.Region**

Map

(**NetAF.Commands.RegionMap**)

CommandHelp

+ **NetAF.Commands.Scene**

GetAFCommands()

(**NetAF.Commands.Scene.html**)

Declaration

+ **NetAF.Conversations**

(**NetAF.Conversations.html**)

public static CommandHelp CommandHelp { get; }

+ **NetAF.Conversations.**

Instructions

Property Value

(**NetAF.Conversations.Instruct**)

Type

+ **NetAF.Extensions**

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Description

Methods

Invoke(Game)

Invoke the command.

Declaration
↓

+ NetAF.Commands

(NetAF.Commands.html) Game game)

+ NetAF.Commands.

Parameters

Conversation

Type	Name	Description
Game (NetAF.Commands.html)	game	The game to invoke the command on.

(NetAF.Commands.Frame.html)

Returns

CommandsOff

Type	Description
CommandsOn Reaction (NetAF.Commands.Reaction.html) (NetAF.Commands.Frame.Comma	The reaction.

KeyOff

(NetAF.Commands.Frame.KeyOff.I

KeyOn

(NetAF.Commands.Frame.KeyOn.I

ICommand (NetAF.Commands.ICommand.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Namespace NetAF.Commands.Global

Classes

Filter by title

NetAF Assets Locations

About ([NetAF.Commands.Global.About.html](#))

([NetAF Assets Locations.html](#))

Represents the About command.

+ NetAF.Commands

([NetAF.Commands.html](#))

End ([NetAF.Commands.Global.End.html](#))

+ NetAF.Commands

Represents the End command.

Conversation

([NetAF.Commands.Conversation.html](#))

Exit ([NetAF.Commands.Global.Exit.html](#))

+ NetAF.Commands.Frame

Represents the Exit command.

([NetAF.Commands.Frame.html](#))

NetAF Commands Global

Help ([NetAF.Commands.Global.Help.html](#))

([NetAF.Commands.Global.html](#))

Represents the Help command.

About

([NetAF.Commands.Global.About.html](#))

Map ([NetAF.Commands.Global.Map.html](#))

Represents the Map command.

Exit ([NetAF.Commands.Global.Exit.html](#))

New ([NetAF.Commands.Global.New.html](#))

Represents the New command.

Help ([NetAF.Commands.Global.Help.html](#))

Represents the Help command.

Map

([NetAF.Commands.Global.Map.html](#))

New

([NetAF.Commands.Global.New.html](#))

+ NetAF.Commands.

Persistence

([NetAF.Commands.Persistence.html](#))

+ NetAF.Commands.Region

Map

([NetAF.Commands.RegionMap.html](#))

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Class About

Represents the About command.

Filter by title

Inheritance ([NetAF.Assets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

↳ About

([NetAF.Commands.html](#))

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

Conversation

Inherited Members

- ([NetAF.Commands.Conversation.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **NetAF.Commands.Global**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.Global.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

End Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Global ([NetAF.Commands.Global.html](#))

Assembly: NetAF.dll

Exit

Syntax

([NetAF.Commands.Global.Exit.html](#))

Help

public sealed class About : ICommand

([NetAF.Commands.Global.Help.html](#))

Map

([NetAF.Commands.Global.Map.html](#))

New

([NetAF.Commands.Global.New.html](#))

Properties

+ **NetAF.Commands.**

Persistence

CommandHelp

([NetAF.Commands.Persistence.html](#))

Get the command help

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap.html](#))

 public static CommandHelp CommandHelp { get; }

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

Property Value

+ **NetAF.Conversations**

Type

([NetAF.Conversations.html](#))

 CommandHelp ([NetAF.Commands.CommandHelp.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct.html](#))

Description

Methods

Invoke(Game)

Invoke the command.

Declaration
↓
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

Parameters

+ **NetAF.Commands.**

Type	Name	Description
Conversation (NetAF.Commands.Conversation.html)	game	The game to invoke the command on.

+ **NetAF.Commands.Frame**

Returns
(NetAF.Commands.Frame.html)

Type	Description
NetAF.Commands.Global (NetAF.Commands.Global.html)	The reaction.

About

(NetAF.Commands.Global.About.html)

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

Exit

(NetAF.Commands.Global.Exit.html)

Help

(NetAF.Commands.Global.Help.html)

Map

(NetAF.Commands.Global.Map.html)

New

(NetAF.Commands.Global.New.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

Class End

Represents the End command.

 Filter by title

Inheritance

+ **NetAF.Commands**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Commands.html\)](#)
↳ End

+ **NetAF.Commands.**

↳ **Conversation** ([ICommand.html](#))
[\(NetAFCommands.Conversation.html\)](#)

Inherited Members

+ **NetAF.Commands.Frame**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
[\(NetAF.Commands.Frame.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object)))
[\(NetAFCommands.Global.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAFCommands.Global.End.htm\)](#)

Namespace

NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Global ([NetAF.Commands.Global.html](#))

Exit

Assembly

NetAF.dll

[\(NetAF.Commands.Global.Exit.htm\)](#)

Syntax

Help

[\(NetAF.Commands.Global.Help.htm\)](#)

public sealed class End : ICommand

Map

[\(NetAF.Commands.Global.Map.htm\)](#)

New

[\(NetAF.Commands.Global.New.htm\)](#)

Properties

Persistence

[\(NetAF.Commands.Persistence.htm\)](#)

CommandHelp

+ **NetAF.Commands.Region**

Get the command help.

Map

[\(NetAF.Commands.RegionMap.htm\)](#)

+ **NetAF.Commands.Scene**

public static CommandHelp CommandHelp { get; }

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

↳ [\(NetAF.Conversations.html\)](#)

Type

Description

+ **NetAF.Conversations.**

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Instructions

[\(NetAF.Conversations.Instruct.htm\)](#)

Methods

Invoke(Game)

Invoke the command.

Declaration

+ NetAF.Commands

public Reaction Invoke(Game game)
(NetAF.Commands.html)

+ NetAF.Commands.

Parameters

Conversation

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)
Returns

- NetAF.Commands.Global

Type
(NetAF.Commands.Global.html)

Reaction (NetAF.Commands.Reaction.html)
About

(NetAF.Commands.Global.About.html)
End

(NetAF.Commands.Global.End.html)
Exit

ICommand (NetAF.Commands.ICommand.html)
(NetAF.Commands.Global.Exit.html)

Help
(NetAF.Commands.Global.Help.html)

Map
(NetAF.Commands.Global.Map.html)

New
(NetAF.Commands.Global.New.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

Class Exit

Represents the Exit command.

 Filter by title

Inheritance

(NetAFCommands.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.**

Implementation

ICloneable (<https://learn.microsoft.com/dotnet/api/system.icloneable>)

Inherited Members

+ **NetAF.Commands.Frame**

object (<https://learn.microsoft.com/dotnet/api/system.object>) [object.Equals\(system-object, system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

- **NetAF.Commands.Global**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object, system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object)))

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Exit: NetAF (NetAF.html).Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

(NetAF.Commands.Global.Exit.htm)

Assembly: NetAF.dll

Help

Syntax

(NetAF.Commands.Global.Help.htm)

Map

public sealed class Exit : Command

(NetAF.Commands.Global.Map.htm)

New

(NetAF.Commands.Global.New.htm)

+ **NetAF.Commands.**

Properties

(NetAF.Commands.Persistence)

CommandHelp

Commands.Region

Map

Get the command help.

(NetAF.Commands.RegionMap)

Declaration

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

public static CommandHelp CommandHelp { get; }

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Description

Instructions (<https://learn.microsoft.com/dotnet/api/system.commandhelp>)

(NetAF.Conversations.Instruct)

+ **NetAF.Extensions**

Methods

Invoke(Game)

Invoke the command.

Declaration

([NetAF.Commands.html](#))

public Reaction Invoke(Game game)

+ NetAF.Commands.

Conversation

Parameters

([NetAF.Commands.Conversation.html](#))

Type

+ NetAF.Commands.Frame

Game ([NetAF.Logic.Game.html](#))

([NetAF.Commands.Frame.html](#))

Name

Description

game

The game to invoke the command on.

Replies

([NetAF.Commands.Global.html](#))

Type

About

Reaction ([NetAF.Commands.Reaction.html](#))

([NetAF.Commands.Global.About.html](#))

End

([NetAF.Commands.Global.End.html](#))

Implements

Exit

([NetAF.Commands.Global.Exit.html](#))

ICommand ([NetAF.Commands.Command.html](#))

Help

([NetAF.Commands.Global.Help.html](#))

Map

([NetAF.Commands.Global.Map.html](#))

New

([NetAF.Commands.Global.New.html](#))

+ NetAF.Commands.

Persistence

([NetAF.Commands.Persistence.html](#))

+ NetAF.Commands.Region

Map

([NetAF.Commands.RegionMap.html](#))

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instructions.html](#))

+ NetAF.Extensions

Methods

Invoke(Game)

Invoke the command.

Declaration
`(NetAF.Commands..html)`

+ **NetAF.Commands.Invoke**(Game game)

Conversation

(NetAF.Commands.Conversation)

Parameters

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

Game (NetAF.Logic.Game.html)

Name

Description

game

The game to invoke the command on.

- **NetAF.Commands.Global**

Returns

(NetAF.Commands.Global.html)

Type

About

(NetAF.Commands.Global.About.html)

Reaction (NetAF.Commands.Reaction.html)

End

(NetAF.Commands.Global.End.html)

Exit

(NetAF.Commands.Global.Exit.html)

Help

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.Global.Help.html)

Map

(NetAF.Commands.Global.Map.html)

New

(NetAF.Commands.Global.New.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Class Map

Represents the Map command.

 Filter by title

Inheritance

+ **NetAF.Commands.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Map

(**NetAF.Commands.Conversation**)

Implements

+ **NetAFCommands.Frame**

ICommand (NetAF.Commands.ICommand.html)

(**NetAFCommands.Frame.html**)

Inherited Members

- **NetAFCommands.Global**

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)))

(**NetAFCommands.Global.html**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**NetAFCommands.Global.html**)

Help: NetAF (NetAF.html).Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

Assembly: NetAF.dll

Map

Syntax

(**NetAF.Commands.Global.Map.html**)

New

public sealed class Map : ICommand

(**NetAF.Commands.Global.New.html**)

+ **NetAF.Commands.**

Persistence

(**NetAF.Commands.Persistence.html**)

Properties

+ **NetAF.Commands.Region**

Map

CommandHelp

(**NetAF.Commands.RegionMap.html**)

Get the command help

+ **NetAF.Commands.Scene**

(**NetAF.Commands.Scene.html**)

Declaration

Properties

Value

Instructions

Type

(**NetAF.Commands.Instruct.html**)

Description

CommandHelp (NetAF.Commands.CommandHelp.html)

+ **NetAF.Extensions**

(**NetAF.Extensions.html**)

Methods

Invoke(Game)

Invoke the command.

Declaration

+ NetAF.Commands.

 Conversation
 (NetAF.Commands.Conversati

Parameters

+ NetAF.Commands.Frame

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

- NetAF.Commands.Global

 (NetAF.Commands.Global.htm

Returns

 About

Type	Description
End Reaction (NetAF.Commands.Reaction.html) (NetAF.Commands.Global.End.htm	The reaction.

 Exit

 (NetAF.Commands.Global.Exit.htm

 Help

 (NetAF.Commands.Global.Help.htm

 ICommand (NetAF.Commands:ICommand.html)

 Map

 (NetAF.Commands.Global.Map.htm

 New

 (NetAF.Commands.Global.New.htm

+ NetAF.Commands.

 Persistence
 (NetAF.Commands.Persistence

+ NetAF.Commands.Region

 Map
 (NetAF.Commands.RegionMap

+ NetAF.Commands.Scene

 (NetAF.Commands.Scene.html

+ NetAF.Conversations

 (NetAF.Conversations.html)

+ NetAF.Conversations.

 Instructions
 (NetAF.Conversations.Instruct

+ NetAF.Extensions

 (NetAF.Extensions.html)

Class New

Represents the New command.

Filter by title

Inheritance

Conversation

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.Conversation)
 ↳ New

+ NetAF.Commands.Frame

Implements
(NetAF.Commands.Frame.html)
IClaim (<https://learn.microsoft.com/dotnet/api/claim>)

Inherited Members

NetAF.Commands.Global

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) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Commands.Global.Help.html)

Namespace: NetAF (<https://learn.microsoft.com/NetAF.html>).Global (<NetAF.Commands.Global.html>)

Assembly: NetAF.dll

(NetAF.Commands.Global.Map.html)

Syntax

New

(NetAF.Commands.Global.New.html)
public sealed class New : ICommand

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Properties

Commands.Region

Map

(NetAF.Commands.RegionMap.html)

CommandHelp

+ NetAF.Commands.Scene

Get the command help.

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

public static CommandHelp CommandHelp { get; }

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct.html)

Type

+ NetAF.Extensions

CommandHelp (<NetAF.Commands.CommandHelp.html>)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Description

Methods

Invoke(Game)

Invoke the command.

Declaration

Conversation

public Reaction Invoke(Game game)

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

Type

- NetAF.Commands.Global

Game (NetAF.Logic.Game.html)

(NetAF.Commands.Global.html)

Name

Description

game

The game to invoke the command on.

About

Returns

(NetAF.Commands.Global.About.html)

Type

End

Description

(NetAF.Commands.Global.End.html)

The reaction.

Reaction (NetAF.Commands.Reaction.html)

Exit

(NetAF.Commands.Global.Exit.html)

Help

(NetAF.Commands.Global.Help.html)

Map

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.Global.Map.html)

New

(NetAF.Commands.Global.New.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Namespace NetAF.Commands.Persistence

Classes

Filter by title

[Load \(NetAF.Commands.Persistence.Load.html\)](#)

+ [NetAF.Commands](#)

Represents the Load command.
[\(NetAF.Commands.html\)](#)

[Save \(NetAF.Commands.Persistence.Save.html\)](#)

+ [Conversation](#)

Represents the Save command.
[\(NetAF.Commands.Conversation.html\)](#)

[+ NetAF.Commands.Frame](#)

[\(NetAF.Commands.Frame.html\)](#)

[+ NetAF.Commands.Global](#)

[\(NetAF.Commands.Global.html\)](#)

[- NetAF.Commands.](#)

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

Load

[\(NetAF.Commands.Persistence.Load.html\)](#)

Save

[\(NetAF.Commands.Persistence.Save.html\)](#)

[+ NetAF.Commands.Region](#)

[Map](#)

[\(NetAF.Commands.RegionMap.html\)](#)

[+ NetAF.Commands.Scene](#)

[\(NetAF.Commands.Scene.html\)](#)

[+ NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

[+ NetAF.Conversations.](#)

[Instructions](#)

[\(NetAF.Conversations.Instructions.html\)](#)

[+ NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

[+ NetAF.Interpretation](#)

Class Load

Represents the Load command.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**.

↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

Conversation

↳ Load

(NetAF.Commands.Conversation.html)

Implements

+ **NetAF.Commands.Frame**.

↳ Command ([NetAF.Commands.Command.html](#))

+ **NetAF.Commands.Player**.

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

+ **NetAF.Commands.Global**.

Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

(NetAF.Commands.Global.html)

Inherited Members

- **NetAF.Commands**.

CustomCommand.Arguments

Persistence

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Arguments)

(NetAF.Commands.Persistence.html)

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

CustomCommand.InterpretIfNotPlayerVisible

Load

([NetAF.Commands.Persistence.html](#)#NetAF_Commands_CustomCommand_InterpretIfNotPlayerVisible)

CustomCommand.Invoke(Game)

Save ([NetAF.Commands.Persistence.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_

)

+ **NetAF.Commands.Region**.

CustomCommand.ISLayerVisible

Map ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

(NetAF.Commands.Region.Map.html)

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_RestoreFrom_NetAF_Serializ

ation_CustomCommandSerialization_)

+ **NetAF.Commands.Scene**.

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**.

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Conversations.html)

equals(System.Object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](https://learn.microsoft.com/dotnet/api/system.object.gettype))

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals))

(NetAF.Conversations.Instruct.html)

object.ToString() ([\(https://learn.microsoft.com/dotnet/api/system.object.tostring\)](https://learn.microsoft.com/dotnet/api/system.object.tostring))

+ **NetAF.Extensions**.

NameSpace ([NetAF.Extensions.html](#)).Commands ([NetAF.Commands.html](#)).Persistence ([NetAF.Commands.Persistence.html](#))

(NetAF.Extensions.html)

Syntax

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

public sealed class Load : CustomCommand, ICommand, IPlayerVisible, IRestoreFromObjje

+ **NetAF.Logic**<CustomCommandSerialization>

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

Constructors

Load()

Initializes a new instance of the Load class.

Declaration
(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversations.html)

Implements

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ **NetAF.Commands.Global**

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Commands.Global.html)

- **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

Class Save

Represents the Save command.

Filter by title

Inheritance

+ **NetAF.Commands.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
Conversation
↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))
(NetAFCommands.Conversati
Save

+ **NetAF.Commands.Frame**

IC ([NetAFCommandsFrame.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

+ **NetAF.Commands.Global**

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand
Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

Inherited Members

Persistence

CustomCommand.Arguments

([NetAFCommands.Persistence.html](#)#NetAF_Commands_CustomCommand_Arguments)

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

CustomCommand.InterpretIfNotPlayerVisible

([NetAFCommands.Persistence.Lo](#)

Save ([NetAFCommands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_InterpretIfNotPlayerVisible)

CustomCommand.Invoke(Game)

([NetAFCommands.Persistence.Sa](#)

([NetAFCommands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_

+ **NetAF.Commands.Region**

Map

CustomCommand.IsPlayerVisible

([NetAFCommands.RegionMap.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

CustomCommand.RestoreFrom(CustomCommandSerialization)

+ **NetAF.Commands.Scene**

([NetAFCommands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_RestoreFrom_NetAF_Serializ

ation_CustomCommandSerialization)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

([NetAFConversations.html](#))

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)))

+ **NetAF.Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAFConversations.Instruct.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Extensions**

([NetAFExtensions.html](#))

Assembly: NetAF.dll

+ **NetAF.Interpretation**

Syntax

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

public sealed class Save : CustomCommand, ICommand, IPlayerVisible, IRestoreFromObj

ect, IApplicationCustomCommandSerialization>

+ **NetAF.Logic.Callbacks**

([NetAFLogicCallbacks.html](#))

Namespace NetAF.Commands.RegionMap

Classes

Filter by title

[NetAF.Commands.Pan](#)

+ [NetAF.Commands](#).

Represents the Pan command.
[Conversation](#)

([NetAF.Commands.Conversation.html](#))

[NetAF.Commands.PanReset](#)

+ [NetAF.Commands.Frame](#).

Represents the PanReset command.
[\(NetAF.Commands.Frame.html\)](#)

+ [NetAF.Commands.Global](#)

([NetAF.Commands.Global.html](#))

+ [NetAF.Commands](#).

Persistence

([NetAF.Commands.Persistence.html](#))

- [NetAF.Commands.Region](#)

Map

([NetAF.Commands.RegionMap.html](#))

Pan

([NetAF.Commands.RegionMap.Pan.html](#))

PanReset

([NetAF.Commands.RegionMap.PanReset.html](#))

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

+ [NetAF.Conversations](#).

Instructions

([NetAF.Conversations.Instructions.html](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

Declaration

```
public static CommandHelp SouthCommandHelp { get; }
```

Property Value

Type	Description
Conversation CommandHelp (NetAF.Commands.CommandHelp.html) (NetAF.Commands.Conversation.html)	

+ NetAF.Commands.Frame

UpCommandHelp [UpCommandHelp.Frame.html](#)

+ NetAF.Commands.Global

Get the command help for up.
[\(NetAF.Commands.Global.html\)](#)
Declaration

+ NetAF.Commands.

Persistence
public static CommandHelp UpCommandHelp { get; }
[\(NetAF.Commands.Persistence.html\)](#)

Property Value

- NetAF.Commands.Region

Type	Description
RegionMap CommandHelp (NetAF.Commands.CommandHelp.html)	

Pan

(NetAF.Commands.RegionMap.Pan.html)

PanReset

(NetAF.Commands.RegionMap.PanReset.html)

WestCommandHelp

Get the command help for west.
[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Commands.Scene

Scene
Declaration
[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

WestCommandHelp
public static CommandHelp WestCommandHelp { get; }
[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions
Property Value
[\(NetAF.Conversations.Instructions.html\)](#)

Type

[\(NetAF.Conversations.Instruction.html\)](#)

CommandHelp (NetAF.Commands.CommandHelp.html)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Interpretation
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

GetPanPosition
[\(NetAF.Logic.GetPanPosition.html\)](#)

+ NetAF.Logic.Callbacks

GetPanPosition
[\(NetAF.Logic.Callbacks.html\)](#)
Declaration

+ NetAF.Logic.Configuration

```
public static Point3D GetPanPosition(Point3D current, Direction direction)
```

Parameters

Type	Name	Description
Point3D (NetAF.Assets.Point3D.html) Conversation (NetAF.Commands.Conversation.html)	current	The current pan position.
Direction (NetAF.Assets.Direction.html)	direction	The direction to pan.

+ NetAF.Commands.Frame

Returns

Type	Description
Point3D (NetAF.Assets.Point3D.html) Global (NetAF.Commands.Global.html)	The modified pan position.

+ NetAF.Commands.

Persistence

Invoke(Game)

(NetAF.Commands.Persistence.html)

Invoke the command.

- NetAF.Commands.Region

Declaration

Map

(NetAF.Commands.RegionMap.html)

public Reaction Invoke(Game game)

Pan

(NetAF.Commands.RegionMap.Parameters.html)

Parameters

PanReset

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

Returns

+ NetAF.Conversations

Instructions

(NetAF.Conversations.Instruction.html)

Implements

+ NetAF.Extensions

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

Class PanReset

Represents the PanReset command.

Filter by title

Inheritance

([NetAF.Commands.Conversati](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands.Frame**

↳ PanReset

([NetAF.Commands.Frame.html](#))

Implements

ICOMmand ([NetAFCommands.Command.html](#))

([NetAFCommands.Global.html](#))

Inherited Members

+ **NetAF.Commands**

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)))

Persistence

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-object)))

+ **NetAFCommands.Region**

Map

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Pan

NameSpace NetAF (NetAF.dll) Commands (NetAF.Commands.html).RegionMap (NetAF.Commands.RegionMap.html)

Assembly NetAF.dll

Syntax

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Properties

Instructions

([NetAF.Conversations.Instruct](#)

CommandHelp

+ **NetAF.Extensions**

Get the command help

([NetAF.Extensions.html](#))

Declaration

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public static CommandHelp CommandHelp { get; }

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Property Value

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

CommandHelp (NetAF.Commands.CommandHelp.html)

Description

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.html](#))

Methods

Invoke(Game)

Invoke the command.

Declaration

(NetAF.Commands.Conversati

public Reaction Invoke(Game game)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

+ NetAF.Commands.Global

Type (NetAF.Commands.Global.htm

Game (NetAF.Logic.Game.html)

+ NetAF.Commands.

Name

Description

game

The game to invoke the command on.

Persistence

Returns

(NetAF.Commands.Persistence

Type

- NetAF.Commands.Region

Reaction (NetAF.Commands.Reaction.html)

Map

Description

The reaction.

(NetAF.Commands.RegionMap

Implements

(NetAF.Commands.RegionMap.Pa

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.RegionMap.Pa

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.htm

Namespace NetAF.Commands.Scene

Classes

Filter by title

CONVERSATION

Drop (NetAF.Commands.Scene.Drop.html)

(NetAF.Commands.Conversation)

Represents the Drop command.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Examine (NetAF.Commands.Scene.Examine.html)

+ NetAF.Commands.Global

Represents the Examine command.

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Move (NetAF.Commands.Scene.Move.html)

Persistence

Represents the Move command.

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Take (NetAF.Commands.Scene.Take.html)

Map

Represents the Take command.

(NetAF.Commands.RegionMap)

- NetAF.Commands.Scene

TakeAll (NetAF.Commands.Scene.TakeAll.html)

(NetAF.Commands.Scene.html)

Represents the Take all command.

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

Talk (NetAF.Commands.Scene.Talk.html)

(NetAF.Commands.Scene.Examine)

Represents the Talk command.

Move

(NetAF.Commands.Scene.Move.html)

Take

Unactionable (NetAF.Commands.Scene.Unactionable.html)

(NetAF.Commands.Scene.Take.html)

Represents the Unactionable command.

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Talk

UseOn (NetAF.Commands.Scene.UseOn.html)

(NetAF.Commands.Scene.Talk.html)

Represents the UseOn command.

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions)

+ NetAF.Extensions

Class Drop

Represents the Drop command.

Filter by title

Inheritance

↳ [NetAF.Commands.Frame](#) (https://learn.microsoft.com/dotnet/api/system.object)

([NetAF.Commands.Frame.html](#))

Implements

+ [NetAF.Commands.Global](#)

ICommand ([NetAF.Commands ICommand.html](#))

([NetAF.Commands.Global.html](#))

Inherited Members

+ [NetAF.Commands](#).

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([NetAF.Commands.Persistence.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

+ [NetAF.Commands.RegionMap](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([NetAF.Commands.RegionMap.html](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ [NetAF.Commands.Scene](#)

Name ([https://learn.microsoft.com/dotnet/api/system.object.name](#)) ([NetAF.Commands.Scene.html](#)) Scene ([NetAF.Commands.Scene.html](#))

Assembly: NetAF.dll

Syntax: [NetAF.Commands.Scene.Drop.htm](#)

Examine

([NetAF.Commands.Scene.Examine.html](#))
public sealed class Drop : ICommand

Move

([NetAF.Commands.Scene.Move.html](#))

Take

Constructors

([NetAF.Commands.Scene.Take.html](#))

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Drop(item)

([NetAF.Commands.Scene.Talk.html](#))

Represents the Drop command.

Unactionable

Declaration: [NetAF.Commands.Scene.Unactionable.html](#)

UseOn

([NetAF.Commands.Scene.UseOn.html](#))

public Drop(Item item)

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

Parameters

+ [NetAF.Conversations](#).

Instructions

Item ([NetAF.Assets.Item.html](#))

([NetAF.Conversations.Instruct.html](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Name	Description
item	The item to take.

Properties

CommandHelp

Get the command help.

Declaration
`

+ NetAF.Commands.Frame

public static CommandHelp CommandHelp { get; }
[\(NetAF.Commands.Frame.html\)](#)

NetAF.Commands.Global

Type	Description
CommandHelp (NetAF.Commands.CommandHelp.html)	

+ NetAF.Commands.Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.RegionMap

[\(NetAF.Commands.RegionMap.html\)](#)

Methods

Invoke(Game)

[\(NetAF.Commands.Scene.html\)](#)

Invoke the command.

Declaration
Drop
[\(NetAF.Commands.Scene.Drop.html\)](#)

Examine
public Reaction Invoke(Game game)
[\(NetAF.Commands.Scene.Examine.html\)](#)

Move

[\(NetAF.Commands.Scene.Move.html\)](#)

Parameters

Type	Name	Description
(NetAF.Commands.Scene.Take.html)		

Take

Game

[\(NetAF.Logic.Game.html\)](#)

[\(NetAF.Commands.Scene.TakeAll.html\)](#)

Talk

Returns
[\(NetAF.Commands.Scene.Talk.html\)](#)

Type

Unactionable

[\(NetAF.Commands.Scene.Unactionable.html\)](#)

Reaction

[\(NetAF.Commands.Reaction.html\)](#)

UseOn

[\(NetAF.Commands.Scene.UseOn.html\)](#)

Implementations

(NetAF.Conversations.html)

ICommand ([NetAF.Commands.ICommand.html](#))

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Class Examine

Represents the Examine command.

Filter by title

Inheritance

+ NetAF.Commands.Frame

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ Examine

+ NetAF.Commands.Global

Implements

(NetAF.Commands.Global.html)

ICommand (NetAF.Commands.ICommand.html)

+ NetAF.Commands.

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype\)](https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring\)](https://learn.microsoft.com/dotnet/api/system.object.tostring)

(NetAF.Commands.Scene.html)

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Drop

Assembly: NetAF

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

public sealed class Examine : ICommand

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

Constructors

(NetAF.Commands.Scene.TakeAll.html)

Talk

Examine(IExaminable)

(NetAF.Commands.Scene.Talk.html)

Unactionable

Represents the Examine command.

(NetAF.Commands.Scene.Unactionable.html)

DeclareOn

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

Type Instructions

(NetAF.Conversations.Instruct.html)

IExaminable (NetAF.Assets.IExaminable.html)

Name

Description

examinable

The examinable.

+ NetAF.Extensions

(NetAF.Extensions.html)

Properties

CommandHelp

Get the command help.

Declaration
↓

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html) `public string CommandHelp { get; }`

+ NetAF.Commands.Global

Property Value
(NetAF.Commands.Global.html)

+ Type

Description

Persistence (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

Methods

(NetAF.Commands.RegionMap.html)

- NetAF.Commands.Scene

Invoke(Game)

(NetAF.Commands.Scene.html)

Invoke the command.

Drop

(NetAF.Commands.Scene.Drop.html)

Declaration

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

Type

Name

Description

TakeAll

Game (NetAF.Commands.Scene.TakeAll.html)

game

The game to invoke the command on.

Talk

(NetAF.Commands.Scene.Talk.html)

Returns

Unactionable

Type (NetAF.Commands.Scene.Unactionable.html)

Description

UseOn

Reaction (NetAF.Commands.Reaction.html)

The reaction.

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

Implements

(NetAF.Conversations.html)

ICommand (NetAF.Commands.ICommand.html)

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Class Move

Represents the Move command.

Filter by title

Inheritance

([NetAF.Commands.Frame.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Commands.Global**

([NetAF.Commands.Global.html](#))

Implements

+ **NetAF Commands**

([NetAF.Commands.ICommand.html](#))

Persistence

Inherited Members

([NetAF.Commands.Persistence](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Region**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.RegionMap](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF Commands.Scene**

([NetAF.Commands.Scene.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Drop

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Assembly: NetAF.dll

Examine

([NetAF.Commands.Scene.Examine](#))

Move

([NetAF.Commands.Scene.Move.html](#))

Take

([NetAF.Commands.Scene.Take.html](#))

TakeAll

Constructors

([NetAF.Commands.Scene.TakeAll](#))

Talk

([NetAF.Commands.Scene.Talk.html](#))

+ **Move(Direction)**

Unactionable

Represents the Move command.

UseOn

Declaration: NetAF.Commands.Scene.UseOn.I

+ **NetAF.Conversations**

public Move(Direction direction)

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Parameters

Instructions

Type

([NetAF.Conversations.Instruct](#))

Direction ([NetAF.Assets.Locations.Direction.html](#))

Name

Description

direction

The direction to move.

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Properties

DownCommandHelp

Get the command help for down.

Declaration
↓
Property Value

+ **NetAF.Commands.Frame.html**

```
public static CommandHelp DownCommandHelp { get; }
```

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.htm)

Property Value

+ **NetAF.Commands.**

Type Persistence

Description

CommandHelp (NetAF.Commands.CommandHelp.html)

+ **NetAF.Commands.Region**

Map

EastCommandHelp

(NetAF.Commands.RegionMap.htm)

Get the command help for east.

- **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Drop

```
public static CommandHelp EastCommandHelp { get; }
```

Examine

Property Value

Move

Type NetAF.Commands.Scene.Move.htm

Description

Take

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Scene.Take.htm)

TakeAll

(NetAF.Commands.Scene.TakeAll.htm)

NorthCommandHelp

(NetAF.Commands.Scene.Talk.htm)

Get the command help for north.

Unactionable

Declaration

UseOn

```
public static CommandHelp NorthCommandHelp { get; }
```

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Property Value

+ **NetAF.Conversations.**

Instructions

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Conversations.Instruct.htm)

Description

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Get the command help for south.

Declaration

```
public static CommandHelp SouthCommandHelp { get; }
```

Property Value

Type	Description
(NetAF.Commands.CommandHelp.html)	

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

UpCommandHelp

+ NetAF.Commands.

Get the command help for up.

Persistence

Declaration

+ NetAF.Commands.Region

```
public static CommandHelp UpCommandHelp { get; }
```

Map

(NetAF.Commands.RegionMap)

Property Value

- NetAF.Commands.Scene

Type

(NetAF.Commands.Scene.html)

Description

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Get the command help for west.

Take

Declaration

(NetAF.Commands.Scene.Take.html)

TakeAll

```
public static CommandHelp WestCommandHelp { get; }
```

Talk

(NetAF.Commands.Scene.Talk.html)

Property Value

Unactionable

Type

(NetAF.Commands.Scene.Unactionable.html)

Description

UseOn

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Methods

+ NetAF.Conversations.

Instructions

Invoke(Game)

+ NetAF.Extensions

Invoke the command.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

```
public Reaction Invoke(Game game)
```

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html) (NetAF.Commands.Frame.html)	game	The game to invoke the command on.

Returns

+ [NetAF.Commands.Global](#)

Type	Description
NetAF.Commands.Global.html	

+ [Reaction](#) (NetAF.Commands.Reaction.html)

The reaction.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Implements

+ [NetAF.Commands.Region](#)

ICommand (NetAF.Commands.ICommand.html)

[Map](#)

[\(NetAF.Commands.RegionMap.html\)](#)

- [NetAF.Commands.Scene](#)

[\(NetAF.Commands.Scene.html\)](#)

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

Class Take

Represents the Take command.

Filter by title

Inheritance

↳ [NetAF.Commands.Global](#)
↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Commands.Global.html\)](#)

Implementation

ICloneable ([NetAF.Commands.ICommand.html](#))

Implementation

↳ [NetAF.Commands.Region](#)
↳ [Map](#)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

↳ [NetAF.Commands.Scene](#)
object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
[\(NetAF.Commands.Scene.Drop.html\)](#)

Namespace
↳ [Examine](#) ([NetAF \(NetAF.html\).Commands \(NetAF.Commands.html\).Scene \(NetAF.Commands.Scene.html\)](#))

Assembly
↳ [NetAF](#) ([NetAF.Commands.Scene.Examine.html](#))

Syntax

Move
↳ [\(NetAF.Commands.Scene.Move.html\)](#)

Take
public sealed class Take : ICommand
↳ [\(NetAF.Commands.Scene.Take.html\)](#)

TakeAll

↳ [\(NetAF.Commands.Scene.TakeAll.html\)](#)

Constructors

↳ [\(NetAF.Commands.Scene.Talk.html\)](#)

Unactionable

Take(Item)
↳ [\(NetAF.Commands.Scene.Unactionable.html\)](#)

UseOn

Represents the Take command.
↳ [\(NetAF.Commands.Scene.UseOn.html\)](#)

Declaration

+ [NetAF.Conversations](#)

↳ [\(NetAF.Conversations.html\)](#)
public Take(Item item)

+ [NetAF.Conversations](#).

Instructions

Parameters

↳ [\(NetAF.Conversations.Instruct.html\)](#)

Type

+ [NetAF.Extensions](#)

Item ([NetAF.Assets.Item.html](#))
↳ [\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

↳ [\(NetAF.Interpretation.html\)](#)

Type	Name	Description
	item	The item to take.

Properties

CommandHelp

Get the command help.



Declaration

+ NetAF.Commands.Global

```
public static CommandHelp CommandHelp { get; }
```

(NetAF.Commands.Global.htm)

+ NetAF.Commands.

Property value

Persistence	Type	Description
	(NetAF.Commands.Persistence)	

CommandHelp (NetAF.Commands.CommandHelp.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

Methods

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Invoke(Game)

(NetAF.Commands.Scene.Drop.htm)

Invoke the command.

Examine

(NetAF.Commands.Scene.Examine)

Declaration

Move

(NetAF.Commands.Scene.Move.htm)

```
public Reaction Invoke(Game game)
```

Take

(NetAF.Commands.Scene.Take.htm)

Parameters

Type	Name	Description
Talk		
Game (NetAF.Commands.Scene.Talk)	game	The game to invoke the command on.

Unactionable

(NetAF.Commands.Scene.Unaction)

Returns

UseOn

Type

(NetAF.Commands.Scene.UseOn.I)

Reaction (NetAF.Commands.Reaction.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Implements

Instructions

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class TakeAll

Represents the Take all command.

Filter by title

Inheritance

+ [NetAF.Commands.Global](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ TakeAll

+ [NetAF.Commands.](#)

Implements

[Persistence](#)

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.Persistence](#))

Inherited Members

+ [NetAF.Commands.Region](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Commands.RegionMap](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

[NetAF.Commands.Scene](#) (object)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Commands.Scene.Drop](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Examine

Namespace: NetAF ([NetAF.html](#)) Commands ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))

Assembly: NetAF.dll

Syntax: [NetAF.Commands.Scene.Move.html](#)

Take

([NetAF.Commands.Scene.Take.html](#))
public sealed class TakeAll : ICommand

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Talk

([NetAF.Commands.Scene.Talk.html](#))

Properties

([NetAF.Commands.Scene.Unaction.html](#))

UseOn

([NetAF.Commands.Scene.UseOn.html](#))

+ [NetAF.Conversations](#)

Get the Command Help

([NetAF.Conversations.html](#))

Declaration

+ [NetAF.Conversations.](#)

Instructions: `public CommandHelp CommandHelp { get; }`

([NetAF.Conversations.Instruct.html](#))

Property Value

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Description

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Ionic](#)

Methods

Invoke(Game)

Invoke the command.



Declaration

+ [NetAF.Commands.Global](#)

([NetAFCommands.Global.html](#))

 public Reaction Invoke(Game game)

+ [NetAF.Commands.](#)

Persistence

Type	Name	Description
NetAFCommands.RegionMap	game	The game to invoke the command on.

Returns [NetAF.Commands.RegionMap](#)

Type	Description
NetAFCommands.Scene	The reaction.

([NetAFCommands.Scene.html](#))

Reaction ([NetAF.Commands.Reaction.html](#))

Drop

([NetAF.Commands.Scene.Drop.html](#))

Examine

([NetAF.Commands.Scene.Examine.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

Move

([NetAF.Commands.Scene.Move.html](#))

Take

([NetAF.Commands.Scene.Take.html](#))

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Talk

([NetAF.Commands.Scene.Talk.html](#))

Unactionable

([NetAF.Commands.Scene.Unactionable.html](#))

UseOn

([NetAF.Commands.Scene.UseOn.html](#))

+ [NetAF.Conversations](#)

([NetAFConversations.html](#))

+ [NetAF.Conversations.](#)

Instructions

([NetAFConversations.Instruct.html](#))

+ [NetAF.Extensions](#)

([NetAFExtensions.html](#))

+ [NetAF.Interpretation](#)

([NetAFInterpretation.html](#))

+ [NetAFIonic](#)

Class Talk

Represents the Talk command.

Filter by title

Inheritance

([NetAF.Commands.Global.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.**

↳ Talk

Persistence

Implements

([NetAF.Commands.Persistence.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF.Commands.Region**

Inherited Members

Map

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>)

Drop

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Commands.Scene.Drop.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Examine

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Scene.Examine.html](#))

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))

Move

Assembly: NetAF

([NetAF.Commands.Scene.Move.html](#))

Syntax

([NetAF.Commands.Scene.Take.html](#))

TakeAll
public sealed class Talk : ICommand

([NetAF.Commands.Scene.TakeAll.html](#))

Talk

([NetAF.Commands.Scene.Talk.html](#))

Constructors

([NetAF.Commands.Scene.Unaction.html](#))

UseOn

([NetAF.Commands.Scene.UseOn.html](#))

+ **NetAF.Conversations.**

([NetAF.Conversations.html](#))

Declaration

+ **NetAF.Conversations.**

public Talk(IConverser converser)

([NetAF.Conversations.Instruct.html](#))

Parameters

+ **NetAF.Extensions.**

Type ([NetAF.Extensions.html](#))

Name

Description

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

converser

The converser.

+ **NetAF.Interpretation.**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic.**

([NetAF.Logic.html](#))

Properties

TalkCommandHelp

Get the command help.

Declaration
Declaration

(NetAF.Commands.Global.htm)

+ NetAF.Commands.

Persistence

Property Value

(NetAF.Commands.Persistence.htm)

+ Type

Description

NetAF.Commands.Region

Map

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.RegionMap)

- NetAF.Commands.Scene

ToCommandHelp

(NetAF.Commands.Scene.html)

Drop

Get the command help for to.

(NetAF.Commands.Scene.Drop.htm)

Declaration

Examine

(NetAF.Commands.Scene.Examine.htm)

public static CommandHelp ToCommandHelp { get; }

(NetAF.Commands.Scene.Move.htm)

Take

Property Value

(NetAF.Commands.Scene.Take.htm)

Type

Description

TakeAll

(NetAF.Commands.Scene.TakeAll.htm)

CommandHelp (NetAF.Commands.CommandHelp.html)

Talk

(NetAF.Commands.Scene.Talk.htm)

Unactionable

(NetAF.Commands.Scene.Unactionable.htm)

UseOn

(NetAF.Commands.Scene.UseOn.htm)

In NetAF.Commands

(NetAF.Conversations.html)

Invoke the command.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct.htm)

public Reaction Invoke(Game game)

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ Type

Name

Description

(NetAF.Interpretation.html)

Game (NetAF.Logic.Game.html)

game

The game to invoke the command on.

+ NetAF.Logic

(NetAF.Logic.html)

Returns

Type	Description
Reaction (NetAF.Commands.Reaction.html)	The reaction.

Implements

(NetAF.Commands.Global.html)
ICommand (NetAF.Commands.ICommand.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Class Unactionable

Represents the Unactionable command.

Filter by title

Inheritance

+ **NetAFCommands.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Persistence

(**NetAFCommands.Persistence**)

Implements

+ **ICloneable**

(<https://learn.microsoft.com/dotnet/api/system.command.html>)

Map

Inherited Members

(**NetAFCommands.RegionMap**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

+ **NetAFCommands.Scene**

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)))

Drop

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**NetAFCommands.Scene.Drop**)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Examine

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**NetAFCommands.Scene.Examine**)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Move

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Assembly: NetAF.dll

Syntax: <https://learn.microsoft.com/dotnet/api/NetAF.Commands.Scene.Move>

TakeAll

(**NetAFCommands.Scene.TakeAll**)
public sealed class Unactionable : ICommand

Talk

(<https://learn.microsoft.com/dotnet/api/NetAF.Commands.Scene.Talk>)

Unactionable

Constructors

(**NetAFCommands.Scene.Unactionable**)

UseOn

(<https://learn.microsoft.com/dotnet/api/NetAF.Commands.Scene.UseOn>)

+ **Unactionable()**

+ **NetAF.Conversations**

Initializes a new instance of the Unactionable class.

(**NetAFConversations.html**)

Declaration:

+ **NetAFConversations.**

Instructions

public Unactionable()

(**NetAFConversations.Instruct**)

+ **NetAF.Extensions**

(**NetAFExtensions.html**)

Unactionable(string)

+ **NetAF.Interpretation**

Initializes a new instance of the Unactionable class.

(**NetAFInterpretation.html**)

Declaration:

+ **NetAFLogic**

(**NetAFLogic.html**)

```
public Unactionable(string description)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Properties

+ NetAF.Commands.Region

Map

Description

(NetAF.Commands.RegionMap.html)

Get the description.

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Declaration

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Property Value

Move

Type	Description
NetAF.Commands.Scene.Move.html	

Take

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

Invoke(Game)

(NetAF.Commands.Scene.UseOn.html)

Invoke the command.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations

make(Game game)

Instructions

(NetAF.Conversations.Instruct.html)

Parameters

Type	Name	Description
NetAF.Extensions.html		

(NetAF.Extensions.html)

Game ([NetAF.Logic.Game.html](#))

game

The game to invoke the command on.

+ NetAF.Interpretation

Returns

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Reactions

(NetAF.Logic.Reactions.html)

Parameters

Type	Description
------	-------------

Reaction

(NetAF.Logic.Reactions.html)

The reaction.

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

▼

+ **NetAF.Commands.
Persistence**
([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region
Map**
([NetAF.Commands.RegionMap.html](#))

- **NetAF.Commands.Scene**
([NetAF.Commands.Scene.html](#))

Drop
([NetAF.Commands.Scene.Drop.html](#))
Examine
([NetAF.Commands.Scene.Examine.html](#))
Move
([NetAF.Commands.Scene.Move.html](#))
Take
([NetAF.Commands.Scene.Take.html](#))
TakeAll
([NetAF.Commands.Scene.TakeAll.html](#))
Talk
([NetAF.Commands.Scene.Talk.html](#))
Unactionable
([NetAF.Commands.Scene.Unactionable.html](#))
UseOn
([NetAF.Commands.Scene.UseOn.html](#))

+ **NetAF.Conversations**
([NetAF.Conversations.html](#))

+ **NetAF.Conversations.
Instructions**
([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**
([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**
([NetAF.Interpretation.html](#))

+ **NetAF.Logic**
([NetAF.Logic.html](#))

Class UseOn

Represents the UseOn command.

Filter by title

Inheritance Commands.

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Commands.Persistence](#))

+ NetAFCommands.Region

ICloneable ([NetAF.Commands.ICommand.html](#))

([NetAFCommands.RegionMap](#))

object NetAFCommands.Scene

([NetAF.Commands.Scene.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

Drop ([NetAF.Commands.Scene.Drop.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Examine

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Move ([NetAF.Commands.Scene.Examine.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Move

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Scene.Move.html](#))

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))

Take

([NetAF.Commands.Scene.Take.html](#))

Syntax

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Talk

public sealed class UseOn : ICommand

([NetAF.Commands.Scene.Talk.html](#))

Unactionable

([NetAF.Commands.Scene.Unactionable.html](#))

Constructors

([NetAF.Commands.Scene.UseOn.html](#))

NetAFConversations

useOn(item, interactWithItem)

([NetAF.Conversations.html](#))

Represents the UseOn command.

+ NetAF.Conversations.

Declaration

Instructions

([NetAF.Conversations.Instruct.html](#))

public UseOn(Item item, IInteractWithItem target)

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Parameters

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Item ([NetAF.Assets.Item.html](#))

Name

Description

item

The item to use.

+ NetAF.Logic

IInteractWithItem ([NetAF.Assets.IInteractWithItem.html](#))

([NetAF.Logic.html](#))

target

The target of the command.

+ NetAF.Logic.Callbacks

Properties

OnCommandHelp

Get the command help for on.

Declaration
+ NetAF.Commands.

Persistence

```
public static CommandHelp OnCommandHelp { get; }
```

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Property value

Map

Type
(NetAF.Commands.RegionMap)

Description

CommandHelp (NetAF.Commands.CommandHelp.html)

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

UseCommandHelp

Drop
(NetAF.Commands.Scene.Drop.html)

Examine
Get the command help.

(NetAF.Commands.Scene.Examine.html)

Declaration
Move

(NetAF.Commands.Scene.Move.html)

```
public static CommandHelp UseCommandHelp { get; }
```

Take
(NetAF.Commands.Scene.Take.html)

TakeAll

Property value
(NetAF.Commands.Scene.TakeAll.html)

Type

talk

Description

(NetAF.Commands.Scene.Talk.html)

CommandHelp (NetAF.Commands.CommandHelp.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

Methods

+ NetAF.Conversations

(NetAF.Conversations.html)

Invoke(Game)

+ NetAF.Conversations.

InvokeInstructions

Instruct
(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

```
public Reaction Invoke(Game game)
```

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

Game (NetAF.Logic.Game.html)

(NetAF.Logic.html)

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

+ NetAF.Logic.Callbacks

Returns

Type	Description
Reaction (NetAF.Commands.Reaction.html)	The reaction.

Implements

[NetAF.Commands.](#)

ICommand (NetAF.Commands.ICommand.html)

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

Namespace NetAF.Conversations

Classes

Filter by title ▾

Conversation (NetAF.Conversations.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

LogItem (NetAF.Conversations.LogItem.html)

(NetAF.Commands.Global.html)

Provides a container for log items.

+ NetAF.Commands.

Persistence

Paragraph (NetAF.Conversations.Paragraph.html)

(NetAF.Commands.Persistence.html)

Represents a paragraph in a Conversation.

+ NetAF.Commands.Region

Map

Response (NetAF.Conversations.Response.html)

(NetAF.Commands.Region.html)

Provides a response to a conversation.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Enums

- NetAF.Conversations

(NetAF.Conversations.html)

Participant (NetAF.Conversations.Participant.html)

Conversation

(NetAF.Conversations.Participant.html)

Provides a participant in a conversation.

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

Delegates

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

Participant

(NetAF.Conversations.Participant.html)

Provides a callback that can be used in conversations invoking actions.

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Class Conversation

Represents a conversation.

Filter by title

Inheritance

([NetAF.Commands.Frame.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.htm](#))

Implements

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Conversation>

+ **NetAF.Commands**

Serialization ([NetAF.Serialization.Assets.ConversationSerialization.html](#))>

Persistence

Inherited Members

([NetAF.Commands.Persistence](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Region**

Map

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.RegionMap](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Commands.Scene](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NetAF.Conversations

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

Syntax: `NetAF.Conversations.Conversation`

 ConversationActionCallback

 ([NetAF.Conversations.Conversation](#))

 public sealed class Conversation : IRestoreFromObjectSerialization<ConversationSerializat

 ionItem>

 ([NetAF.Conversations.LogItem.html](#))

 Paragraph

 ([NetAF.Conversations.Paragraph.html](#))

 Participant

 ([NetAF.Conversations.Participant.html](#))

 Response

Conversation(params Paragraph[])

 ([NetAF.Conversations.Response.html](#))

Represents a conversation.

+ **NetAF.Conversations.Instructions**

Declaration:

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Parameters

+ **NetAF.Interpretation**

Type: ([NetAF.Interpretation.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

+ **NetAF.Logic**

([NetAF.Logic.html](#))

	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The paragraphs.

Properties

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

(NetAF.Commands.Frame.html)
public Paragraph CurrentParagraph { get; }

+ NetAF.Commands.Global

(NetAF.Commands.Global.htm)
Property Value

+ **NetAF.Commands.**
Type

Description

Persistence

Paragraph (NetAF.Conversations.Paragraph.html)

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Map
Log

(NetAF.Commands.RegionMap)

Get the log.

+ NetAF.Commands.Scene

Declaration

(NetAF.Commands.Scene.html)

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

(NetAF.Conversations.Conversation)

Type ConversationActionCallback

Description

(NetAF.Conversations.Conversation)

LogItem (NetAF.Conversations.LogItem.html)[]

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

Paragraphs

(NetAF.Conversations.Paragraph.html)

Participant

Get the current paragraph in the conversation.

(NetAF.Conversations.Participant.html)

Declaration

Response

(NetAF.Conversations.Response.html)

+ NetAF.Conversations

Instructions

(NetAF.Conversations.Instruct)

Type

Description

(NetAF.Extensions)

(NetAF.Extensions.html)

Paragraph (NetAF.Conversations.Paragraph.html)[]

+ NetAF.Interpretation

(NetAF.Interpretation.html)

NetAF.Logic

(NetAF.Logic.html)

Next(Game)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```

(NetAF.Commands.Frame.html)

Parameters

+ Type	Name	Description
NetAF.Commands.Global	game	The game.

+ NetAF.Commands.

Returns Persistence

Type	Description
NetAF.Commands.Persistence	The reaction to the line.

+ Type	Description
NetAF.Commands.Region	The reaction to the line.

Map

(NetAF.Commands.RegionMap)

Respond(Response, Game)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)
Respond to the conversation.

NetAF Conversations

(NetAF.Conversations.html)

```
public Reaction Respond(Response response, Game game)
```

Conversation

Parameters ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback)

Type LogItem

(NetAF.Conversations.LogItem.html)

Response (NetAF.Conversations.Response.html)

Paragraph

Game (NetAF.Logic.Game.html)

Participant

Return (NetAF.Conversations.Participant.html)

Type Response

(NetAF.Conversations.Response.html)

Reaction (NetAF.Commands.Reaction.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

RestoreFrom(ConversationSerialization)

+ NetAF.Extensions

Restore this object from a serialization.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public void RestoreFrom(ConversationSerialization serialization)
```

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

Type	Name	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	<i>serialization</i>	The serialization to restore from.

▼

Implements

(NetAF.Commands.Frame.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

- **NetAF.Conversations**

(NetAF.Conversations.html)

Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: NetAF (NetAF.html) Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

+ **NetAF.Commands.Global**

Syntax
[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands**

 public delegate void ConversationActionCallback(Game game)

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Parameters

Type	Name	Description
Map Game (NetAF.Logic.Game.html) (NetAF.Commands.RegionMap)	game	The game to invoke the callback on.

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

- **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Conversation

[\(NetAF.Conversations.Conversation.html\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

+ **NetAF.Commands.Global**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ LogItem

+ **NetAF.Commands.**

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Commands.Region**

Map

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Commands.Scene**

ob

(<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

- **NetAF.Conversations**

Assembly: NetAF.dll

(<https://learn.microsoft.com/dotnet/api/NetAF.Conversations.html>)

Syntax

Conversation

(NetAF.Conversations.Conversation)
public sealed class LogItem

ConversationActionCallback

(NetAF.Conversations.Conversation)

LogItem

(NetAF.Conversations.LogItem.html)

Constructors

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant, string)

(NetAF.Conversations.Participant.html)

Provides a container for log items.

(NetAF.Conversations.Response.html)

Declaration

+ **NetAF.Conversations.**

Instructions

Item(Participant participant, string line)

(<https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instruct>)

Parameters

+ **NetAF.Extensions**

Type (<https://learn.microsoft.com/dotnet/api/NetAF.Extensions.html>)

Name

Description

+ Participant (<https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Participant.html>)

participant

The participant.

+ **NetAF.Interpreter**

(<https://learn.microsoft.com/dotnet/api/NetAF.Interpreter.html>)

String (<https://learn.microsoft.com/dotnet/api/system.string>)

line

The line.

+ **NetAF.Logic**

(<https://learn.microsoft.com/dotnet/api/NetAF.Logic.html>)

+ **NetAF.Logic.Callbacks**

Object (<https://learn.microsoft.com/dotnet/api/system.object>)

Properties

Line

Get the line.



Declaration

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Property Value

Persistence

Type (NetAF.Commands.Persistence)

Description

+ System.String (dotnet/api/system.String)

Map

(NetAF.Commands.RegionMap)

Participant

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Get the participant.

NetAF.Conversations

(NetAF.Conversations.html)

public Participant Participant { get; }

Conversation

(NetAF.Conversations.Conversation)

Property Value

(NetAF.Conversations.Conversation)

Type LogItem

Description

(NetAF.Conversations.LogItem.html)

Participant (NetAF.Conversations.Participant.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

(NetAF.Commands.Global.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.**

Paragraph

Inherited Members

(NetAF.Commands.Persistence.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands.Region.html**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Commands.RegionMap.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Commands.Scene.html**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **(NetAF.Commands.Scene.html)**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **NetAF.Conversations.html**

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

(NetAF.Conversations.html)

Assembly: NetAF.dll

Conversation

Syntax

(NetAF.Conversations.Conversation.h)

ConversationActionCallback

public sealed class Paragraph

(NetAF.Conversations.Conversation.h)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

Constructors

(NetAF.Conversations.Paragraph.h)

Participant

(NetAF.Conversations.Participant.h)

Response

(NetAF.Conversations.Response.h)

Represents a paragraph in a Conversation.

+ **NetAF.Conversations.html**

Declaration

Instructions

(NetAF.Conversations.Instruct.html)

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstruction instruction, string name = "")

+ **NetAF.Extensions.html**

(NetAF.Extensions.html)

Parameters

+ **NetAF.Interpretation.html**

Type: [\(NetAF.Interpretation.html\)](#)

Name

Description

+ **NetAF.Logic.html**

(NetAF.Logic.html)
↳ system.string

line

Specify the line.

+ **NetAF.Logic.Callbacks.html**

(NetAF.Logic.Callbacks.html)

Type	Name	Description
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	action	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) (NetAF.Commands.Global.html)	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ NetAF.Commands.Persistence (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Persistence.html)	name	Specify the name of the paragraph.

+ NetAF.Commands.Region

Paragraph(string, ConversationActionCallback, string)

(NetAF.Commands.RegionMap.html)

Initializes a new instance of the Paragraph class.

+ NetAF.Commands.Scene

Declaration

(NetAF.Commands.Scene.html)

- NetAF.Conversations

Parameters (string line, ConversationActionCallback action, string name = "")

(NetAF.Conversations.html)

Conversation

Type	Name	Description
ConversationActionCallback		
string (https://learn.microsoft.com/dotnet/api/system.string)	line	Specify the line.
LogItem (NetAF.Conversations.LogItem.html)	action	Specify any action to be carried out with this line.
Paragraph (NetAF.Conversations.Paragraph.html)	name	Specify the name of the paragraph.

Paragraph(string, IEndOfParagraphInstruction, string)

(NetAF.Conversations.html) the Paragraph class.

Instructions

Declaration

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Parameters (string line, IEndOfParagraphInstruction instruction, string name = "")

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

string
(NetAF.Logic.html)

(https://learn.microsoft.com/dotnet/api/system.string)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Type	Name	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Global.html)	<i>name</i>	Specify the name of the paragraph.

+ NetAF.Commands.

Persistence **Paragraph(string, string)** (NetAF.Commands.Persistence)

Initializes a new instance of the Paragraph class.

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

```
public Paragraph(string line, string name = "")
```

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Parameters

- NetAF.Conversations

Type **(NetAF.Conversations.html)**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Action

Response

Get or set any action to carry out on this line.

(NetAF.Conversations.Response.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public ConversationActionCallback Action { get; set; }
```

(NetAF.Conversations.Instruct

Properties

NetAF.Extensions

Type **(NetAF.Extensions.html)**

Description

+ NetAF.Interpretation

ConversationActionCallback (<NetAF.Conversations.ConversationActionCallback.html>)

(NetAF.Interpretation.html)

+ NetAF.Logic

CanRespond

(NetAF.Logic.html)

Get if logic is capable

NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Declaration

```
public bool CanRespond { get; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Commands.Global.html)	

+ NetAF.Commands. Instruction Persistence

(NetAF.Commands.Persistence)

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

```
public IEndOfParagraphInstruction Instruction { get; }
```

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Property Value

- NetAF.Conversations

Type	Description
(NetAF.Conversations.html) IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	

(NetAF.Conversations.Conversation)

ConversationActionCallback

(NetAF.Conversations.Conversation)

LogItem

Get [\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

Declaration

(NetAF.Conversations.Paragraph.h)

Participant

```
public string Line { get; set; }
```

Participant

Response

(NetAF.Conversations.Response.h)

Property Value

+ NetAF.Conversations. Type

Instructions	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Instruct	

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Get the name.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

```
public string Name { get; }
```

+ NetAF.Logic.Callbacks

Property Value

(NetAF.Logic.Callbacks.html)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Responses

Get or set the responses, applicable to the last line.

[\(NetAF.Commands.Global.html\)](#)

Declaration

+ NetAF.Commands.

Persistence

```
public Response[] Responses { get; set; }
```

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

Property value

Map

Type

[\(NetAF.Commands.RegionMap.html\)](#)

Response ([NetAF.Conversations.Response.html](#))[]

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

- NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Conversation

[\(NetAF.Conversations.Conversation.html\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Enum Participant

Enumeration of participants in a conversation.

 Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

public enum Participant

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

Fields

Commands.Scene

(NetAF.Commands.Scene.html)

Name	Description
- NetAF.Conversations	
Other (NetAF.Conversations.html)	Any other participant.

Player Conversation The player.

(NetAF.Conversations.Conversatio

ConversationActionCallback

(NetAF.Conversations.Conversatio

LogItem

(NetAF.Conversations.LogItem.htm

Paragraph

(NetAF.Conversations.Paragraph.h

Participant

(NetAF.Conversations.Participant.h

Response

(NetAF.Conversations.Response.h

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

+ NetAF.Commands.

↳ [Persistence](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Commands.Persistence.html\)](#)

Inherited Members

+ NetAF.Commands.Region

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(NetAF.Commands.RegionMap)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

- NetAF.Commands.Scene

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

- NetAFConversations

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name [Conversation](#) ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#))

Assembly: [NetAF.dll](#)

ConversationActionCallback

Syntax [\(NetAF.Conversations.Conversation.html\)](#)

LogItem

public sealed class Response
([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

+ NetAF.Conversations.

Initializes a new instance of the Response class.

Instructions

Declaration [\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions.

public Response(string line)

([NetAF.Extensions.html](#))

Parameters

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Name

Description

+ NetAF.Logic

string (<https://learn.microsoft.com/dotnet/api/system.string>)

line

The line to trigger this response.

([NetAF.Logic.html](#))

+ NetAF.Logic.Callbacks

Response(string, EndOfParagraphInstruction)

([NetAF.Logic.Callbacks.html](#))

Provides a response to a conversation.

+ NetAF.Logic.Configuration

([NetAF.Logic.Configuration.html](#))

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
+ NetAF.Commands.Persistence (https://learn.microsoft.com/dotnet/api/system.net.http.commands.persistence) (NetAF.Commands.Persistence)	<i>line</i>	The line to trigger this response.
+ NetAF.Commands.RegionMap (https://learn.microsoft.com/dotnet/api/system.net.http.commands.instructions.endofparagraphinstruction.html) (NetAF.Commands.RegionMap)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

+ **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](https://learn.microsoft.com/dotnet/api/system.net.http.commands.scene.html)

Properties
[\(NetAF.Conversations.html\)](https://learn.microsoft.com/dotnet/api/system.net.http.conversations)

Instruction

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
[\(NetAF.Conversations.ConversationEndOfCallback\)](https://learn.microsoft.com/dotnet/api/system.net.http.conversations.conversationendofcallback)

LogItem
[\(NetAF.Conversations.LogItem.html\)](https://learn.microsoft.com/dotnet/api/system.net.http.conversations.logitem)

Paragraph
public IEndOfParagraphInstruction Instruction { get; }
[\(NetAF.Conversations.Paragraph.html\)](https://learn.microsoft.com/dotnet/api/system.net.http.conversations.paragraph)

Participant

Property Value
[\(NetAF.Conversations.Participant.html\)](https://learn.microsoft.com/dotnet/api/system.net.http.conversations.participant)

Type	Description
Response (NetAF.Conversations.Response.html)	

+ **NetAF.Conversations**
[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](https://learn.microsoft.com/dotnet/api/system.net.http.conversations.instructions.endofparagraphinstruction.html)

Instructions

(NetAF.Conversations.Instruct

Line

+ **NetAF.Extensions**

Get the line.
[\(NetAF.Extensions.html\)](https://learn.microsoft.com/dotnet/api/system.net.http.extensions)

Declaration

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)
public string Line { get; }

+ **NetAF.Logic**

(NetAF.Logic.html)

Property Value

Type	Description
Callbacks (NetAF.Logic.Callbacks.html)	

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)



- + **NetAF.Commands.**
 Persistence
 ([NetAF.Commands.Persistence.html](#))
- + **NetAF.Commands.Region**
 Map
 ([NetAF.Commands.RegionMap.html](#))
- + **NetAF.Commands.Scene**
 ([NetAF.Commands.Scene.html](#))
- **NetAF.Conversations**
 ([NetAF.Conversations.html](#))
 - Conversation
 ([NetAF.Conversations.Conversation.html](#))
 - ConversationActionCallback
 ([NetAF.Conversations.ConversationActionCallback.html](#))
 - LogItem
 ([NetAF.Conversations.LogItem.html](#))
 - Paragraph
 ([NetAF.Conversations.Paragraph.html](#))
 - Participant
 ([NetAF.Conversations.Participant.html](#))
 - Response
 ([NetAF.Conversations.Response.html](#))
- + **NetAF.Conversations.**
 Instructions
 ([NetAF.Conversations.Instructions.html](#))
- + **NetAF.Extensions**
 ([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
 ([NetAF.Interpretation.html](#))
- + **NetAF.Logic**
 ([NetAF.Logic.html](#))
- + **NetAF.Logic.Callbacks**
 ([NetAF.Logic.Callbacks.html](#))
- + **NetAF.Logic.Configuration**
 ([NetAF.Logic.Configuration.html](#))

Namespace NetAF.Conversations. Instructions

▼ Filter by title

Classes

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global
ByCallback (NetAF.Conversations.Instructions.ByCallback.html)
(NetAF.Commands.Global.htm)

An end of paragraph instruction that shifts paragraphs based on a callback.

+ NetAF.Commands.

Persistence

First (NetAF.Conversations.Instructions.First.html)
(NetAF.Commands.Persistence)

An end of paragraph instruction that shifts paragraphs to the start.

+ NetAF.Commands.Region

Map

GoTo (NetAF.Conversations.Instructions.GoTo.html)
(NetAF.Commands.RegionMap)

An end of paragraph instruction that shifts paragraphs based on an absolute index.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Jump (NetAF.Conversations.Instructions.Jump.html)

+ NetAF.Conversations

An end of paragraph instruction that shifts paragraphs based on a delta.

(NetAF.Conversations.html)

NetAF.Conversations.

Last (NetAF.Conversations.Instructions.Last.html)

Instructions

An end of paragraph instruction that shifts paragraphs to the end.

(NetAF.Conversations.Instruct

ByCallback

Next (NetAF.Conversations.Instructions.Next.html)

First

An end of paragraph instruction that shifts paragraphs to the next paragraph.

(NetAF.Conversations.Instructions.

GoTo

Previous (NetAF.Conversations.Instructions.Previous.html)

EndOfParagraphInstruction

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

(NetAF.Conversations.Instructions.

Jump

Repeat (NetAF.Conversations.Instructions.Repeat.html)

Last

An end of paragraph instruction that repeats.

(NetAF.Conversations.Instructions.

Next

ToName (NetAF.Conversations.Instructions.ToName.html)

Previous

An end of paragraph instruction that shifts paragraphs based on a name.

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

Interfaces

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.html)

First

(NetAF.Conversations.Instructions.First.html)

GoTo

(NetAF.Conversations.Instructions.GoTo.html)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Jump

(NetAF.Conversations.Instructions.Jump.html)

Last

(NetAF.Conversations.Instructions.Last.html)

Next

(NetAF.Conversations.Instructions.Next.html)

Previous

(NetAF.Conversations.Instructions.Previous.html)

Repeat

(NetAF.Conversations.Instructions.Repeat.html)

ToName

(NetAF.Conversations.Instructions.ToName.html)

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

([NetAF.Commands.Global.htm](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.](#)

Persistence

([NetAF.Commands.Persistence.htm](#))

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

+ [NetAF.Commands.Region](#)

Map

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

([NetAF.Commands.RegionMap.htm](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.htm](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ [NetAF.Conversations](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.htm](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Conversations](#)

Namespace: NetAF (NetAF.MH).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

+ [NetAF.Conversations.Instruct](#)

Syntax

ByCallback

p([NetAF.Conversations.Instructions.ByCallback.htm](#)) ByCallback : IEndOfParagraphInstruction

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

([NetAF.Conversations.Instructions.ByCallback.htm](#))

ByCallback(Func<IEndOfParagraphInstruction>)

An end of paragraph instruction that shifts paragraphs based on a callback.

Last

Declaration

(NetAF.Conversations.Instructions.

Next

p([NetAF.Conversations.Instructions.ByCallback.htm](#))<ParagraphInstruction> callback)

Previous

(NetAF.Conversations.Instructions.

Parameters

Repeat

Type

NetAF.Conversations.Instructions.

Name

Description

ToName
Func (<https://learn.microsoft.com/dotnet/api/system.func-1>)<
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction

callback

The callback that decides
the instruction to use.

+ [NetAF.Extensions](#)

Instructions.IEndOfParagraphInstruction.html

>([NetAF.Extensions.htm](#))

Properties

Callback

Get the callback that decides the instruction to use.

Declaration

(NetAF.Commands.Global.htm)

```
public Func<IEndOfParagraphInstruction> Callback { get; }
```

+ NetAF.Commands.

Persistence

Property Value

(NetAFCommands.Persistence)

Type

+ NetAF.Commands.Region

Func (<https://learn.microsoft.com/dotnet/api/system.func-1>)<

Map

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)>

(NetAF.Commands.RegionMap)

Description

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Methods

+ NetAF.Conversations

(NetAF.Conversations.html)

GetIndexOfNext(Paragraph, Paragraph[])

- NetAF.Conversations.

Instructions

Gets the index of the next paragraph.

(NetAF.Conversations.Instruct

Declaration

ByCallback

(NetAF.Conversations.Instructions

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

First

(NetAF.Conversations.Instructions.

Parameters

current

Type (NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

Paragraph (NetAF.Conversations.Paragraph.html)

Name

Description

current (NetAF.Conversations.Paragraph.html)

current

The current paragraph.

paragraphs (NetAF.Conversations.Paragraph.html[])

paragraphs

The collection of paragraphs.

Last

Returns

(NetAF.Conversations.Instructions.

Type

Next

Description

(NetAF.Conversations.Instructions.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Previous

The index of the next paragraph.

(NetAF.Conversations.Instructions.

Repeat

Implements

NetAF.Conversations.Instructions.

ToName

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

(NetAF.Extensions.html)

▼

(NetAF.Commands.Global.htm)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.htm)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.htm)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

- **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.htm)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.htm)

First

(NetAF.Conversations.Instructions.First.htm)

GoTo

(NetAF.Conversations.Instructions.GoTo.htm)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.htm)

Jump

(NetAF.Conversations.Instructions.Jump.htm)

Last

(NetAF.Conversations.Instructions.Last.htm)

Next

(NetAF.Conversations.Instructions.Next.htm)

Previous

(NetAF.Conversations.Instructions.Previous.htm)

Repeat

(NetAF.Conversations.Instructions.Repeat.htm)

ToName

(NetAF.Conversations.Instructions.ToName.htm)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ [NetAF.Commands](#)

First

Persistence

([NetAF.Commands.Persistence](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ [NetAF.Commands.Region](#)

Inherited Members

Map

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ [NetAF.Commands.Scene](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([NetAF.Conversations.html](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

[NetAF Conversations](#)

Instructions ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

([NetAF.Conversations.Instruct](#))

Syntax

By Callback

([NetAF.Conversations.Instructions](#).

public sealed class First : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

GoTo

([NetAF.Conversations.Instructions](#).

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

Methods

Jump

([NetAF.Conversations.Instructions](#).

GetIndexOfNext(Paragraph, Paragraph[])

Last

([NetAF.Conversations.Instructions](#).

Get the index of the next paragraph.

Next

Declaration

[NetAF.Conversations.Instructions](#).

Previous

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Repeat

([NetAF.Conversations.Instructions](#).

Parameters

ToName

Type	Name	Description
NetAF.Conversations.Instructions .	current	The current paragraph.
NetAF.Extensions	paragraphs	The collection of paragraphs.

+ [NetAF.Interpretation](#)

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

ByCallback

([NetAF.Conversations.Instructions.ByCallback.html](#))

First

([NetAF.Conversations.Instructions.First.html](#))

GoTo

([NetAF.Conversations.Instructions.GoTo.html](#))

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Jump

([NetAF.Conversations.Instructions.Jump.html](#))

Last

([NetAF.Conversations.Instructions.Last.html](#))

Next

([NetAF.Conversations.Instructions.Next.html](#))

Previous

([NetAF.Conversations.Instructions.Previous.html](#))

Repeat

([NetAF.Conversations.Instructions.Repeat.html](#))

ToName

([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

+ **NetAF.Commands.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GoTo

(**NetAF.Commands.Persistence**)

Implements

+ **NetAF.Commands.Region**

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Map

Inherited Members

(**NetAF.Commands.RegionMap**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Scene**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**NetAF.Conversations.html**)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Instructions

Name: IEndOfParagraphInstruction ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: NetAF.dll

ByCallback

Syntax

(**NetAF.Conversations.Instructions**)

First

p(**NetAF.Conversations.Instructions**).EndOfParagraphInstruction

GoTo

(**NetAF.Conversations.Instructions**.

IEndOfParagraphInstruction

(**NetAF.Conversations.Instructions**.

Jump

(**NetAF.Conversations.Instructions**.

Last

(**NetAF.Conversations.Instructions**.

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Next

Declaration

(**NetAF.Conversations.Instructions**.

Previous

p(**NetAF.Conversations.Instructions**).Instructions.

Repeat

(**NetAF.Conversations.Instructions**.

Parameters

ToName

Type	Name	Description
NetAF.Extensions (https://learn.microsoft.com/dotnet/api/system.int32)	index	The index of the next paragraph.

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**

(**NetAF.Interpretation.html**)

Properties

Index

Get the index.



Declaration

+ NetAF.Commands.

Persistence Index { get; }

(NetAF.Commands.Persistence.html)

Property Value

+ NetAF.Commands.Region

Type

(NetAF.Commands.RegionMap)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Methods

(NetAF.Conversations.html)

- NetAF.Conversations.

GetIndexOfNext(Paragraph, Paragraph[])

Instructions

Get (NetAF.Conversations.Instruction)

By Callback

(NetAF.Conversations.Instructions.

First
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
(NetAF.Conversations.Instructions.)

GoTo

Parameters
(NetAF.Conversations.Instructions.

Type

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Paragraph

(NetAF.Conversations.Paragraph.html)

Name

Description

current The current paragraph.

Type

Paragraph (NetAF.Conversations.Paragraph.html)

paragraphs

The collection of paragraphs.

Returns
Next

Type

NetAF.Conversations.Instructions.

Description

Previous

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Conversations.Instructions.)

The index of the next paragraph.

Repeat

(NetAF.Conversations.Instructions.

Implements

IParName

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

▼

- + **NetAF.Commands.**
 Persistence
 ([NetAF.Commands.Persistence.html](#))
- + **NetAF.Commands.Region**
 Map
 ([NetAF.Commands.RegionMap.html](#))
- + **NetAF.Commands.Scene**
 ([NetAF.Commands.Scene.html](#))
- + **NetAF.Conversations**
 ([NetAF.Conversations.html](#))
- **NetAF.Conversations.**
 Instructions
 ([NetAF.Conversations.Instructions.html](#))
 - ByCallback
 - ([NetAF.Conversations.Instructions.ByCallback.html](#))
 - First
 - ([NetAF.Conversations.Instructions.First.html](#))
 - GoTo
 - ([NetAF.Conversations.Instructions.GoTo.html](#))
 - IEndOfParagraphInstruction
 - ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
 - Jump
 - ([NetAF.Conversations.Instructions.Jump.html](#))
 - Last
 - ([NetAF.Conversations.Instructions.Last.html](#))
 - Next
 - ([NetAF.Conversations.Instructions.Next.html](#))
 - Previous
 - ([NetAF.Conversations.Instructions.Previous.html](#))
 - Repeat
 - ([NetAF.Conversations.Instructions.Repeat.html](#))
 - ToName
 - ([NetAF.Conversations.Instructions.ToName.html](#))
- + **NetAF.Extensions**
 ([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
 ([NetAF.Interpretation.html](#))

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

(NetAF.Commands.Persistence)

Syntax

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Methods

+ NetAF.Conversations

(NetAF.Conversations.html)

GetIndexOfNext(Paragraph, Paragraph[])

- NetAF.Conversations.

Get the index of the next paragraph.

Instructions

(NetAF.Conversations.Instruct

Declaration

ByCallback

i(NetAF.Conversations.Instructions. current, Paragraph[] paragraphs)

First

(NetAF.Conversations.Instructions.
Parameters
GoTo

Type	Name	Description
NetAF.Conversations.Instructions. IEndOfParagraphInstruction Paragraph (NetAF.Conversations.Paragraph.html) (NetAF.Conversations.Instructions.)	current	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[] (NetAF.Conversations.Instructions.	paragraphs	The collection of paragraphs.

Last

Returns

Type	Description
Next (NetAF.Conversations.Instructions. int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

(NetAF.Commands.Persistence)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Region**

Map

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Conversations.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(NetAF.Conversations.Instruct

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ByCallback

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)
(NetAF.Conversations.Instructions.

Assembly: NetAF.dll

First

Syntax

`(NetAF.Conversations.Instructions.`

 GoTo

`p(NetAF.Conversations.Instructions$EndOfParagraphInstruction`

 IEndOfParagraphInstruction

`(NetAF.Conversations.Instructions.`

 Jump

`(NetAF.Conversations.Instructions.`

 Last

`(NetAF.Conversations.Instructions.`

Jump(int)

 Next

`(NetAF.Conversations.Instructions.`

An end of paragraph instruction that shifts paragraphs based on a delta.

 Previous

Declaration

`(NetAF.Conversations.Instructions.`

 Repeat

`p(NetAF.Conversations.Instructions.`

 ToName

`(NetAF.Conversations.Instructions.`

Parameters

+ **NetAF.Extensions**

Type

(NetAF.Extensions.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

delta

The delta to shift paragraphs by.

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Properties

Delta

Get the delta.



Declaration

```
(NetAF.Commands.Persistence)
    public int Delta { get; }
```

+ NetAF.Commands.Region

Map

Property Value

```
(NetAF.Commands.RegionMap)
```

Type

+ NetAF.Commands.Scene

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

```
(NetAF.Commands.Scene.html)
```

+ NetAF.Conversations

```
(NetAF.Conversations.html)
```

Methods

NetAF.Conversations.

Instructions

```
(NetAF.Conversations.Instructions)
```

GetIndexOfNext(Paragraph, Paragraph[])

ByCallback

Get the index of the next paragraph.

```
(NetAF.Conversations.Instructions.
```

Declaration

```
(NetAF.Conversations.Instructions.
```

```
GoTo
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
(NetAF.Conversations.Instructions.
```

IEndOfParagraphInstruction

Parameters

```
(NetAF.Conversations.Instructions.
```

Type	Name	Description
Jump (NetAF.Conversations.Instructions.		
Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.

Type	Description
Repeat int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Conversations.Instructions.	The index of the next paragraph.

ToName

(NetAF.Conversations.Instructions.

Implements

+ NetAF.Extensions

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

```
(NetAF.Extensions.html)
```

+ NetAF.Interpretation

```
(NetAF.Interpretation.html)
```

+ NetAF.Logic

▼

(NetAF.Commands.Persistence.html)

- + **NetAF.Commands.Region**
Map
(NetAF.Commands.RegionMap.html)
- + **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)
- + **NetAF.Conversations**
(NetAF.Conversations.html)
- **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- + **NetAF.Logic**

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

+ [NetAF.Commands.RegionMap](#) (https://learn.microsoft.com/dotnet/api/system.object)

Map

([NetAF.Commands.RegionMap](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ [NetAF.Commands.Scene](#) (https://learn.microsoft.com/dotnet/api/system.object)

Inherited Members

([NetAF.Commands.Scene.html](#))

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ [NetAF.Conversations](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

Instructions

([NetAF.Conversations.Instructions](#))

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)
([NetAF.Conversations.Instructions](#))

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

First

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#))

Syntax

GoTo

([NetAF.Conversations.Instructions](#))

EndOfParagraphInstruction : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#))

Jump

([NetAF.Conversations.Instructions](#))

Last

Methods

([NetAF.Conversations.Instructions](#))

Next

([NetAF.Conversations.Instructions](#))

GetIndexOfNext(Paragraph, Paragraph[])

Previous

([NetAF.Conversations.Instructions](#))

Get the index of the next paragraph.

Repeat

Declaration

([NetAF.Conversations.Instructions](#))

ToName

([NetAF.Conversations.Instructions](#))

Paragraph current, Paragraph[] paragraphs)

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Type	Name	Description
+ NetAF.Interpretation		
(NetAF.Interpretation.html)		

Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

The current paragraph.

+ [NetAF.Logic](#)

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

([NetAF.Logic.html](#))

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#))

ByCallback

([NetAF.Conversations.Instructions.](#)

First

([NetAF.Conversations.Instructions.](#)

GoTo

([NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

Jump

([NetAF.Conversations.Instructions.](#)

Last

([NetAF.Conversations.Instructions.](#)

Next

([NetAF.Conversations.Instructions.](#)

Previous

([NetAF.Conversations.Instructions.](#)

Repeat

([NetAF.Conversations.Instructions.](#)

ToName

([NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

+ NetAF.Commands.Region

↳ **Map** (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ **Next**
(NetAF.Commands.RegionMap)

Implements

+ NetAF.Commands.Scene

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Commands.Scene.html)

Inherited Members

+ NetAF.Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Conversations.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

By Callback

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

First

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)
(NetAF.Conversations.Instructions)

Assembly: NetAF.dll

Goto

Syntax

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public class IEndOfParagraphInstruction : EndOfParagraphInstruction

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Methods

Next

(NetAF.Conversations.Instructions.

Previous

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Repeat

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

(NetAF.Conversations.Instructions.

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type
(NetAF.Interpretation.html)

Paragraph ([NetAF.Conversations.Paragraph.html](#))

Name

Description

+ NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

current

The current paragraph.

Parameters

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

Parameters

...

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

- + **NetAF.Commands.RegionMap**
[IEndOfParagraphInstruction](#) ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)
 - ByCallback
 - ([NetAF.Conversations.Instructions](#).First)
 - ([NetAF.Conversations.Instructions](#).GoTo)
 - ([NetAF.Conversations.Instructions](#).IEndOfParagraphInstruction)
 - ([NetAF.Conversations.Instructions](#).Jump)
 - ([NetAF.Conversations.Instructions](#).Last)
 - ([NetAF.Conversations.Instructions](#).Next)
 - ([NetAF.Conversations.Instructions](#).Previous)
 - ([NetAF.Conversations.Instructions](#).Repeat)
 - ([NetAF.Conversations.Instructions](#).ToName)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

... . - - - - -

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

Map

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Previous

+ **NetAF.Commands.Scene**

Implements

[\(NetAFCommands.Scene.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ **NetAF.Conversations**

Inherited Members

[\(NetAFConversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-object)))

[\(NetAFConversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

↳ ByCallback

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAFConversations.Instruction](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAFConversations.Instruc](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

↳ Goto

Assembly: NetAF.dll

[\(NetAFConversations.Instruc](#)

Syntax

[IEndOfParagraphInstruction](#)

[\(NetAFConversations.Instruc](#)

public sealed class Previous : IEndOfParagraphInstruction

[\(NetAFConversations.Instruc](#)

Last

[\(NetAFConversations.Instruc](#)

Next

[\(NetAFConversations.Instruc](#)

Methods

[\(NetAFConversations.Instruc](#)

Previous

[\(NetAFConversations.Instruc](#)

GetIndexOfNext(Paragraph, Paragraph[])

[Repeat](#)

[\(NetAFConversations.Instruc](#)

Get the index of the next paragraph.

ToName

Declaration

[\(NetAFConversations.Instruc](#)

+ **NetAF.Extensions**

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

[\(NetAFExtensions.html\)](#)

+ **NetAF.Interpretation**

Parameters

[\(NetAFInterpretation.html\)](#)

Type

Name

Description

+ **NetAF.Logic**

Paragraph ([NetAFConversations.Paragraph.html](#))

[\(NetAFLogic.html\)](#)

current

The current paragraph.

Paragraph ([NetAFConversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

+ **NetAF.Logic.Callbacks**

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

Map

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

- NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct](#)

ByCallback

[\(NetAF.Conversations.Instructions.](#)

First

[\(NetAF.Conversations.Instructions.](#)

GoTo

[\(NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

Last

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Repeat

[\(NetAF.Conversations.Instructions.](#)

ToName

[\(NetAF.Conversations.Instructions.](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Callbacks

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

(NetAF.Commands.RegionMap)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands.Scene**

(NetAFCommands.Scene.html)

Implements

IEndOfParagraphInstructions ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Implementation ([NetAFConversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

ByCallback

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

First

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

GoTo

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

(NetAF.Conversations.Instructions)

Assembly: NetAF.dll

IEndOfParagraphInstruction

Syntax

(NetAF.Conversations.Instructions.

Jump

| NetAF.Conversations.Instructions. IEndOfParagraphInstruction

Last

| NetAF.Conversations.Instructions.

Next

| NetAF.Conversations.Instructions.

Previous

Methods

(NetAF.Conversations.Instructions.

Repeat

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

ToName

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

+ **NetAF.Extensions**

(NetAF.Extensions.html)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Parameters

+ **NetAF.Logic**

(NetAF.Logic.html)

Paragraph ([NetAF.Conversations.Paragraph.html](#))

Name

Description

+ NetAF.LogicCallbacks		
Paragraph (NetAF.Conversations.Paragraph.html)[]	<i>current</i>	The current paragraph.

(NetAF.Logic.Callbacks.html)

paragraphs

The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

[IEndOfParagraphInstruction](#) ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

ByCallback

[\(NetAF.Conversations.Instructions.](#)

First

[\(NetAF.Conversations.Instructions.](#)

GoTo

[\(NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

Last

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Repeat

[\(NetAF.Conversations.Instructions.](#)

ToName

[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

+ [NetAF.Commands.Scene](#) (https://learn.microsoft.com/dotnet/api/system.object)
ToName (NetAF.Commands.Scene.html)

Implements

+ [NetAF.Conversations](#)
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Inherited Members

- [NetAF.Conversations](#).

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(NetAF.Conversations.Instruct
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
ByCallback (NetAF.Conversations.Instructions)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

First (NetAF.Conversations.Instructions)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)
(NetAF.Conversations.Instructions)

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)
IEndOfParagraphInstruction

Assembly: NetAF.dll

(NetAF.Conversations.Instructions).

Syntax

Jump
(NetAF.Conversations.Instructions.
public sealed class ToName : IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.
Previous

(NetAF.Conversations.Instructions.

Repeat

ToName(string)

(NetAF.Conversations.Instructions.

ToName

An end of paragraph instruction that shifts paragraphs based on a name.

(NetAF.Conversations.Instructions.

Declaration

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

Name	Description
ToName	string (https://learn.microsoft.com/dotnet/api/system.string)
name	The name of the paragraph to jump to.
+ NetAF.Logic	

(NetAF.Logic.html)

+ [NetAF.Logic.Callbacks](#)

(NetAF.Logic.Callbacks.html)

+ [NetAF.Logic.Configuration](#)

Properties

Name

Get the name of the paragraph to jump to.

Declaration

+ NetAF.Commands.Scene

```
public string Name { get; }
```

(NetAF.Commands.Scene.html)

Properties

(NetAF.Conversations.html)

Type

- NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Instructions

(NetAF.Conversations.Instruct

ByCallback

Methods

NetAF.Conversations.Instructions.

First

(NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

IEndOfParagraphInstruction

Declaration

Jump

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Last

(NetAF.Conversations.Instructions.

Parameters

Next

(NetAF.Conversations.Instructions.

Name

Description

Previous

Paragraph (NetAF.Conversations.Paragraph.html)

current

The current paragraph.

Repeat

Paragraph (NetAF.Conversations.Paragraph.html)[]

paragraphs

The collection of paragraphs.

ToName

Returns

(NetAF.Conversations.Instructions.

Type

+ NetAF.Extensions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The index of the next paragraph.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

▼

- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
 - ByCallback
 - (NetAF.Conversations.Instructions.
 - First
 - (NetAF.Conversations.Instructions.
 - GoTo
 - (NetAF.Conversations.Instructions.
 - IEndOfParagraphInstruction
 - (NetAF.Conversations.Instructions.
 - Jump
 - (NetAF.Conversations.Instructions.
 - Last
 - (NetAF.Conversations.Instructions.
 - Next
 - (NetAF.Conversations.Instructions.
 - Previous
 - (NetAF.Conversations.Instructions.
 - Repeat
 - (NetAF.Conversations.Instructions.
 - ToName
 - (NetAF.Conversations.Instructions.
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Logic.Callbacks**
[\(NetAF.Logic.Callbacks.html\)](#)
- + **NetAF.Logic.Configuration**

Namespace NetAF.Extensions

Classes

Filter by title

[NetAF.Commands.Global.html](#) (NetAF.Extensions.CommandHelpExtensions.html)

+ [NetAF.Commands.](#)

Persistence

[NetAF.Commands.Persistence.html](#) (NetAF.Extensions.DirectionExtensions.html)

+ [NetAF.Commands.Region](#)

Map

[NetAF.Commands.RegionMap.html](#) (NetAF.Extensions.StringBuilderExtensions.html)

+ [NetAF.Commands.Scene](#)

Scene

[NetAF.Commands.Scene.html](#)

[NetAF.Extensions.StringExtensions.html](#) (NetAF.Extensions.StringExtensions.html)

Includes extension methods for strings.

+ [NetAF.Conversations.](#)

Instructions

(NetAF.Conversations.Instruct

- [NetAF.Extensions](#)

(NetAF.Extensions.html)

CommandHelpExtensions

(NetAF.Extensions.CommandHelpExtens

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Logic.Callbacks](#)

(NetAF.Logic.Callbacks.html)

Class CommandHelpExtensions

Provides extension methods for CommandHelp.

Filter by title

Inheritance

+ **NetAF.Commands.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Persistence

↳ CommandHelpExtensions

(NetAF.Commands.Persistence.html)

Inherited Members

+ **NetAF.Commands.Region**

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)))

Map

(NetAF.Commands.RegionMap.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands.Scene**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(NetAF.Commands.Scene.html)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations**

Namespace: NetAF (NetAF.html).Extensions (<NetAF.Extensions.html>)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct.html)

Syntax

- **NetAF.Extensions**

↳ public static class CommandHelpExtensions

(NetAF.Extensions.html)

CommandHelpExtensions

(NetAF.Extensions.CommandHelp)

DirectionExtensions

(NetAF.Extensions.DirectionExtens)

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx)

FormattedToDisplayShortcut(CommandHelp)

(NetAF.Extensions.StringExtension)

Returns this CommandHelp formatted to display command in the format Command/Shortcut.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic**

↳ public static CommandHelp FormattedToDisplayShortcut(this CommandHelp value)

(NetAF.Logic.html)

NetAF.Logic.Callbacks

Type (<NetAF.Logic.Callbacks.html>)

+ **NetAF.Logic.Configuration**

↳ CommandHelp (<NetAF.Logic.Configuration.html>)

(NetAF.Logic.Configuration.html)

Returns

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

	Name	Description
Type (NetAF.Logic.Callbacks.html)	value	The value.

Type	Description
CommandHelp (NetAF.Commands.CommandHelp.html)	The formatted CommandHelp.

FormattedToDisplayShortcutAndVariable(CommandHelp)

Returns this CommandHelp formatted to display command in the format Command/Shortcut ____.

+ NetAF.Commands.

Declaration

Persistence

(NetAF.Commands.Persistence)

```
public static CommandHelp FormattedToDisplayShortcutAndVariable(this CommandHelp val
```

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

Parameters

+ Type **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

CommandHelp (NetAF.Commands.CommandHelp.html)

Name

Description

value

The value.

+ NetAF.Conversations

Return **(NetAF.Conversations.html)**

+ Type **NetAF.Conversations.**

Description

Instructions

CommandHelp (NetAF.Commands.CommandHelp.html)

The formatted CommandHelp.

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

CommandHelpExtensions

(NetAF.Extensions.CommandHelpExtensi

DirectionExtensions

(NetAF.Extensions.DirectionExtensi

StringBuilderExtensions

(NetAF.Extensions.StringBuilderExt

StringExtensions

(NetAF.Extensions.StringExtension

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.Persistence)
↳ DirectionExtensions

+ NetAF.Commands.Region

Map

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Commands.RegionMap)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Commands.Scene.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
(NetAF.Conversations.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name [Instructions](#) ([NetAF.html](#)).Extensions ([NetAF.Extensions.html](#))

Assembly [NetAF](#)

Syntax

NetAF.Extensions

(NetAF.Extensions.html)

```
public static class DirectionExtensions  
    CommandHelpExtensions
```

(NetAF.Extensions.CommandHelp)

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

Inverse([Direction](#)) [StringExtension](#)

+ NetAF.Interpretation

Get an inverse direction.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html) [Selection](#) Inverse(this [Direction](#) value)

+ NetAF.Logic.Callbacks

Parameters

(NetAF.Logic.Callbacks.html)

Type

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html) [Direction.html](#)

Name	Description
value	The direction.

+ NetAF.Logic.Modes

Returns

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	The inverse direction.

▼

Persistence

(NetAF.Commands.Persistence.html)

- + NetAF.Commands.RegionMap
(NetAF.Commands.RegionMap.html)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.Instructions
(NetAF.Conversations.Instructions.html)
- NetAF.Extensions
(NetAF.Extensions.html)
 - CommandHelpExtensions
(NetAF.Extensions.CommandHelpExtensions.html)
 - DirectionExtensions
(NetAF.Extensions.DirectionExtensions.html)
 - StringBuilderExtensions
(NetAF.Extensions.StringBuilderExtensions.html)
 - StringExtensions
(NetAF.Extensions.StringExtensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Logic.Callbacks
(NetAF.Logic.Callbacks.html)
- + NetAF.Logic.Configuration
(NetAF.Logic.Configuration.html)
- + NetAF.Logic.Modes
(NetAF.Logic.Modes.html)
- + NetAF.Persistence
(NetAF.Persistence.html)

Class StringBuilderExtensions

Provides extension methods for `StringBuilder`.

Filter by title

Inheritance

+ **NetAF.Commands.Persistence**

↳ `Object` (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ `StringBuilderExtensions`

+ **NetAF.Commands.Region**

Inherited Members

+ **NetAF.Commands.RegionMap**

`object.Equals(object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Scene**

`object.Equals(object, object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands.Scene.html**

`object.GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

`object.GetType()` (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations**

`object.MemberwiseClone()` (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ **NetAF.Conversations**

`object.ReferenceEquals(object, object)` (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

`object.ToString()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations.Instruct** ([NetAF.Extensions.html](#))

Assembly: `NetAF.dll`

- **NetAF.Extensions**

Syntax

+ **NetAF.Extensions.html**

```
public static class StringBuilderExtensions  
    (NetAF.Extensions.CommandHelp  
        DirectionExtensions  
        (NetAF.Extensions.DirectionExtens  
            StringBuilderExtensions  
            (NetAF.Extensions.StringBuilderEx  
                StringExtensions  
                (NetAF.Extensions.StringExtension
```

Methods

+ **EnsureFinishedSentence(StringBuilder)**

+ **NetAF.Interpretation**

`EnsureFinishedSentence(string sentence, ending in either ?, ! or .`

+ **NetAF.Logic**

+ **NetAF.Logic.html**

```
public static void EnsureFinishedSentence(this StringBuilder value)
```

+ **NetAF.Logic.Callbacks**

+ **NetAF.Logic.Callbacks.html**

Parameters

+ **NetAF.Logic.Configuration**

Type
+ **NetAF.Logic.Configuration.html**

`StringBuilder` (<https://learn.microsoft.com/dotnet/api/system.text.stringbuilder>)

+ **NetAF.Logic.Modes**

+ **NetAF.Logic.Modes.html**

+ **NetAF.Persistence**

+ **NetAF.Persistence.html**

	Name	Description
	<code>value</code>	The string to finish.

▼

PERSISTENCE

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

- **NetAF.Extensions**

(NetAF.Extensions.html)

CommandHelpExtensions

(NetAF.Extensions.CommandHelpExtens

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.Region](#)

↳ StringExtensions

Map

Inherited Members

([NetAF.Commands.RegionMap](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Commands.Scene](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF.Conversations](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ [NetAF.Conversations](#)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Extensions ([NetAF.Extensions.html](#))

- [NetAF.Extensions](#)

Assembly: NetAF.dll

([NetAF.Extensions.html](#))

Syntax

```
CommandHelpExtensions  
(NetAF.Extensions.CommandHelp)  
public static class StringExtensions  
    DirectionExtensions  
        (NetAF.Extensions.DirectionExtens  
        StringBuilderExtensions  
        (NetAF.Extensions.StringBuilderEx  
        StringExtensions  
        (NetAF.Extensions.StringExtension
```

Methods

+ [NetAF.Interpretation](#)

AddSentence(string, string)
([NetAF.Interpretation.html](#))

Add a sentence to this string.

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Logic.Callbacks](#)

```
public static string AddSentence(this string value, string other)  
(NetAF.Logic.Callbacks.html)
```

+ [NetAF.Logic.Configuration](#)

([NetAF.Logic.Configuration.html](#))
Type

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
string (https://learn.microsoft.com/dotnet/api/system.string)	other	The other value.

+ [NetAF.Logic.Modes](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)
([NetAF.Logic.Modes.html](#))

string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
------------------------------------------------------------------------------------------------------------------------------------	-------	------------

string (<https://learn.microsoft.com/dotnet/api/system.string>)

string (https://learn.microsoft.com/dotnet/api/system.string)	other	The other value.
------------------------------------------------------------------------------------------------------------------------------------	-------	------------------

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The concatenated string.

CASEINSENSITIVECONTAINS(string, string)

Returns a value indicating whether the specified substring occurs within this string. This is not case sensitive.

NetAF.Commands.Region

Map

([NetAF.Commands.RegionMap](#))

+ NetAF.Commands.Scene

Parameters

([NetAF.Commands.Scene.html](#))

Type	Name	Description
+ NetAF.Conversations		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

+ NetAF.Conversations

Instructions

Returns

([NetAF.Conversations.Instruct](#))

Type	Description
- NetAF.Extensions	

bool ([NetAF.Extensions.html](#))

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

DirectionExtensions

([NetAF.Extensions.DirectionExtens](#))

ENSUREFINISHEDSENTENCE(string)

([NetAF.Extensions.StringBuilderEx](#))

Ensures this string is a finished sentence, ending in either ?, ! or .

([StringExtensions](#))

([NetAF.Extensions.StringExtension](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

Parameters

([NetAF.Logic.html](#))

Type	Name	Description
+ NetAF.Logic.Callbacks		

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The string to finish.

+ NetAF.Logic.Configuration

Returns ([NetAF.Logic.Configuration.html](#))

Type

+ NetAF.Logic.Modes

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Logic.Modes.html](#))

Description

The finished string.

+ NetAF.Persistence

EQUALSEXAMINABLE(string, IExaminable)

Determine if this string equals an IExaminable.

Declaration

```
public static bool EqualsExaminable(this string value, IExaminable examinable)
```



Parameters

Type	Name	Description
+ NetAF.Commands.RegionMap string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
IExaminable (NetAF Assets/IExaminable.html)	examinable	The examinable.

+ **NetAF.Commands.Scene**

Returns

Type	Description
+ NetAF.Conversations bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.

+ **NetAF.Conversations.**

Instructions

EqualIdentifier(string, Identifier)

([NetAF.Conversations.Instruct](#))

Determine if this string equals an identifier.

- **NetAF.Extensions**

Declaration

([NetAF.Extensions.html](#))

```
CommandHelpExtensions  
public static bool EqualsIdentifier(this string value, Identifier identifier)  
(NetAF.Extensions.CommandHelp)
```

DirectionExtensions

Parameters

([NetAF.Extensions.DirectionExtens](#))

Type	Name	Description
StringBuilderExtensions (NetAF.Extensions.StringBuilderEx)		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

+ **NetAF.Interpretation**

Returns

([NetAF.Interpretation.html](#))

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

GetObjectifier(string)

+ **NetAF.Logic.Configuration**

GetNetAFConfigForConfig

([NetAF.Logic.Configuration.html](#))

Declaration

NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#))

```
public static string GetObjectifier(this string word)
```

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word.

Returns

Type (NetAF.Commands.Persistence)	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The objectifier.

+ NetAF.Commands.Region

Map

[\(NetAF.Commands.RegionMap\)](#) [InsensitiveEquals\(string, string\)](#)

+ NetAF.Commands.Scene

Compare this string to another, with no case sensitivity.

[\(NetAF.Commands.Scene.html\)](#)

Declaration

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

```
public static bool InsensitiveEquals(this string value, string other)
```

+ NetAF.Conversations.

Instructions

Parameters

Type	Name	Description
- NetAF.Extensions string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
- (NetAF.Extensions.html) string (https://learn.microsoft.com/dotnet/api/system.string) CommandHelpExtensions	other	The other value.

[\(NetAF.Extensions.CommandHelp\)](#)

Returns

[DirectionExtensions](#)

Type	Description
(NetAF.Extensions.DirectionExtensions) StringBuilderExtensions bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Extensions.StringBuilderExtensions)	The number of lines in the string.

[StringExtensions](#)

[\(NetAF.Extensions.StringExtension\)](#)

IsPlural(string)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Get if a word is plural.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

[public static bool IsPlural\(this string word\)](#)

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Parameters

+ NetAF.Logic.Configuration

Type	Name	Description
(NetAF.Logic.Configuration.html) string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word to check.

[\(NetAF.Logic.Modes.html\)](#)

Returns

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the word is plural.

IIsVowel(string)

Get a character is a vowel.

NetAF.Commands.Region

Map

([NetAF.Commands.RegionMap](#))

+ NetAF.Commands.Scene

Parameters
([NetAF.Commands.Scene.html](#))

Type	Name	Description
+ NetAF.Conversations		

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The value to check.

+ NetAF.Conversations.

Returns

Instructions

Type	Description
+ NetAF.Conversations.Instruct	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if the character is a vowel.

- NetAF.Extensions

([NetAF.Extensions.html](#))

CommandHelpExtensions

LineCount(string)

([NetAF.Extensions.CommandHelp](#))

DirectionExtensions

Determine the number of lines in this string.

([NetAF.Extensions.DirectionExtens](#))

Declaration

StringBuilderExtensions

([NetAF.Extensions.StringBuilderEx](#))

StringExtensions int LineCount(this string value)

([NetAF.Extensions.StringExtension](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Type	Name	Description
+ NetAF.Logic		

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The value.

Returns

+ NetAF.Logic.Callbacks

Type ([NetAF.Logic.Callbacks.html](#))

Type	Description
+ NetAF.Logic.Configuration	

([NetAF.Logic.Configuration.html](#))

+ NetAF.Logic.Modes

RemoveSentenceEnd(string)

([NetAF.Logic.Modes.html](#))

Ensure this string is not a finished sentence, ending in either ?, ! or .

+ NetAF.Persistence

Declaration

([NetAF.Persistence.html](#))

```
public static string RemoveSentenceEnd(this string value)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Persistence)	value	The string to ensure isn't finished finish.

[+ NetAF.Commands.Region](#)

Type	Description
(NetAF.Commands.RegionMap) string (https://learn.microsoft.com/dotnet/api/system.string)	The unfinished string.

[+ NetAF.Commands.Scene](#)

[\(NetAF.Commands.Scene.html\)](#)

[+ ToDescription\(string\)](#)

[\(NetAF.Conversations.html\)](#)

Returns this string as a Description.

[+ NetAF.Conversations.](#)

Declaration

[Instructions](#)

[\(NetAF.Conversations.Instruct\)](#)

```
public static Description ToDescription(this string value)
```

[- NetAF.Extensions](#)

[Parameters](#)

[\(NetAF.Extensions.html\)](#)

Type	Name	Description
CommandHelpExtensions (NetAF.Extensions.CommandHelp) string (https://learn.microsoft.com/dotnet/api/system.string) DirectionExtensions	value	The value.

[Returns](#)

[StringBuilderExtensions](#)

[Type](#)

[\(NetAF.Extensions.StringBuilderExtensions\)](#)

Type	Description
StringExtensions (NetAF.Extensions.StringExtensions)	This string as a description.

[+ NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

[Toldentifier\(string\)](#)

[+ NetAF.Logic](#)

Returns this string as an Identifier.

[\(NetAF.Logic.html\)](#)

Declaration

[+ NetAF.Logic.Callbacks](#)

[\(NetAF.Logic.Callbacks.html\)](#)

```
public static Identifier ToIdentifier(this string value)
```

[+ NetAF.Logic.Configuration](#)

[\(NetAF.Logic.Configuration.html\)](#)

Parameters

[+ NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[+ NetAF.Persistence](#)

Returns

[\(NetAF.Persistence.html\)](#)

Type	Name	Description
String (NetAF.Persistence)	value	The value.

Type	Name	Description
String (NetAF.Persistence)	value	The value.

Type	Description
Identifier (NetAF.Assets.Identifier.html)	This string as an identifier.

ToSentenceCase(string)

Converts a string to sentence case.

Declaration

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

Parameters

(NetAF.Commands.Scene.html)

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Returns

Instructions

Type

(NetAF.Conversations.Instruct)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- NetAF.Extensions

(NetAF.Extensions.html)

ToSpeech(string)

CommandHelpExtensions

(NetAF.Extensions.CommandHelp)

DirectionExtensions

Convert a string to speech.

(NetAF.Extensions.DirectionExtens)

Declaration

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx)

StringExtension<string> ToSpeech(this string value)

(NetAF.Extensions.StringExtension)

Partial API

NetAF.Interpretation

(NetAF.Interpretation.html)

Type

String (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Logic.html)

Returns

+ NetAF.Logic.Callbacks

Type (NetAF.Logic.Callbacks.html)

String (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Namespace NetAF.Interpretation

Classes

Filter by title

ConversationCommandInterpreter

(NetAF.Interpretation.ConversationCommandInterpreter.html)

Provides an object that can be used for interpreting conversation commands.

+ NetAF.Commands.Region

CustomCommandInterpreter

(NetAF.Interpretation.Regions.CustomCommandInterpreter.html)

Provides an object that can be used for interpreting custom commands.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

FrameCommandInterpreter (NetAF.Interpretation.FrameCommandInterpreter.html)

+ NetAF.Conversations

Provides an object that can be used for interpreting frame commands.

+ NetAF.Conversations.

GlobalCommandInterpreter (NetAF.Interpretation.GlobalCommandInterpreter.html)

Instructions

Provides an object that can be used for interpreting global commands.

+ NetAF.Extensions

InputInterpreter (NetAF.Interpretation.InputInterpreter.html)

Provides an object that can be used for interpreting game input.

- NetAF.Interpretation

(NetAF.Interpretation.html)

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

ConversationCommand

Represents the result of an interpretation.

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

Interpreters (NetAF.Interpretation.Interpreters.html)

Provides a collection of interpreters.

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapCommandInterpreter.html)

Interpreters

Provides an interpreter for interpreting region map commands.

InputInterpreter

(NetAF.Interpretation.InputInterpreter

SceneCommandInterpreter (NetAF.Interpretation.SceneCommandInterpreter.html)

Provides an object that can be used for interpreting scene commands.

Interpreters

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

Interfaces

IInterpreter (NetAF.Interpretation.IInterpreter.html)

Represents any object that can act as an interpreter for input.



+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.h

InputInterpreter

(NetAF.Interpretation.InputInterpre

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

Class ConversationCommandInterpreter

Provides an object that can be used for interpreting conversation commands.

Filter by title

Inheritance

Persistence

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ ConversationCommandInterpreter

+ NetAF.Commands.Region

Implements

Map

IInterpreter (NetAF.Interpretation.IInterpreter.html)

(NetAF.Commands.RegionMap)

Inherited Members

+ NetAF.Commands.Scene

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\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype\)](https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.Equals(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)

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

+ NetAF.Extensions

Assembly: NetAF.dll

(NetAF.Extensions.html)

Syntax

- NetAF.Interpretation

(NetAF.Interpretation.html) ConversationCommandInterpreter : IInterpreter

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

FrameCommandInterpreter

(NetAF.Interpretation.FrameCom

GlobalCommandInterpreter

Properties

DefaultSupportedCommands

Get an array of supported commands.

Interpreter

Declaration: <https://learn.microsoft.com/dotnet/api/system.object.get>

<https://learn.microsoft.com/dotnet/api/system.object.get>

InputInterpreter

public static ICommandInterpreter DefaultSupportedCommands { get; }

InterpretationResult

(NetAF.Interpretation.Interpretation

PropertyValue

Interpreters

Type: <https://learn.microsoft.com/dotnet/api/system.object.get>

Description

RegionMapCommandInterpreter

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

Persistence

Property Value

(NetAF.Commands.Persistence)

Type

+ NetAF.Commands.Region

CommandHelp (NetAF.Commands.CommandHelp.html)[]

Description

Map
(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

NetAF.Commands.Scene.html

+ NetAF.Conversations

(NetAF.Conversations.html)

GetContextualCommandHelp(Game)

+ NetAF Conversations

Get contextual command help for a game, based on its current state.

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ NetAF Extensions

public CommandHelp[] GetContextualCommandHelp(Game game)

(NetAF.Extensions.html)

Part of NetAF Interpretation

(NetAF.Interpretation.html)

Type

ConversationCommand
Game (NetAF.Logic.Game.html)

Name

Description

Interpreter

The game.

(NetAF.Interpretation.Conversation)

Returns

CustomCommandInterpreter

Type

NetAF.Interpretation.CustomCom

Description

FrameCommandInterpreter

CommandHelp (NetAF.Commands.CommandHelp.html)[]

The contextual help.

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

Interpret(string, Game)

(NetAF.Interpretation.IInterpreter.ht

Interpreter string

(NetAF.Interpretation.InputInterpret

Declaration

InterpretationResult

(NetAF.Interpretation.Interpretation

public InterpretationResult Interpret(string input, Game game)

Interpreters

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

Type	Description
Persistence (NetAF.Commands.Persistence)	The result of the interpretation.

+ NetAF.Commands.Region

Map

Implements

[\(NetAF.Commands.RegionMap\)](#)

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

ConversationCommand

Interpreter

[\(NetAF.Interpretation.Conversation](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomComr](#)

FrameCommandInterpreter

[\(NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

[\(NetAF.Interpretation.GlobalComm](#)

IInterpreter

[\(NetAF.Interpretation.IInterpreter.ht](#)

InputInterpreter

[\(NetAF.Interpretation.InputInterpre](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

Interpreters

[\(NetAF.Interpretation.Interpreters.h](#)

RegionMapCommandInterpreter

[\(NetAF.Interpretation.RegionMapC](#)

SceneCommandInterpreter

[\(NetAF.Interpretation.SceneComm](#)

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ **NetAF.Commands.Region** (Object) (https://learn.microsoft.com/dotnet/api/system.object)

 └ **Map** CustomCommandInterpreter

Implements **(NetAF.Commands.RegionMap)**

+ **NetAF.Commands.Scene** (Interpreter.IInterpreter.html)

Implements **(NetAF.Commands.Scene.html)**

+ **NetAF.Conversations** (Object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

 └ **(NetAF.Conversations.html)**

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))

+ **NetAF.Conversations** (InstructionsCode.html)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

+ **NetAF.Extensions** (Object.ToString.html)

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

NetAF.Interpretation

(NetAF.Interpretation.html)

ConversationCommand
public sealed class CustomCommandInterpreter : IInterpreter

 └ **Interpreter** (NetAF.Interpretation.Conversation)

 └ **CustomCommandInterpreter** (NetAF.Interpretation.CustomComr)

 └ **FrameCommandInterpreter** (NetAF.Interpretation.FrameComm)

 └ **GlobalCommandInterpreter** (NetAF.Interpretation.GlobalComm)

Properties (Interpreter.Interpreter.html)

SupportedCommands (NetAF.Interpretation.Interpreter.html)

 └ **InputInterpreter** (NetAF.Interpretation.InputInterpret)

 └ Declaration (NetAF.Interpretation.InputInterpret)

 └ InterpretationResult (NetAF.Interpretation.Interpretation)

 └ **public ICommand[] SupportedCommands { get; }**

 └ Interpreters (NetAF.Interpretation.Interpreters.h)

 └ PropertyValue (NetAF.Interpretation.Interpreters.h)

 └ RegionMapCommandInterpreter (NetAF.Interpretation.RegionMapC)

Type (NetAF.Interpretation.RegionMapC)

 └ SceneCommandInterpreter (NetAF.Interpretation.SceneComma)

 └ CommandHelp (NetAF.Commands.CommandHelp.html) [] (NetAF.Interpretation.SceneComma)

Description

+ **NetAF.Logic**

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

+ NetAF.Commands.Region

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

Map

(NetAF.Commands.RegionMap)

Parameters

+ NetAF.Commands.Scene

Type
(NetAF.Commands.Scene.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

Instructions

CommandHelp (NetAF.Commands.CommandHelp.html)[]
(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

Interpret a string.

(NetAF.Interpretation.html)

Declaration

ConversationCommand

Interpreter

```
public InterpretationResult Interpret(string input, Game game)
```

(NetAF.Interpretation.Conversation)

CustomCommandInterpreter

Parameters

(NetAF.Interpretation.CustomCommand)

Type
(NetAF.Interpretation.FrameCommand)

FrameCommandInterpreter

GlobalCommandInterpreter

GlobalCommandInterpreter

Game (NetAF.Logic.Game.html)

Interpreter

(NetAF.Interpretation.IInterpreter.html)

Returns

InputInterpreter

Type
(NetAF.Interpretation.InputInterpreter)

InterpretationResult

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

(NetAF.Interpretation.IInterpretation)

Interpreters

(NetAF.Interpretation.Interpreters.html)

RegionCommandInterpreter

(NetAF.Interpretation.RegionMapCommand)

IInterpreter (NetAF.Interpretation.IInterpreter.html)

SceneCommandInterpreter

(NetAF.Interpretation.SceneCommand)

+ NetAF.Logic

▼

- + **NetAF.Commands.RegionMap**
[\(NetAF.Commands.RegionMap\)](#)
- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
 - ConversationCommand
 - Interpreter
 - [\(NetAF.Interpretation.Conversation\)](#)
 - CustomCommandInterpreter
 - [\(NetAF.Interpretation.CustomComr\)](#)
 - FrameCommandInterpreter
 - [\(NetAF.Interpretation.FrameComm\)](#)
 - GlobalCommandInterpreter
 - [\(NetAF.Interpretation.GlobalComm\)](#)
 - IInterpreter
 - [\(NetAF.Interpretation.IInterpreter.ht\)](#)
 - InputInterpreter
 - [\(NetAF.Interpretation.InputInterpret](#)
 - InterpretationResult
 - [\(NetAF.Interpretation.Interpretation\)](#)
 - Interpreters
 - [\(NetAF.Interpretation.Interpreters.h\)](#)
 - RegionMapCommandInterpreter
 - [\(NetAF.Interpretation.RegionMapC\)](#)
 - SceneCommandInterpreter
 - [\(NetAF.Interpretation.SceneComm\)](#)
- + **NetAF.Logic**

Class FrameCommandInterpreter

Provides an object that can be used for interpreting frame commands.

Filter by title

Inheritance

+ NetAF.Commands.Region

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

(NetAF.Commands.RegionMap)

Implements

+ NetAF.Commands.Scene

IIInterpreter ([NetAF Interpretation.IIInterpreter.html](#))

(NetAF.Commands.Scene.html)

Inherited Members

+ NetAF.Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Extensions

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

- NetAF.Interpretation

Assembly: NetAF.dll

(NetAF.Interpretation.html)

Syntax

```
ConversationCommand  
Interpreter
```

```
public sealed class FrameCommandInterpreter : IInterpreter
```

```
(NetAF.Interpretation.Conversation)
```

```
CustomCommandInterpreter
```

```
(NetAF.Interpretation.CustomComr)
```

```
FrameCommandInterpreter
```

```
(NetAF.Interpretation.FrameComm)
```

```
GlobalCommandInterpreter
```

```
(NetAF.Interpretation.GlobalComm)
```

```
Interpreter
```

Properties

DefaultSupportedCommands

```
(NetAF.Interpretation.IIInterpreter.ht
```

Get an array of supported commands.

```
(NetAF.Interpretation.InputInterpret
```

Declaration

```
InterpretationResult
```

```
(NetAF.Interpretation.Interpretation
```

```
Interpreters
```

```
public static CommandHelp[] DefaultSupportedCommands { get; }
```

```
(NetAF.Interpretation.Interpreters.h
```

```
RegionMapCommandInterpreter
```

Property Value

```
(NetAF.Interpretation.RegionMapC
```

Type SceneCommandInterpreter

```
(NetAF.Interpretation.SceneComm
```

```
CommandHelp (NetAF.Commands.CommandHelp.html)[]
```

+ NetAF.Logic

(NetAF.Logic.html)

Description

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

+ NetAF.Commands.Region

Property Value

Type [NetAF.Commands.RegionMap](#)

Description

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Methods

+ NetAF.Conversations.

Instructions

GetContextualCommandHelp(Game)

([NetAF.Conversations.Instruct](#))

Get contextual command help for a game, based on its current state.

+ NetAF.Extensions

Declaration

([NetAF.Extensions.html](#))

- NetAF.Interpretation

public CommandHelp[] GetContextualCommandHelp(Game game)

([NetAF.Interpretation.html](#))

ConversationCommand

Parameters

Interpreter

Type [NetAF.Interpretation.Conversation](#)

Name

Description

CustomCommandInterpreter

Game ([NetAF.Logic.Game.html](#))

([NetAF.Interpretation.CustomComr](#))

game

The game.

FrameCommandInterpreter

Returns

([NetAF.Interpretation.FrameComm](#))

Type [GlobalCommandInterpreter](#)

Description

([NetAF.Interpretation.GlobalComm](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))[]

The contextual help.

([NetAF.Interpretation.IInterpreter.h](#))

InputInterpreter

([NetAF.Interpretation.InputInterpreter](#))

InterpretationResult

Interpreters

Declaration

([NetAF.Interpretation.Interpreters.h](#))

RegionMapCommandInterpreter

public InterpretationResult Interpret(string input, Game game)

([NetAF.Interpretation.RegionMapC](#))

SceneCommandInterpreter

([NetAF.Interpretation.SceneComm](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

+ Type NetAF.Commands.Region	Description
Map InterpretationResult (NetAF.Interpretation.InterpretationResult.html) (NetAF.Commands.RegionMap)	The result of the interpretation.
+ NetAF.Commands.Scene Implements (NetAF.Commands.Scene.html)	
Interpreter (NetAF.Interpretation.IInterpreter.html)	
+ NetAF.Conversations (NetAF.Conversations.html)	
+ NetAF.Conversations. Instructions (NetAF.Conversations.Instruct	
+ NetAF.Extensions (NetAF.Extensions.html)	
- NetAF.Interpretation (NetAF.Interpretation.html)	
ConversationCommand Interpreter (NetAF.Interpretation.Conversation CustomCommandInterpreter (NetAF.Interpretation.CustomCom FrameCommandInterpreter (NetAF.Interpretation.FrameComm GlobalCommandInterpreter (NetAF.Interpretation.GlobalComm IInterpreter (NetAF.Interpretation.IInterpreter.ht InputInterpreter (NetAF.Interpretation.InputInterpret InterpretationResult (NetAF.Interpretation.Interpretation Interpreters (NetAF.Interpretation.Interpreters.h RegionMapCommandInterpreter (NetAF.Interpretation.RegionMapC SceneCommandInterpreter (NetAF.Interpretation.SceneComm	
+ NetAF.Logic (NetAF.Logic.html)	

Class GlobalCommandInterpreter

Provides an object that can be used for interpreting global commands.

Filter by title

Inheritance Map

↳ **NetAF.Commands.RegionMap** (https://learn.microsoft.com/dotnet/api/system.object)
↳ GlobalCommandInterpreter
+ **NetAF.Commands.Scene**
Implements
 (NetAF.Commands.Scene.html)
IInterpreter (NetAF.Interpretation.IInterpreter.html)
+ **NetAF.Conversations**
Inherited Members
 (NetAF.Conversations.html)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
+ **NetAF.Conversations.**
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))
↳ **NetAF.Conversations.MStruct**
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)
- **NetAF.Interpretation**
Namespace: NetAF (NetAF.html) Interpretation (NetAF.Interpretation.html)
 (NetAF.Interpretation.html)
Assembly: NetAF.dll
 ConversationCommand
Syntax
 Interpreter
 (NetAF.Interpretation.Conversation
 public sealed class GlobalCommandInterpreter : IInterpreter
 CustomCommandInterpreter
 (NetAF.Interpretation.CustomComr
 FrameCommandInterpreter
 (NetAF.Interpretation.FrameComm
 GlobalCommandInterpreter
 (NetAF.Interpretation.GlobalComm
 IInterpreter
 (NetAF.Interpretation.IInterpreter ht
 InputInterpreter
Get an array of supported commands.
 InterpretationResult
Declaration
 (NetAF.Interpretation.Interpretation
 Interpreters
 public static CommandHelp[] DefaultSupportedCommands { get; }
 (NetAF.Interpretation.Interpreters.h
 RegionMapCommandInterpreter
 (NetAF.Interpretation.RegionMapC
Property Value
 SceneCommandInterpreter

Type	Description
NetAF.Interpretation.SceneComm	

+ **NetAF.Logic** (NetAF.Commands.CommandHelp.html)[]

(NetAF.Logic.html)

↳ **NetAF.Logic Callbacks**

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

Map

Property Value

(NetAF.Commands.RegionMap)

Type

+ NetAF.Commands.Scene

CommandHelp (NetAF.Commands.CommandHelp.html)[]

Description

+ NetAF.Conversations

(NetAF.Conversations.html)

Methods

NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

GetContextualCommandHelp(Game)

+ NetAF.Extensions

Get contextual command help for a game, based on its current state.

(NetAF.Extensions.html)

Declaration

- NetAF.Interpretation

(NetAF.Interpretation.html)

```
public CommandHelp GetContextualCommandHelp(Game game)
```

ConversationCommand

Interpreter

Parameters

(NetAF.Interpretation.Conversation)

Type

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

Game (NetAF.Logic.Game.html)

FrameCommandInterpreter

Name

Description

game

The game.

Returns

GlobalCommandInterpreter

Type

NetAF.Interpretation.GlobalComm

Interpreter

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Interpretation.IInterpreter.h

InputInterpreter

(NetAF.Interpretation.InputInterpret

Interpret(string, Game)

(NetAF.Interpretation.Interpretation

Interpreting.

(NetAF.Interpretation.Interpreters.h

Declaration

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

```
public InterpretationResult Interpret(string input, Game game)
```

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

Parameters

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic Callbacks

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

Type	Description
Map (NetAF.Commands.RegionMap.html)	The result of the interpretation.

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Implements

+ NetAF.Conversations

[IIInterpreter \(NetAF.Interpretation.IIInterpreter.html\)](#)
[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

ConversationCommand

Interpreter

[\(NetAF.Interpretation.Conversation.html\)](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCommandInterpreter.html\)](#)

FrameCommandInterpreter

[\(NetAF.Interpretation.FrameCommandInterpreter.html\)](#)

GlobalCommandInterpreter

[\(NetAF.Interpretation.GlobalCommandInterpreter.html\)](#)

IInterpreter

[\(NetAF.Interpretation.IInterpreter.html\)](#)

InputInterpreter

[\(NetAF.Interpretation.InputInterpreter.html\)](#)

InterpretationResult

[\(NetAF.Interpretation.InterpretationResult.html\)](#)

Interpreters

[\(NetAF.Interpretation.Interpreters.html\)](#)

RegionMapCommandInterpreter

[\(NetAF.Interpretation.RegionMapCommandInterpreter.html\)](#)

SceneCommandInterpreter

[\(NetAF.Interpretation.SceneCommandInterpreter.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic Callbacks

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)
(NetAF.Commands.RegionMap)

Assembly: NetAF.dll

t [NetAF.Commands.Scene](#)

Syntax

[\(NetAF.Commands.Scene.html\)](#)

public interface IInterpreter

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

Instructions

[\(NetAF.Conversations.Instruct\)](#)

Properties

[\(NetAF.Conversations.Instruct\)](#)

+ [NetAF.Extensions](#)

[SupportedCommands](#)

[\(NetAF.Extensions.html\)](#)

Get an array of all supported commands.

- [NetAF.Interpretation](#)

Declaration

[\(NetAF.Interpretation.html\)](#)

ConversationCommand

CommandHelp[] SupportedCommands { get; }

Interpreter

[\(NetAF.Interpretation.Conversation\)](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCom\)](#)

Type FrameCommandInterpreter

Description

[\(NetAF.Interpretation.FrameCom\)](#)

CommandHelp ([NetAF.Commands.CommandHelp.html](#))[]

GlobalCommandInterpreter

[\(NetAF.Interpretation.GlobalCom\)](#)

IInterpreter

[\(NetAF.Interpretation.IInterpreter.ht\)](#)

InputInterpreter

[\(NetAF.Interpretation.InputInterpre](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

Methods

[GetContextualCommandHelp\(Game\)](#)

[\(NetAF.Interpretation.Interpreters.h](#)

Get contextual command help for a game, based on its current state.

[\(NetAF.Interpretation.Interpreters.h](#)

Declaration RegionMapCommandInterpreter

[\(NetAF.Interpretation.RegionMapC](#)

SceneObjectCommandInterpreter GetContextualCommandHelp(Game game)

[\(NetAF.Interpretation.SceneCom](#)

Part AF Logic

Type [\(NetAF.Logic.html\)](#)

Name

Description

+ [NetAF.Logic.Callbacks](#)

Game ([NetAF.Logic.Game.html](#))

game

The game.

Returns

Type	Description
CommandHelp (NetAF.Commands.CommandHelp.html)[]	The contextual help.



Interpret(string, Game)
(NetAF.Commands.RegionMap)
Interpret a string.
+ **NetAF.Commands.Scene**
Declaration
(NetAF.Commands.Scene.html)

+ **NetAF.Conversations** Interpret(string input, Game game)
(NetAF.Conversations.html)

Parameters

Instructions	Name	Description
(NetAF.Conversations.Instruct string (https://learn.microsoft.com/dotnet/api/system.string))	input	The string to interpret.
+ NetAF.Extensions Game (NetAF.Logic.Game.html) (NetAF.Extensions.html)	game	The game.

Returns

NetAF.Interpretation

Type	Description
ConversationCommand InterpretationResult (NetAF.Interpretation.InterpretationResult.html) Interpreter	The result of the interpretation.

(NetAF.Interpretation.Conversation
CustomCommandInterpreter
(NetAF.Interpretation.CustomComr
FrameCommandInterpreter
(NetAF.Interpretation.FrameComm
GlobalCommandInterpreter
(NetAF.Interpretation.GlobalComm
IInterpreter
(NetAF.Interpretation.IInterpreter.ht
InputInterpreter
(NetAF.Interpretation.InputInterpret
InterpretationResult
(NetAF.Interpretation.Interpretation
Interpreters
(NetAF.Interpretation.Interpreters.h
RegionMapCommandInterpreter
(NetAF.Interpretation.RegionMapC
SceneCommandInterpreter
(NetAF.Interpretation.SceneComm

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

NetAF.Logic.Callbacks.html

Class InputInterpreter

Provides an object that can be used for interpreting game input.

Filter by title

Inheritance

+ **NetAF Commands Scene**
↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) ([object.Equals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object>equals#system-object-equals(system-object-object)))
[\(NetAF.Commands.Scene.html\)](#)
↳ [InputInterpreter](#)

+ **NetAF Conversations**

↳ [\(NetAF.Conversations.html\)](#)
↳ [InputInterpreter.html](#)

Inherited Members

+ **NetAF Conversations.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
[\(NetAF.Conversations.Instruct](#)

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)))

+ **NetAF Extensions.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

- **NetAF 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>)

ConversationCommand
Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

Interpreter
Assembly: NetAF.dll

(NetAF.Interpretation.Conversation

Syntax
CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

public sealed class InputInterpreter : IInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InputInterpreter(params IInterpreter[])

(NetAF.Interpretation.InputInterpret

Provides an [interpretation result](#) can be used for interpreting game input.

(NetAF.Interpretation.Interpretation

Declaration

Interpreters

(NetAF.Interpretation.Interpreters.h

public InputInterpreter(params IInterpreter[] interpreters)

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

Type

+ **NetAF.Logic**

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))[]

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

Type	Name	Description
IInterpreter (NetAF.Interpretation.IInterpreter.html)[]	interpreters	The interpreters.

Properties

SupportedCommands

Get an array of all supported commands.

Declaration

+ **NetAF.Commands.Scene**

```
public CommandHelp[] SupportedCommands { get; }
```

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

Property value

([NetAF.Conversations.html](#))

Type

Description

+ **NetAF.Conversations.**

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Instructions

([NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

Methods

([NetAF.Extensions.html](#))

- **NetAF.Interpretation**

GetContextualCommandHelp(Game)

ConversationCommand

Get contextual command help for a game, based on its current state.

Interpreter

Declaration

([NetAF.Interpretation.Conversation](#)

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter](#))

FrameCommandInterpreter

([NetAF.Interpretation.FrameComm](#)

Parameters

GlobalCommandInterpreter

Type

([NetAF.Interpretation.GlobalComm](#)

IInterpreter

Game ([NetAF.Logic.Game.html](#))

([NetAF.Interpretation.IInterpreter.html](#))

InputInterpreter

Returns

([NetAF.Interpretation.InputInterpret](#)

Type

([NetAF.Interpretation.Interpretation](#)

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Interpreters

([NetAF.Interpretation.Interpreters.html](#))

RegionMapCommandInterpreter

([NetAF.Interpretation.RegionMapC](#)

SceneCommandInterpreter

Interpreter

([NetAF.Interpretation.SceneComm](#)

NetAF.Logic

([NetAF.Logic.html](#))

```
public InterpretationResult Interpret(string input, Game game)
```

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

▼

Returns

+ NetAF.Commands.Scene	Description
(NetAF.Commands.Scene.html) InterpretationResult (NetAF.Interpretation.InterpretationResult.html)	The result of the interpretation.

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Implements

+ NetAF.Conversations.

IInterpreter (NetAF.Interpretation.IInterpreter.html)

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InputInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

+ **NetAF.Commands.Scene**

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ InterpretationResult

+ **NetAF.Conversations**

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Extensions**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Extensions.html](#))

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Interpretation.html](#))

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

ConversationCommand

Assembly: NetAF.dll

Syntax

```
NetAF.Interpretation.Conversation  
    CustomCommandInterpreter
```

```
public class InterpretationResult  
    FrameCommandInterpreter
```

```
    (NetAF.Interpretation.FrameComm  
    GlobalCommandInterpreter
```

Constructors

```
(NetAF.Interpretation.GlobalComm
```

```
    IInterpreter
```

```
    (NetAF.Interpretation.IInterpreter.h
```

InterpretationResult(bool, ICommand)

```
    InputInterpreter
```

Represents the result of an interpretation.
InterpretationResult

Declaration

```
NetAF.Interpretation.Interpretation
```

```
    Interpreters
```

```
    public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)
```

```
        RegionMapCommandInterpreter
```

```
        (NetAF.Interpretation.RegionMapC
```

Parameters

```
SceneCommandInterpreter
```

Type	Name	Description
NetAF.Interpretation.SceneCommandInterpreter	wasInterpretedSuccessfully	If interpretation was successful.
NetAF.Logic	command	The command.

+ **NetAF.Logic.Configuration**

Properties

Command

Get the command.

Declaration

+ **NetAF.Commands.Scene**

([NetAFCommands.Scene.html](#))

```
public ICommand Command { get; }
```

+ NetAF.Conversations

Property Value

+ **NetAF.Conversations.**

Instructions

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Conversations.Instruct.html](#))

Description

+ NetAF.Extensions

F ([NetAF.Extensions.html](#))

Get the interpretation.

([NetAF.Interpretation.html](#))

Declaration

ConversationCommand

Interpreter

```
public static InterpretationResult Fail { get; }
```

([NetAF.Interpretation.Conversation.html](#))

CustomCommandInterpreter

Property Value

([NetAF.Interpretation.CustomCom.html](#))

Type FrameCommandInterpreter

([NetAF.Interpretation.FrameComm.html](#))

InterpretationResult ([NetAF.Interpretation.InterpretationResult.html](#))

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalCom.html](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InputInterpreter

Get if the interpretation was successful.

InterpretationResult

Declaration

([NetAF.Interpretation.Interpretation.html](#))

Interpreters

```
public bool WasInterpretedSuccessfully { get; }
```

RegionMapCommandInterpreter

([NetAF.Interpretation.RegionMapCom.html](#))

SceneCommandInterpreter

Type SceneCommandInterpreter

([NetAF.Interpretation.SceneCom.html](#))

Description

+ **WasInterpretedSuccessfully**

InputInterpreter

([NetAF.Interpretation.InputInterpret.html](#))

InterpretationResult

Declaration

([NetAF.Interpretation.Interpretation.html](#))

Interpreters

```
public bool WasInterpretedSuccessfully { get; }
```

RegionMapCommandInterpreter

([NetAF.Interpretation.RegionMapCom.html](#))

SceneCommandInterpreter

Type SceneCommandInterpreter

([NetAF.Interpretation.SceneCom.html](#))

Description

+ NetAF.Logic.Callbacks

([NetAF.Logic.Callbacks.html](#))

+ NetAF.Logic.Configuration

▼

- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
 - ConversationCommand
 - Interpreter
 - [\(NetAF.Interpretation.Conversation](#)
 - CustomCommandInterpreter
 - [\(NetAF.Interpretation.CustomComr](#)
 - FrameCommandInterpreter
 - [\(NetAF.Interpretation.FrameComm](#)
 - GlobalCommandInterpreter
 - [\(NetAF.Interpretation.GlobalComm](#)
 - IInterpreter
 - [\(NetAF.Interpretation.IInterpreter.ht](#)
 - InputInterpreter
 - [\(NetAF.Interpretation.InputInterpret](#)
 - InterpretationResult
 - [\(NetAF.Interpretation.Interpretation](#)
 - Interpreters
 - [\(NetAF.Interpretation.Interpreters.h](#)
 - RegionMapCommandInterpreter
 - [\(NetAF.Interpretation.RegionMapC](#)
 - SceneCommandInterpreter
 - [\(NetAF.Interpretation.SceneComm](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Logic.Callbacks**
[\(NetAF.Logic.Callbacks.html\)](#)
- + **NetAF.Logic.Configuration**

Class Interpreters

Provides collections of interpreters.

Filter by title

Inheritance

([NetAF.Commands.Scene.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations**

↳ Interpreters

([NetAF.Conversations.html](#))

Inherited Members

+ **NetAF.Conversations**.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Conversations.Instruct.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Extensions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Extensions.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ConversationCommand

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

Interpreter

Assembly: NetAF.dll

([NetAF.Interpretation.Conversation.html](#))

Syntax: CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

public static class Interpreters

([NetAF.Interpretation.FrameCommandInterpreter.html](#))

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalCommandInterpreter.html](#))

IInterpreter

Properties

ConversationInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

InputInterpreter

([NetAF.Interpretation.InputInterpreter.html](#))

ConversationInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

Get the conversation command interpreter.
Interpreters

Declaration: [NetAF.Interpretation.Interpreters.html](#)

RegionMapCommandInterpreter

([NetAF.Interpretation.RegionMapCommandInterpreter.html](#))

SceneCommandInterpreter

([NetAF.Interpretation.SceneCommandInterpreter.html](#))

Property Value

+ **NetAF.Logic**

Type: ([NetAF.Logic.html](#))

Description

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

NetAF.Logic.Configuration

([NetAF.Logic.Configuration.html](#))

Default

([NetAF.Logic.Configuration.Default.html](#))

Get the default interpreters.

Declaration

```
public static IInterpreter Default { get; }
```



Property Value

Type	Description
IInterpreter (NetAF.Interpretation.IInterpreter.html) (NetAF.Conversations.html)	

+ NetAF.Conversations.

RegionMapCommandInterpreter

[\(NetAF.Conversations.Instruct.html\)](#)

Get the region map command interpreter.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation.IInterpreter RegionMapCommandInterpreter { get; }

[\(NetAF.Interpretation.html\)](#)

Property Value

Type	Description
IInterpreter (NetAF.Interpretation.ConversationInterpreter.html)	
IInterpreter (NetAF.Interpretation.FrameCommandInterpreter.html)	

SceneInterpreter

Get the scene command interpreter.

IInterpreter

Declaration

[\(NetAF.Interpretation.IInterpreter.html\)](#)

InputInterpreter

[\(NetAF.Interpretation.InputInterpreter.SceneInterpreter { get; }\)](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation.html\)](#)

Property Value
Interpreters

Type	Description
IInterpreter (NetAF.Interpretation.IInterpreters.html)	
IInterpreter (NetAF.Interpretation.RegionMapCommandInterpreter.html)	

SceneCommandInterpreter

[\(NetAF.Interpretation.SceneCommandInterpreter.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

Class RegionMapCommandInterpreter

Provides an object that can be used for interpreting region map commands.

Filter by title

Inheritance

+ **NetAF Conversations**

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF Conversations.html\)](#)
↳ [RegionMapCommandInterpreter](#)

+ **NetAF Conversations.**

Implements [IInterpreter](#) ([NetAF.Interpretation.IInterpreter.html](#))

Instructions
[\(NetAF Conversations.Instruct\)](#)

Inherited Members

+ **NetAF Extensions**

[object.Equals](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))
[\(NetAF.Extensions.html\)](#)

[object.Equals](#) ([object, object](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object-system-object))) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object-system-object)))
[\(NetAF Interpretation.html\)](#)

[object.GetHashCode](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[object.GetType](#) () (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[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>)

CustomCommandInterpreter
[Namespace](#): [NetAF](#) ([NetAF.Interpretation](#) ([NetAF.Interpretation.html](#)))

Assembly: [NetAF.dll](#)

FrameCommandInterpreter

Syntax
[\(NetAF.Interpretation.FrameComm\)](#)

GlobalCommandInterpreter

public sealed class RegionMapCommandInterpreter : IInterpreter
[\(NetAF.Interpretation.GlobalComm\)](#)

IInterpreter

[\(NetAF.Interpretation.IInterpreter.html\)](#)

InputInterpreter

[\(NetAF.Interpretation.InputInterpreter\)](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation\)](#)

Interpreters

DefaultSupportedCommands

[\(NetAF.Interpretation.Interpreters.html\)](#)

Get all region map command interpreter supported commands.

[\(NetAF.Interpretation.RegionMapC\)](#)

Declaration
SceneCommandInterpreter

[\(NetAF.Interpretation.SceneComm\)](#)

public static CommandHelp[] DefaultSupportedCommands { get; }

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Property Value

+ **NetAF.Logic.Callbacks**

Type

[\(NetAF.Logic.Callbacks.html\)](#)

CommandHelp ([NetAF.Commands.CommandHelp.html](#))[]

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

Description

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

+ NetAF.Conversations

Type
[\(NetAF.Conversations.html\)](#)

Description

+ NetAF.Conversations

CommandHelp ([NetAF.Commands.CommandHelp.html](#))[]
Instructions

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

Methods

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

GetContextualCommandHelp(Game)

ConversationCommand

Get contextual command help for a game, based on its current state.

Interpreter

Declaration
[\(NetAF.Interpretation.Conversation](#)

CustomCommandInterpreter

[public CommandHelp GetContextualCommandHelp\(Game game\)](#)

FrameCommandInterpreter

[\(NetAF.Interpretation.FrameComm](#)

Parameters

GlobalCommandInterpreter

Type
[\(NetAF.Interpretation.GlobalComm](#)

Name

Description

IInterpreter
Game ([NetAF.Logic.Game.html](#))
[\(NetAF.Interpretation.IInterpreter.ht](#)

game

The game.

InputInterpreter

Returns
[\(NetAF.Interpretation.InputInterpret](#)

Type
[\(NetAF.Interpretation.Interpretation](#)

CommandHelp ([NetAF.Commands.CommandHelp.html](#))[]
Interpreters

Description

The contextual help.

Interpret(string, Game)

[\(NetAF.Interpretation.RegionMapC](#)

SceneCommandInterpreter

Interprets string
[\(NetAF.Interpretation.SceneComm](#)

NetAF.Logic

[\(NetAF.Logic.html\)](#)

[public InterpretationResult Interpret\(string input, Game game\)](#)

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Parameters

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.htm](#)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

Type	Description
+ NetAF.Conversations (NetAF.Conversations.html)	The result of the interpretation.

+ **NetAF.Conversations.**

Implements

(**NetAF.Conversations.Instruct**

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

- **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

ConversationCommand

Interpreter

([NetAF.Interpretation.Conversation](#)

CustomCommandInterpreter

([NetAF.Interpretation.CustomComr](#)

FrameCommandInterpreter

([NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalComm](#)

IInterpreter

([NetAF.Interpretation.IInterpreter.ht](#)

InputInterpreter

([NetAF.Interpretation.InputInterpret](#)

InterpretationResult

([NetAF.Interpretation.Interpretation](#)

Interpreters

([NetAF.Interpretation.Interpreters.h](#)

RegionMapCommandInterpreter

([NetAF.Interpretation.RegionMapC](#)

SceneCommandInterpreter

([NetAF.Interpretation.SceneComm](#)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.htm](#)

Class SceneCommandInterpreter

Provides an object that can be used for interpreting scene commands.

Filter by title

Inheritance Conventions

(NetAF Conversations.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF.Conversations

Instructions

(NetAF ConversationsInterpreter.html)

Inherited Members

+ NetAF.Extensions

object ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- NetAF Interpretation

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF Interpretation Custom Comm)

Namespace: NetAF (NetAF.html), Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

(NetAF.Interpretation.FrameComm)

Syntax

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm)

public sealed class SceneCommandInterpreter : IInterpreter

(NetAF.Interpretation.IInterpreter.ht)

InputInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation)

Interpreters

Me (NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

Get the Me command

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

Declaration

(NetAF.Interpretation.SceneComm

+ NetAF Logic

public const string Me = "Me"

(NetAF.Logic.html)

NetAF Logic Callbacks

(NetAF.Logic.Callbacks.html)

Type

Description

+ NetAF Logic Configuration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Logic.Configuration.html)

+ NetAF Logic Modes

Overworld

Get the overworld command.

Declaration

```
public const string Overworld = "Overworld"
```

- [View Conversations](#)

File: [\(NetAF.Conversations.html\)](#)

+ [Type](#) [NetAF.Conversations](#).

[Instructions](#)
[string](#) (<https://learn.microsoft.com/dotnet/api/system.string>)
[\(NetAF.Conversations.Instruct](#)

Description

+ [NetAF.Extensions](#)

[Region](#) [\(NetAF.Extensions.html\)](#)

Get the Region command

[NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Declaration

ConversationCommand

[Interpreter](#)
public const string Region = "Region"
[\(NetAF.Interpretation.Conversation](#)

CustomCommandInterpreter

Field Value [\(NetAF.Interpretation.CustomCom](#)

Type [FrameCommandInterpreter](#)

[\(NetAF.Interpretation.FrameComm](#)
string (<https://learn.microsoft.com/dotnet/api/system.string>)
[GlobalCommandInterpreter](#)

Description

[\(NetAF.Interpretation.GlobalComm](#)

IInterpreter

[Room](#) [\(NetAF.Interpretation.IInterpreter.h](#)

InputInterpreter

Get the Room command [\(NetAF.Interpretation.InputInterpret](#)

InterpretationResult

Declaration [\(NetAF.Interpretation.Interpretation](#)

Interpreters

public const string Room = "Room"
[\(NetAF.Interpretation.Interpreters.h](#)

RegionMapCommandInterpreter

Field Value [\(NetAF.Interpretation.RegionMapC](#)

SceneCommandInterpreter

Type [\(NetAF.Interpretation.SceneComm](#)

Description

+ [String](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.html\)](#)

+ [NetAF.Logic.Callbacks](#)

[Properties](#) [\(NetAF.Logic.Callbacks.html\)](#)

+ [NetAF.Logic.Configuration](#)

[\(NetAF.Logic.Configuration.html\)](#)

DefaultSupportedCommands

+ [NetAF.Logic.Modes](#)

Get an array of all supported commands.

Declaration

```
public static CommandHelp[] DefaultSupportedCommands { get; }
```

Property Value

Type	Description
(NetAF.Conversations.html)	CommandHelp (NetAF.Commands.CommandHelp.html)[]

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

SupportedCommands

+ NetAF.Extensions

Get an array of all supported commands.

(NetAF.Extensions.html)

Declaration

NetAF.Interpretation

(NetAF.Interpretation.html)

```
public CommandHelp[] SupportedCommands { get; }
```

ConversationCommand

Interpreter

Property Value

Type	Description
(NetAF.Interpretation.CustomCommand.html)	CustomCommandInterpreter

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Interpretation.FrameCommand.html)

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalCommand.html)

Interpreter

(NetAF.Interpretation.IInterpreter.html)

InputInterpreter

(NetAF.Interpretation.InputInterpreter.html)

InterpretationResult

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Interpreters

Declaration

(NetAF.Interpretation.Interpreters.html)

RegionMapCommandInterpreter

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

(NetAF.Interpretation.RegionMapCommand.html)

SceneCommandInterpreter

Parameters

+ NetAF.Logic

(NetAF.Logic.html)

Game (NetAF.Logic.Game.html)

Name

Description

game

The game.

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

CommandHelp (NetAF.Commands.CommandHelp.html)[]

Description

The contextual help.

+ NetAF.Logic.Modes

Interpret(string, Game)

Interpret a string.

Declaration

```
public InterpretationResult Interpret(string input, Game game)
```

- [View Conversations](#)

Part of [NetAF Conversations.html](#)

+ Type	Name	Description
NetAF.Conversations.		
Instructions String (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Instruct Game (NetAF.Logic.Game.html)	<i>input</i>	The string to interpret.

+ NetAF.Extensions

Ref [NetAF.Extensions.html](#)

- Type	Description
NetAF.Interpretation (NetAF.Interpretation.html)	The result of the interpretation.

ConversationCommand

Interpreter

Implements

[NetAF.Interpretation.Conversation](#)

[CustomCommandInterpreter](#)

[IInterpreter \(NetAF.Interpretation.IInterpreter.html\)](#)

[\(NetAF.Interpretation.CustomCom](#)

FrameCommandInterpreter

[\(NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

[\(NetAF.Interpretation.GlobalComm](#)

IInterpreter

[\(NetAF.Interpretation.IInterpreter.ht](#)

InputInterpreter

[\(NetAF.Interpretation.InputInterpre](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

Interpreters

[\(NetAF.Interpretation.Interpreters.h](#)

RegionMapCommandInterpreter

[\(NetAF.Interpretation.RegionMapC](#)

SceneCommandInterpreter

[\(NetAF.Interpretation.SceneComm](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.htm](#)

+ NetAF.Logic.Modes

Namespace NetAF.Logic

Classes

Filter by title

Persistence

AssetCatalog ([NetAF.Logic.AssetCatalog.html](#))

([NetAF.Commands.Persistence](#))

Provides a catalog of all assets in a game.

+ **NetAF.Commands.Region**

Map

AssetGenerator ([NetAF.Logic.AssetGenerator.html](#))

([NetAF.Commands.RegionMap](#))

Represents a generator for game assets.

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

EndCheckResult ([NetAF.Logic.EndCheckResult.html](#))

+ **NetAF.Conversations**

Represents the result of an end check.

([NetAF.Conversations.html](#))

+ **NetAF.Conversations**

Game ([NetAF.Logic.Game.html](#))

Instructions

Represents a game.

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

GameEndConditions ([NetAF.Logic.GameEndConditions.html](#))

([NetAF.Extensions.html](#))

Provides a container for game end conditions.

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

GameInfo ([NetAF.Logic.GameInfo.html](#))

- **NetAF.Logic**

Provides information about a game.

([NetAF.Logic.html](#))

AssetCatalog

PlayableCharacterLocation ([NetAF.Logic.PlayableCharacterLocation.html](#))

([NetAF.Logic.AssetCatalog.html](#))

Provides a record of the location of a playable character.

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Enumeration of exit modes.

([NetAF.Logic.ExitMode.html](#))

Game

([NetAF.Logic.Game.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions](#))

Enumeration of game states.

([NetAF.Logic.GameInfo.html](#))

GameState

([NetAF.Logic.GameState.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

GameState ([NetAF.Logic.GameState.html](#))

([NetAF.Logic.GameEndConditions](#))

Enumeration of game states.

([NetAF.Logic.GameInfo.html](#))

GameState

([NetAF.Logic.GameState.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

Class AssetCatalog

Provides a catalog of all assets in a game.

Filter by title

Inheritance

+ [NetAF.Commands.RegionMap](#)
↳ [AssetCatalog](#)

Inheritance

+ [NetAF.Commands.Scene](#)
↳ [\(NetAF.Commands.Scene.html\)](#)
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object, system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))
+ [NetAF.Conversations](#)
↳ [\(NetAF.Conversations.html\)](#)
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

+ [NetAF.Extensions](#)
Assembly: NetAF.dll
↳ [\(NetAF.Extensions.html\)](#)

Syntax

+ [NetAF.Interpretation](#)

↳ [\(NetAF.Interpretation.html\)](#)

- [NetAF.Logic](#)

↳ [\(NetAF.Logic.html\)](#)

AssetCatalog

↳ [\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

↳ [\(NetAF.Logic.AssetGenerator.html\)](#)

Characters

EndCheck

↳ [\(NetAF.Logic.EndCheck.html\)](#)

Get the characters.

EndCheckResult

Declaration

↳ [\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

public NonPlayableCharacter[] Characters { get; }

Game (NetAF.Logic.Game.html)

GameEndConditions

Property Value

↳ [\(NetAF.Logic.GameEndConditions.html\)](#)

Type GameInfo

↳ [\(NetAF.Logic.GameInfo.html\)](#)

NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)[]

GameState

↳ [\(NetAF.Logic.GameState.html\)](#)

PlayableCharacterLocation

↳ [\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

Examnables

Description

--	--

Get the examinables.

Declaration

```
public IExaminable[] Examinables { get; }
```

Property Value

Type	Description
+ NetAF.Commands.RegionMap IExaminable (NetAF.Assets.IExaminable.html)	

(NetAF.Commands.RegionMap)

+ NetAF.Commands.SceneItemContainers
(NetAF.Commands.Scene.html)

Get the item containers.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations

```
public IItemContainer[] ItemContainers { get; }
```

Instructions

(NetAF.Conversations.Instruct

Property Value

Type	Description
(NetAF.Extensions.html)	IItemContainer (NetAF.Assets.IItemContainer.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Items

(NetAF.Logic.html)

Get the items.

AssetCatalog

Declaration

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

```
public IItem[Item] AssetGenerator
```

EndCheck

(NetAF.Logic.EndCheck.html)

Property Value

EndCheckResult

Type	Description
NetAF.Logic.EndCheckResult.htm	

ExitMode

Item (NetAF.Assets.Item.html)

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameEndConditions

Players

(NetAF.Logic.GameEndConditions.html)

GameInfo

Get the players

(NetAF.Logic.GameInfo.html)

GameState

(NetAF.Logic.GameState.html)

PlayableCharacterLocation

```
public PlayableCharacter[] Players { get; }
```

(NetAF.Logic.PlayableCharacterLo

Property Value

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)[]	

Rooms

Get the rooms.

+ NetAF.Commands.Region

Declaration

(NetAF.Commands.RegionMap)

```
public Room[] Rooms { get; }
```

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Property Value

+ NetAF.Conversations

Type
(NetAF.Conversations.html)

Room (NetAF.Assets.Locations.Room.html)[]

+ NetAF.Conversations

Instructions

(NetAF.Conversations.Instruct)

Methods

Extensions

(NetAF.Extensions.html)

FromGame(Game)

(NetAF.Interpretation.html)

Create a new AssetCatalog from a game.

- NetAF.Logic

Declaration

(NetAF.Logic.html)

```
PUBLIC STATIC AssetCatalog FromGame(Game game)
```

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Parameters

(NetAF.Logic.AssetGenerator.html)

Type	Name	Description
EndCheck (NetAF.Logic.EndCheck.html)	game	The game to create the catalog from.

(NetAF.Logic.EndCheckResult.html)

Returns

ExitMode

Type	Description
Game (NetAF.Logic.Game.html)	The populated asset catalog.

AssetCatalog (NetAF.Logic.AssetCatalog.html)

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

Register(params IExaminable[])

GameState

(NetAF.Logic.GameState.html)

Registers a collection of Examinables.

PlayableCharacterLocation

Declaration

(NetAF.Logic.PlayableCharacterLo

```
public void Register(params IExaminable[] examinables)
```

Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html) www.unity3d.com/asset-store	examinables	The examinables to register.

+ NetAF.Commands.Region

Map
Register(params IAssetTemplate<IExaminable>[])
(NetAF.Commands.RegionMap)

Registers a collection of examinables.

+ NetAF.Commands.Scene

Delegates
(NetAF.Commands.Scene.html)

+ NetAF.Conversations

public void Register(params IAssetTemplate<IExaminable>[] templates)
(NetAF.Conversations.html)

+ NetAF.Conversations.

Parameters

Instructions	Name	Description
Type (NetAF.Conversations.Instruct) IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)< IExaminable (NetAF.Assets.IExaminable.html)>[] (NetAF.Extensions.html)	templates	The templates to register.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameState

(NetAF.Logic.GameState.html)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance

+ **NetAF.Commands.Region**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ AssetGenerator

(**NetAF.Commands.RegionMap**

Inherited Members

+ **NetAF.Commands.Scene**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Conversations** ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

+ **NetAF.Extensions**

Assembly: NetAF.dll

(**NetAF.Extensions.html**)

Syntax

+ **NetAF.Interpretation**

(**NetAF.Interpretation.html**)
public sealed class AssetGenerator

- **NetAF.Logic**

(**NetAF.Logic.html**)

AssetCatalog

Methods

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Custom(OverworldCreationCallback, PlayerCreationCallback)

(NetAF.Logic.EndCheck.html)

Create an asset generator that creates custom values. Callbacks determine the overworld and player that will be returned on each call to GetOverworld and GetPlayer.
EndCheckResult
(NetAF.Logic.EndCheckResult.html)

DeclaringType

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

public static AssetGenerator Custom(OverworldCreationCallback overworldCreationCallback, PlayerCreationCallback playerCreationCallback)

GameEndConditions
(NetAF.Logic.GameEndConditions.html)

GameInfo

Parameters

(NetAF.Logic.GameInfo.html)

Type	Name	Description
GameState (NetAF.Logic.GameState.html) OverworldCreationCallback PlayableCharacterLocation (NetAF.Logic.Callbacks.OverworldCreationCallback.html) I	overworldCreationCallback	The overworld creation callback.

+ **NetAF.Logic.Callbacks**

Type	Name	Description
PlayerCreationCallback (NetAF.Logic.Callbacks.PlayerCreationCallback.html)	<i>playerCreationCallback</i>	The player creation callback.

Returns

Type

+ **NetAF.Commands.Region**

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

- **NetAF.Conversations**

GetOverworld

(NetAF.Conversations.html)

Declaration

+ **NetAF.Conversations.**

Instructions overworld GetOverworld()

(NetAF.Conversations.Instruct

Returns

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation** Locations.Overworld.html)

(NetAF.Interpretation.html)

- **NetAF.Logic**

GetPlayer()

(NetAF.Logic.html)

Get the player

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

Declaration

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

public PlayableCharacter GetPlayer()

EndCheck

(NetAF.Logic.EndCheck.html)

Returning

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Type

ExitMode

(NetAF.Logic.ExitMode.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

Game (NetAF.Logic.Game.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.

New(IAssetTemplate<Overworld>, IAssetTemplate<PlayableCharacter>)

GameInfo

(NetAF.Logic.GameInfo.html)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on

each call to GetOverworld and GetPlayer.

(NetAF.Logic.GameState.html)

Declare

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

+ **NetAF.Logic.Callbacks**

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

Parameters

Type	Name	Description
+ NetAF.Commands.Region IAssetTemplate<AssetTemplate-1.html><Overworld (NetAF.Assets.Locations.Overworld.html)>	overworldTemplate	The overworld template.
+ NetAF.Commands.RegionMap IAssetTemplate<AssetTemplate-1.html><PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)>	playerTemplate	The player template.
> (NetAF.Commands.Scene.html)		

Related

[NetAF.Conversations](#)

Type	Description
+ NetAF.Conversations.AssetGenerator (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return a new overworld and a new player.

Related

[\(NetAF.Conversations.Instruct.html\)](#)

Related

+ [NetAF.Extensions](#)

New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

Creates an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

Related

[\(NetAF.Interpretation.html\)](#)

Declaration

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

```
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)
```

[AssetCatalog](#) (NetAF.Logic.AssetCatalog.html)

AssetGenerator

Parameters
(NetAF.Logic.AssetGenerator.html)

Type	Name	Description
EndCheck (NetAF.Logic.EndCheck.html)		
OverworldMaker (NetAF.Utilities.OverworldMaker.html) EndCheckResult (NetAF.Logic.EndCheckResult.html)	overworldMaker	The overworld maker.

GameEndConditions

Returns
(NetAF.Logic.GameEndConditions)

Type	Description
GameInfo (NetAF.Logic.GameInfo.html)	Asset generation that will always return a new overworld and a new player.

AssetGenerator

GameState
(NetAF.Logic.AssetGenerator.html)

(NetAF.Logic.GameState.html)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

Retained(Overworld, PlayableCharacter)

+ [NetAF.Logic.Callbacks](#)

Create an asset generator that uses retained value. The same instance of overworld and player will be returned on each call to GetOverworld and GetPlayer.

Declaration

```
public static AssetGenerator Retained(Overworld overworld, PlayableCharacter player)
```

Parameters

+ NetAF.Commands.Region

Type	Name	Description
(NetAF.Commands.RegionMap) Overworld (NetAF.Assets.Locations.Overworld.html)	overworld	The overworld.
(NetAF.Commands.Scene) PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) (NetAF.Commands.Scene.html)	player	The player.

Returns

+ NetAF.Conversations

Type	Description
(NetAF.Conversations.html) AssetGenerator	Asset generation that will always return the same instance overworld and the same instance of the player.

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

+ NetAF.Logic.Callbacks

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Map

Assembly: NetAF.dll

(NetAF.Commands.RegionMap

Syntax

+ **NetAF.Commands.Scene**

 public delegate EndCheckResult EndCheck(Game game)

+ **NetAF.Conversations**

Parameters

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

Game (NetAF.Logic.Game.html)

Instructions

(NetAF.Conversations.Instruct

Returns

+ **NetAF.Extensions**

Type

(NetAF.Extensions.html)

EndCheckResult (NetAF.Logic.EndCheckResult.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

- **NetAF.Logic**

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameState

(NetAF.Logic.GameState.html)

PlayableCharacterLocation

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

(NetAF.Commands.RegionMap)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAFCommands.Scene

(NetAFCommands.Scene.html)

Inherited Members

+ NetAFConversations ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(NetAF.Conversations.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAFConversations

(NetAFConversations.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object (NetAFConversations.html)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ NetAFExtensions

(NetAF.Extensions.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAFInterpretation

(NetAF.Interpretation.html)

Assembly: NetAF.dll

Syntax

- NetAF.Logic

(NetAF.Logic.html)

public class EndCheckResult

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Constructors

EndCheckResult(bool, string, string)

(NetAF.Logic.EndCheckResult.html)

Represents the result of an end check.

ExitMode

Declaration

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameEndConditionsResult(bool hasEnded, string title, string description)

(NetAF.Logic.GameEndConditions.html)

GameInfo

Parameters

(NetAF.Logic.GameInfo.html)

Type	Name	Description
gameState	hasEnded	If the game has ended.
(NetAF.Logic.GameState.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	PlayableCharacterLocation	A title to describe the end.
string (https://learn.microsoft.com/dotnet/api/system.string)	title	A description of the end.

+ NetAFLogicCallbacks

(NetAF.Logic.Callbacks.html)

Properties

Description

Get a description of the end.

Declaration

(NetAF.Commands.RegionMap)

```
public string Description { get; }
```

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

HasEnded

+ NetAF.Extensions

Get if the game has come to an end.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public bool HasEnded { get; }
```

- NetAF.Logic

(NetAF.Logic.html)

Type

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

Get a default result for EndCheckResult.

(NetAF.Logic.EndCheckResult.html)

ExitMode

Declaration

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

```
public static EndCheckResult NotEnded { get; }
```

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

Property Value

(NetAF.Logic.GameInfo.html)

Type

GameState

(NetAF.Logic.GameState.html)

EndCheckResult (NetAF.Logic.EndCheckResult.html)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

Title

(NetAF.Logic.Callbacks.html)

Get a title to describe the end.

(NetAF.Logic.Callbacks.html)

Description

Description

Description

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
string (http://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.RegionMap)	

- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
 - AssetCatalog
[\(NetAF.Logic.AssetCatalog.html\)](#)
 - AssetGenerator
[\(NetAF.Logic.AssetGenerator.html\)](#)
 - EndCheck
[\(NetAF.Logic.EndCheck.html\)](#)
 - EndCheckResult
[\(NetAF.Logic.EndCheckResult.htm](#)
 - ExitMode
[\(NetAF.Logic.ExitMode.html\)](#)
 - Game
[\(NetAF.Logic.Game.html\)](#)
 - GameEndConditions
[\(NetAF.Logic.GameEndConditions.](#)
 - GameInfo
[\(NetAF.Logic.GameInfo.html\)](#)
 - GameState
[\(NetAF.Logic.GameState.html\)](#)
 - PlayableCharacterLocation
[\(NetAF.Logic.PlayableCharacterLo](#)
- + **NetAF.Logic.Callbacks**
[\(NetAF.Logic.Callbacks.html\)](#)

Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: NetAF (NetAF.html), Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ NetAF.Commands.Scene

Syntax
[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

PUBLIC ENUM EXITMODE
[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

Fields

[Conversations.Instruct](#)

Name	Description
ExitApplication	Exit the application.
ReturnToTitleScreen	Return to the title screen.

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

+ NetAF.Logic.Callbacks

Class Game

Represents a game.

Filter by title

Inheritance

+ NetAF.Commands.Scene

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ Game

+ NetAF.Conversations

Implements

[\(NetAF.Conversations.html\)](#)

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Game

[\(NetAF.Conversations.GameSerialization.html\)](#)>

Instructions

Inherited members

(NetAF.Conversations.Instruct

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ NetAF.Extensions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

[\(NetAF.Extensions.html\)](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

- NetAF.Logic

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

[\(NetAF.Logic.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

AssetCatalog

Assembly: NetAF

[\(NetAF.Logic.AssetCatalog.html\)](#)

Syntax

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

public sealed class Game : IRestoreFromObjectSerialization<GameSerialization>

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

Get the catalog of assets for this game.

[\(NetAF.Logic.GameInfo.html\)](#)

Declaration

GameState

[\(NetAF.Logic.GameState.html\)](#)

public AssetCatalog Catalog { get; }

[\(NetAF.Logic.PlayableCharacterLo](#)

Property Value

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Description

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

[\(NetAF.Logic.Configuration.html\)](#)

Configuration

Get the configuration.

Declaration

```
public IGameConfiguration Configuration { get; }
```

+ NetAF.Commands.Scene

Property Value

(NetAF.Commands.Scene.html)

Type

+ NetAF.Conversations

IGameConfiguration (NetAF.Logic.Configuration.IGameConfiguration.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

EndConditions

(NetAF.Conversations.Instruct)

Get the end conditions.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public GameEndConditions EndConditions { get; }
```

(NetAF.Interpretation.html)

NetAF.Logic

Type

AssetCatalog

GameEndConditions (NetAF.Logic.GameEndConditions.html)

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Info

EndCheck

(NetAF.Logic.EndCheck.html)

Get the info

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Declaration

ExitMode

(NetAF.Logic.ExitMode.html)

```
public GameInfo Info { get; }
```

Game (NetAF.Logic.Game.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

Type

(NetAF.Logic.GameInfo.html)

GameState

(NetAF.Logic.GameState.html)

(NetAF.Logic.GameState.html)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLocation.html)

Introduction

+ NetAF.Logic.Callbacks

Get the introduction

(NetAF.Logic.Callbacks.html)

Declaration

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Description

Description

Description

```
public string Introduction { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Mode

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Get the mode.

+ NetAF.Conversations.

Declaration

[Instructions](#)

[\(NetAF.Conversations.Instruct](#)

```
public IGameMode Mode { get; }
```

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Property Value

Type	Description
NetAF.Interpretation	

[\(NetAF.Interpretation.html\)](#)

[IGameMode \(\[NetAF.Logic.Modes.IGameMode.html\]\(#\)\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

Overworld

[AssetCatalog](#)

[\(NetAF.Logic.AssetCatalog.html\)](#)

Get the overworld.

[AssetGenerator](#)

[Declaration](#) [\(NetAF.Logic.AssetGenerator.html\)](#)

[EndCheck](#)

[public Overworld EndCheckWorld { get; }](#)

[EndCheckResult](#)

[\(NetAF.Logic.EndCheckResult.html\)](#)

Property Value

ExitMode

Type	Description
NetAF.Logic.ExitMode.html	
Game (NetAF.Logic.Game.html)	

[Overworld \(\[NetAF.Assets.Locations.Overworld.html\]\(#\)\)](#)

[GameEndConditions](#)

[\(NetAF.Logic.GameEndConditions.](#)

[GameInfo](#)

[\(NetAF.Logic.GameInfo.html\)](#)

Player

[GameState](#)

[Get](#) [\(NetAF.Logic.GameState.html\)](#)

[PlayableCharacterLocation](#)

[Declaration](#) [\(NetAF.Logic.PlayableCharacterLo](#)

+ NetAF.Logic.Callbacks

[public PlayableCharacter Player { get; }](#)

[\(NetAF.Logic.Callbacks.html\)](#)

Property Value

NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	

Methods

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)
ChangeMode(IGameMode)

+ NetAF.Conversations

Change mode to a specified mode
(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public void ChangeMode(IGameMode mode)
(NetAF.Conversations.Instruct
```

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

IGameMode (NetAF.Logic.Modes.IGameMode.html)
(NetAF.Interpretation.html)

- NetAF.Logic

ChangePlayer(PlayableCharacter, bool)

AssetCatalog

Change to a specified player.
(NetAF.Logic.AssetCatalog.html)

Declaration

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck void ChangePlayer(PlayableCharacter player, bool jumpToLastLocation = true)
(NetAF.Logic.EndCheck.html)

EndCheckResult

Parameters

(NetAF.Logic.EndCheckResult.html)

Type	Name	Description
ExitMode (NetAF.Logic.ExitMode.html)		
PlayableCharacter Game (NetAF.Logic.Game.html) (NetAF.Assets.Characters.GameEndConditions PlayableCharacter.html) (NetAF.Logic.GameEndConditions.html)	player	The player to change to.
bool GameInfo (https://learn.microsoft.com/en-us/dotnet/api/system.boolean) GameState (NetAF.Logic.GameState.html)	jumpToLastLocation	Jump to the last location, if it is known. Then true the player will be added at the last location, when false the current location will be used. By default this is true.

NetAF.Logic.Callbacks

Create(GameMode, String, AssetGenerator, GameEndConditions,
(NetAF.Logic.Callback.html)
IGameConfiguration, GameSetupCallback)

+ NetAF.Logic.Configuration

Create a new callback for generating instances of a game.

(NetAF.Logic.Configuration.html)

Declaration

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetGenerator assetGenerator, GameEndConditions conditions, IGameConfiguration configuration, GameSetupCallback setup = null)
```



Parameters

Type	Name	Description
+ NetAF.Commands.Scene (NetAF.Commands.Scene.html) GameInfo (NetAF.Logic.GameInfo.html)	<i>info</i>	Information about the game.
+ NetAF.Conversations string (NetAF.Conversations.html) (https://learn.microsoft.com/dotnet/api/system .	<i>introduction</i>	An introduction to the game.
+ NetAF.Conversations.		
Instructions AssetGenerator (NetAF.Conversations.Instructions.html)	<i>assetGenerator</i>	The generator to use to create game assets.
+ NetAF.Extensions GameEndConditions (NetAF.Extensions.html)	<i>conditions</i>	The game conditions.
+ NetAF.Interpretation (NetAF.Interpretation.html)	<i>configuration</i>	The configuration for the game.
- NetAF.Logic GameSetupCallback (NetAF.Logic.html) (NetAF.Logic.Callbacks.GameSetupCallback.html)	<i>setup</i>	A setup function to run on the created game after it has been created.

AssetCatalog
(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Returns
(NetAF.Logic.AssetGenerator.html)

Type	Description
EndCheck (NetAF.Logic.EndCheck.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

GameCreationCallback
EndCheckResult
(NetAF.Logic.Callbacks.GameCreationCallback.html)

ExitMode
(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

End()
GameEndConditions

(NetAF.Logic.GameEndConditions.html)

End the game

GameInfo
(NetAF.Logic.GameInfo.html)

Declaration

GameState

(NetAF.Logic.GameState.html)

public void End()

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

+ **NetAF.Logic.Callbacks**

Execute(GameCreationCallback)

(NetAF.Logic.Callbacks.html)

Execute a game

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

Declaration

```
public static void Execute(GameCreationCallback creator)
```

Parameters

Type	Name	Description
GameCreationCallback + NetAF.Commands.Scene (NetAF.Logic.Callbacks.GameCreationCallback.html) (NetAF.Commands.Scene.html)	creator	The creator to use to create the game.

+ NetAF.Conversations

FindInteractionTarget(string)

Find an interaction target within the current scope for this Game.

Instructions

Declaration

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type
(NetAF.Interpretation.html)

- string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

name

The targets name.

(NetAF.Logic.html)

Returns

AssetCatalog

Type
(NetAF.Logic.AssetCatalog.html)

AssetGenerator

IInteractWithItem
(NetAF.Logic.AssetGenerator.html)

(NetAF.Assets.IInteractWithItem.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

GetAllPlayerVisibleExaminables()

ExitMode

Get all examinables that are currently visible to the player.
(NetAF.Logic.ExitMode.html)

Declaration

Game
(NetAF.Logic.Game.html)

GameEndConditions

(NetAF.Logic.GameEndConditions

public IExamitable[] GetAllPlayerVisibleExaminables()

GameInfo

(NetAF.Logic.GameInfo.html)

Returns

GameState

Type
(NetAF.Logic.GameState.html)

PlayableCharacterLocation

IExamitable
(NetAF.Assets.Examitable.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

GetActivePlayerConfigurations()

(NetAF.Logic.Configuration.html)

Description

The first IInteractWithItem object which has a name that matches the name parameter.

Get an array of inactive player locations.

Declaration

```
public PlayableCharacterLocation[] GetInactivePlayerLocations()
```

>Returns

Type	Description
+ NetAF.Commands.Scene (NetAF.Commands.Scene.html) PlayableCharacterLocation	An array containing all locations of inactive platers.

+ **NetAF.Conversations.**

Instructions
[RestoreFrom\(GameSerialization\)](#)
[\(NetAF.Conversations.Instruct.html\)](#)

Restore this object from a serialization.

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

```
public void RestoreFrom(GameSerialization serialization)  
\(NetAF.Interpretation.html\)
```

- **NetAF.Logic**

Parameters

Type	Name	Description
AssetCatalog GameSerialization (NetAF.Serialization.GameSerialization.html)	serialization	The serialization to restore from.

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

Implements

[IRestoreFromObjectSerialization<T>](#) ([\(NetAF.Serialization.IRestoreFromObjectSerialization-1.html\)](#))

[EndCheckResult](#)

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

Class GameEndConditions

Provides a container for game end conditions.

Filter by title

Inheritance

[\(NetAF.Commands.Scene.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF Conversations](#)

[\(NetAF Conversations.html\)](#)

Inherited Members

+ [NetAF Conversations](#)

[Instructions](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF Extensions](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF Interpretation](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Interpretation.html\)](#)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

[NetAF Logic](#)

Assembly: NetAF.dll

[\(NetAF.Logic.html\)](#)

Syntax

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#) Conditions

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

GameEndConditions(EndCheck, EndCheck)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Provides a container for game end conditions.

Game ([NetAF.Logic.Game.html](#))

Declaration

[GameEndConditions](#)

[\(NetAF.Logic.GameEndConditions.html\)](#)

ClientInfo

[GameEndConditions\(EndCheck completionCondition, EndCheck gameOverCondition\)](#)

[\(NetAF.Logic.GameInfo.html\)](#)

GameState

Parameters

[\(NetAF.Logic.GameState.html\)](#)

Type	Name	Description
PlayableCharacterLocation EndCheck + NetAF Logic Callbacks	completionCondition	The condition that determines if the game was completed.
EndCheck + NetAF Logic Configuration	gameOverCondition	The condition that determines if the game has ended.
(NetAF.Logic.Configuration.html)		

[\(NetAF.Logic.Configuration.html\)](#)

+ [NetAF Logic Modes](#)

Properties

CompletionCondition

Get the condition that determines if the game was completed.

Declaration

(NetAF.Commands.Scene.html)

```
public EndCheck CompletionCondition { get; }
```

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Property Value

+ **NetAF.Conversations.**

Type
Instructions

Description

EndCheck (NetAF.Logic.EndCheck.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

GameOverCondition

+ **NetAF.Interpretation**

Get the condition that determines if the game has ended.

(NetAF.Interpretation.html)

Declaration

- **NetAF.Logic**

(NetAF.Logic.html)

```
public EndCheck GameOverCondition { get; }
```

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

Property Value

AssetGenerator

Description

Type (NetAF.Logic.AssetGenerator.html)

EndCheck

EndCheck (NetAF.Logic.EndCheck.html)

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

NoEnd

(NetAF.Logic.ExitMode.html)

Get Game (NetAF.Logic.Game.html)

GameEndConditions

Declaration
(NetAF.Logic.GameEndConditions.html)

GameInfo

```
public static GameEndConditions NoEnd { get; }
```

(NetAF.Logic.GameInfo.html)

GameState

Property Value
(NetAF.Logic.GameState.html)

PlayableCharacterLocation

Type (NetAF.Logic.PlayableCharacterLo

Description

GameEndConditions (NetAF.Logic.GameEndConditions.html)

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

NotEnded (NetAF.Logic.Configuration.html)

Get an end check that returns EndCheckResult.NotEnded.

+ **NetAF Logic Modes**

Declaration

```
public static EndCheck NotEnded { get; }
```

Property Value

Type	Description
E(NetAF.Conversations.Scheduled.html)	

+ NetAF.Conversations
(NetAF.Conversations.html)

+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct

+ NetAF.Extensions
(NetAF.Extensions.html)

+ NetAF.Interpretation
(NetAF.Interpretation.html)

- NetAF.Logic
(NetAF.Logic.html)

AssetCatalog
(NetAF.Logic.AssetCatalog.html)

AssetGenerator
(NetAF.Logic.AssetGenerator.html)

EndCheck
(NetAF.Logic.EndCheck.html)

EndCheckResult
(NetAF.Logic.EndCheckResult.htm

ExitMode
(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameEndConditions
(NetAF.Logic.GameEndConditions.

GameInfo
(NetAF.Logic.GameInfo.html)

GameState
(NetAF.Logic.GameState.html)

PlayableCharacterLocation
(NetAF.Logic.PlayableCharacterLo

+ NetAF.Logic.Callbacks
(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration
(NetAF.Logic.Configuration.htm

+ NetAF.Logic Modes

Class GameInfo

Provides information about a game.

Filter by title

Inheritance

+ **NetAF.Conversations**
object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
[\(NetAF.Conversations.Instruct\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-system-object-system-object)))
+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Interpretation**
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
[\(NetAF.Interpretation.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic** ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

[\(NetAF.Logic.html\)](#)

Syntax

AssetCatalog
([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator class GameInfo
([NetAF.Logic.AssetGenerator.html](#))

EndCheck
([NetAF.Logic.EndCheck.html](#))

EndCheckResult
([NetAF.Logic.EndCheckResult.html](#))

Constructors

+ **GameInfo(string, string, string)**
([NetAF.Logic.Game.html](#))

Provides information about a game.

GameEndConditions

Declaration

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

param GameInfo([GameInfo.html](#)) name, string description, string author)

GameState

([NetAF.Logic.GameState.html](#))

Parameters

PlayableCharacterLocation

Type	Name	Description
NetAF.Logic.Callbacks (https://learn.microsoft.com/dotnet/api/system.string)	name	The name of the game.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description of the game.
string (https://learn.microsoft.com/dotnet/api/system.string)	author	A author of the game.

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

Properties

Author

Get the author.



Declaration

+ NetAF.Conversations

```
public string Author { get; set; }
```

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Type

(NetAF.Conversations.Instruct

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Extensions

(NetAF.Extensions.html)

Descriptioninterpretation

(NetAF.Interpretation.html)

Get the description of the game.

- NetAF.Logic

Declaration

(NetAF.Logic.html)

```
AssetCatalog Description { get; }
```

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Property Value

(NetAF.Logic.AssetGenerator.html)

Type

EndCheck

Description

(NetAF.Logic.EndCheck.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

Name

Game (NetAF.Logic.Game.html)

Get the name of the game.

GameEndConditions

Declaration

Gamelinfo

(NetAF.Logic.Gamelinfo.html)

```
public string Name { get; }
```

GameState

(NetAF.Logic.GameState.html)

PlayableCharacterLocation

Property Value

(NetAF.Logic.PlayableCharacterLo

Description

Type

+ NetAF.Logic.Callbacks

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)



- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
 - AssetCatalog
[\(NetAF.Logic.AssetCatalog.html\)](#)
 - AssetGenerator
[\(NetAF.Logic.AssetGenerator.html\)](#)
 - EndCheck
[\(NetAF.Logic.EndCheck.html\)](#)
 - EndCheckResult
[\(NetAF.Logic.EndCheckResult.htm](#)
 - ExitMode
[\(NetAF.Logic.ExitMode.html\)](#)
 - Game
[\(NetAF.Logic.Game.html\)](#)
 - GameEndConditions
[\(NetAF.Logic.GameEndConditions.](#)
 - GameInfo
[\(NetAF.Logic.GameInfo.html\)](#)
 - GameState
[\(NetAF.Logic.GameState.html\)](#)
 - PlayableCharacterLocation
[\(NetAF.Logic.PlayableCharacterLo](#)
- + **NetAF.Logic.Callbacks**
[\(NetAF.Logic.Callbacks.html\)](#)
- + **NetAF.Logic.Configuration**
[\(NetAF.Logic.Configuration.ht](#)
- + **NetAF.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)

Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

+ **NetAF.Conversations**
(NetAF.Conversations.html)

Syntax

+ **NetAF.Conversations.**

Instructions

```
public enum GameState  
(NetAF.Conversations.Instruct
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Fields

+ **NetAF.Interpretation**

Name	Description
- NetAF.Logic (NetAF.Logic.html)	Active.
Finished	Finished.
AssetCatalog	
Finishing	Finishing.
AssetGenerator	
NotStarted	Not started.

(NetAF.Logic.AssetCatalog.html)
(NetAF.Logic.AssetGenerator.html)
EndCheck
(NetAF.Logic.EndCheck.html)
EndCheckResult
(NetAF.Logic.EndCheckResult.htm)
ExitMode
(NetAF.Logic.ExitMode.html)
Game (NetAF.Logic.Game.html)
GameEndConditions
(NetAF.Logic.GameEndConditions.
GameInfo
(NetAF.Logic.GameInfo.html)
GameState
(NetAF.Logic.GameState.html)
PlayableCharacterLocation
(NetAF.Logic.PlayableCharacterLo

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.htm

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

Class PlayableCharacterLocation

Provides a record of the location of a playable character.

Filter by title

Inheritance

+ NetAF.Conversations

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ PlayableCharacterLocation

+ NetAF.Conversations.

Implements

Instructions

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Playable

CharacterLocationSerialization ([NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html](#))>

+ NetAF.Extensions

Inherited Members

([NetAF.Extensions.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Interpretation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- NetAF.Logic

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

Assembly: [NetAF.dll](#)

([NetAF.Logic.EndCheck.html](#))

Syntax

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

```
public class PlayableCharacterLocation : IRestoreFromObjectSerialization<PlayableCharacterLocation>
```

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

Constructors

GamelInfo

([NetAF.Logic.GamelInfo.html](#))

PlayableCharacterLocation(string, string, string)

([NetAF.Logic.GameState.html](#))

Provides a record of the location of a playable character.

([NetAF.Logic.PlayableCharacterLocation.html](#))

Declaration

+ NetAF.Logic.Callbacks

([NetAF.Logic.Callbacks.html](#))

```
PlayableCharacterLocation(string playerIdentifier, string regionIdentifier, string roomIdentifier)
```

+ NetAF.Logic.Configuration

([NetAF.Logic.Configuration.html](#))

Parameters

+ NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>playerIdentifier</i>	The player identifier.
string (https://learn.microsoft.com/dotnet/api/system.string) NetAF.Conversations (NetAF.Conversations.html)	<i>regionIdentifier</i>	The identifier for the region that the player is in.
string + NetAF.Conversations.Instructions (NetAF.Conversations.Instruct	<i>roomIdentifier</i>	The identifier for the room that the player is in.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Properties

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

PlayerIdentifier

- NetAF.Logic

Get the player.

[\(NetAF.Logic.html\)](#)

Declaration

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

public string PlayerIdentifier { get; }

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

Property Value

[\(NetAF.Logic.EndCheck.html\)](#)

Type EndCheckResult

Description

[\(NetAF.Logic.EndCheckResult.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([\(NetAF.Logic.Game.html\)](#)

RegionIdentifier

[\(NetAF.Logic.GameEndConditions.html\)](#)

Get the identifier for the region that the player is in.

GamerInfo

Declaration

GameState

[\(NetAF.Logic.GameState.html\)](#)

public string RegionIdentifier { get; }

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

Property Value

+ NetAF.Logic.Callbacks

Type [\(NetAF.Logic.Callbacks.html\)](#)

Description

[string \(<https://learn.microsoft.com/dotnet/api/system.string>\)](https://learn.microsoft.com/dotnet/api/system.string)

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

+ NetAF.Logic.Modes

RoomIdentifier

[\(NetAF.Logic.Modes.html\)](#)

Get the identifier for room that the player is in.

Declaration

```
public string RoomIdentifier { get; }
```



Property Value

+ NetAF.Conversations

Type
[\(NetAF.Conversations.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Conversations.

Description

Instructions

[\(NetAF.Conversations.Instruct](#)

Methods

[\(NetAF.Extensions.html\)](#)

FromSerialization(PlayableCharacterLocationSerialization)

[\(NetAF.Interpretation.html\)](#)

Create a new instance of PlayableCharacterLocation from a serialization.

- NetAF.Logic

Declaration

[\(NetAF.Logic.html\)](#)

```
public static PlayableCharacterLocation FromSerialization(PlayableCharacterLocationsS  
e<NetAF.Logic.AssetCatalog> assetCatalog)
```

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

Parameters

EndCheck

Type
[\(NetAF.Logic.EndCheck.html\)](#)

Name

Description

EndCheckResult

PlayableCharacterLocationSerialization
[\(NetAF.Logic.EndCheckResult.html\)](#)

serialization

The
serialization.

[\(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html\)](#)

ExitMode
[\(NetAF.Logic.ExitMode.html\)](#)

Returns

Game
[\(NetAF.Logic.Game.html\)](#)

Type
[\(NetAF.Logic.GameEndConditions.html\)](#)

Description

PlayableCharacterLocation
[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

The location.

GameInfo
[\(NetAF.Logic.GameInfo.html\)](#)

GameState
[\(NetAF.Logic.GameState.html\)](#)

RestoreFrom(PlayableCharacterLocationSerialization)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLoca](#)

Restores object from a serialization.

+ NetAF.Logic.Callbacks

Declaration

[\(NetAF.Logic.Callbacks.html\)](#)

```
public void RestoreFrom(PlayableCharacterLocationSerialization serialization)
```

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

Parameters

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Type	Name	Description
PlayableCharacterLocationSerialization (NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.h ml)	serialization	The serialization to restore from.

▼

Implements

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

- **NetAF.Logic**

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameState

(NetAF.Logic.GameState.html)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.htm

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

Namespace NetAF.Logic.Callbacks

Delegates

GameCreationCallback (NetAF.Logic.Callbacks.GameCreationCallback.html)

+ **NetAF.Commands.Region**

Represents the callback used for Game creation.

Map

(NetAF.Commands.RegionMap)

GameSetupCallback (NetAF.Logic.Callbacks.GameSetupCallback.html)

+ **NetAF.Commands.Scene**

Represents the callback used for Game setup.

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

OverworldCreationCallback

(NetAF.Conversations.html)

(NetAF.Logic.Callbacks.OverworldCreationCallback.html)

+ **NetAF.Conversations**

Represents a callback for Overworld creation.

Instructions

(NetAF.Conversations.Instruct)

PlayerCreationCallback (NetAF.Logic.Callbacks.PlayerCreationCallback.html)

+ **NetAF.Extensions**

Represents a callback for Player creation.

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

GameCreationCallback

(NetAF.Logic.Callbacks.GameCreationCallback.html)

GameSetupCallback

(NetAF.Logic.Callbacks.GameSetupCallback.html)

OverworldCreationCallback

(NetAF.Logic.Callbacks.OverworldCreationCallback.html)

PlayerCreationCallback

(NetAF.Logic.Callbacks.PlayerCreationCallback.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

Delegate GameCreationCallback

Represents the callback used for Game creation.

 Filter by title

Namespace: [NetAF](#).[\(NetAF.html\)](#).[Logic](#) ([NetAF.Logic.html](#)).[Callbacks](#) ([NetAF.Logic.Callbacks.html](#))

Assembly: NetAF.dll

Syntax

+ **NetAF.Commands.Scene**

`public delegate Game GameCreationCallback()`
[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

Returns

[\(NetAF.Conversations.html\)](#)

Type

+ **NetAF.Conversations.**

`Game` ([NetAF.Logic.Game.html](#))

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

- **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

`GameCreationCallback`

[\(NetAF.Logic.Callbacks.GameCreationCallback.html\)](#)

`GameSetupCallback`

[\(NetAF.Logic.Callbacks.GameSetupCallback.html\)](#)

`OverworldCreationCallback`

[\(NetAF.Logic.Callbacks.OverworldCreationCallback.html\)](#)

`PlayerCreationCallback`

[\(NetAF.Logic.Callbacks.PlayerCreationCallback.html\)](#)

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

Type	Description
(NetAF.Conversations.html)	A game created by the callback.

Delegate GameSetupCallback

Represents the callback used for Game setup.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Callbacks (NetAF.Logic.Callbacks.html)

Assembly: NetAF.dll
[\(NetAF.Commands.RegionMap\)](#)

Syntax

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

```
public delegate void GameSetupCallback(Game game)
```

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

Parameters

+ [NetAF.Conversations.](#)

Instructions

Game ([NetAF.Logic.Game.html](#))

([NetAF.Conversations.Instruct](#))

Name

Description

game

The game to setup.

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

- [NetAF.Logic.Callbacks](#)

([NetAF.Logic.Callbacks.html](#))

GameCreationCallback

([NetAF.Logic.Callbacks.GameCreationCallback.html](#))

GameSetupCallback

([NetAF.Logic.Callbacks.GameSetupCallback.html](#))

OverworldCreationCallback

([NetAF.Logic.Callbacks.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.Callbacks.PlayerCreationCallback.html](#))

+ [NetAF.Logic.Configuration](#)

([NetAF.Logic.Configuration.html](#))

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html).Callbacks (NetAF.Logic.Callbacks.html)

Assembly: NetAF.dll

+ **NetAF.Commands.Scene**

Syntax

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations** Overworld OverworldCreationCallback()

(NetAF.Conversations.html)

Returns

+ **NetAF.Conversations**.

Type	Instructions	Description
	(NetAF.Conversations.Instruct Overworld (NetAF.Assets.Locations.Overworld.html))	A generated Overworld.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

GameCreationCallback

(NetAF.Logic.Callbacks.GameCreationCallback)

GameSetupCallback

(NetAF.Logic.Callbacks.GameSetupCallback)

OverworldCreationCallback

(NetAF.Logic.Callbacks.OverworldCreationCallback)

PlayerCreationCallback

(NetAF.Logic.Callbacks.PlayerCreationCallback)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Callbacks (NetAF.Logic.Callbacks.html)

+ **NetAF.Commands.Scene**

Assembly: NetAF.dll

([NetAF.Commands.Scene.html](#))

Syntax

+ **NetAF.Conversations**

 public delegate PlayableCharacter PlayerCreationCallback()

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Returns

Instructions

Type

([NetAF.Conversations.Instruct](#))

PlayableCharacter ([NetAF.Assets.Characters.PlayableCharacter.html](#))

Description

A generated Player.

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

- **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

GameCreationCallback

([NetAF.Logic.Callbacks.GameCreationCallback.html](#))

GameSetupCallback

([NetAF.Logic.Callbacks.GameSetupCallback.html](#))

OverworldCreationCallback

([NetAF.Logic.Callbacks.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.Callbacks.PlayerCreationCallback.html](#))

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

Namespace NetAF.Logic.Configuration

Classes

Filter by title

~~ConsoleGameConfiguration~~

(NetAF.Logic.Configuration.ConsoleGameConfiguration.html)

Represents a configuration for a console game.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Interfaces

+ NetAF.Conversations

(NetAF.Conversations.html)

IGameConfiguration (NetAF.Logic.Configuration.IGameConfiguration.html)

+ NetAF.Conversations.

Represents a configuration for a game.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

- NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

ConsoleGameConfiguration

(NetAF.Logic.Configuration.ConsoleGameConfiguration.html)

IGameConfiguration

(NetAF.Logic.Configuration.IGameConfiguration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Class ConsoleGameConfiguration

Represents a configuration for a console game.

Filter by title

Inheritance

+ [NetAF.Commands.RegionMap](#) (https://learn.microsoft.com/dotnet/api/system.object)

ConsoleGameConfiguration

Implements [IGameConfiguration](#) (NetAF.Logic.Configuration.IGameConfiguration.html)

+ [NetAF.Commands.Scene](#)

Inherited Members

([NetAF.Commands.Scene.html](#))

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

([NetAF.Conversations.html](#))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))

+ [NetAF.Conversations](#)

Instructions

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

+ [NetAF.Extensions](#)

ToString

NaamSpace: NetAF.Logic (NetAF.Logic.html).Configuration (NetAF.Logic.Configuration.html)

Assembly: NetAF.dll

+ [NetAF.Interpretation](#)

Syntax

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

public sealed class ConsoleGameConfiguration : IGameConfiguration

([NetAF.Logic.html](#))

+ [NetAF.Logic.Callbacks](#)

Constructors

([NetAF.Logic.Callbacks.html](#))

- [NetAF.Logic.Configuration](#)

ConsoleGameConfiguration(Size, ExitMode, IIOWrapper)

ConsoleGameConfiguration

Represents a configuration for a console game.

(NetAF.Logic.Configuration.ConsoleGameConfiguration)

Declaration

ConsoleGameConfiguration

(NetAF.Logic.Configuration.IGameConfiguration)

+ [NetAF.Logic.Modes](#)

Modes

public ConsoleGameConfiguration(Size displaySize, ExitMode exitMode, IIOWrapper adapter)

([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

Parameters

([NetAF.Persistence.html](#))

Type

+ [NetAF.Persistence.Json](#)

Size (NetAF.Assets.Size.html)

([NetAF.Persistence.Json.html](#))

ExitMode (NetAF.Logic.ExitMode.html)

+ [NetAF.Rendering](#)

Rendering

([NetAF.Rendering.html](#))

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Type	Name	Description
IIOAdapter (NetAF.Adapters.IIOAdapter.html)	adapter	The I/O adapter.

Properties

+ **NetAF.Commands.Region Adapter Map**

(NetAF.Commands.RegionMap)

Get the I/O adapter.

+ **NetAF.Commands.Scene Declaration**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Property Value

+ **NetAF.Conversations.**

Type

Description

IInstructions

(NetAF.Conversations.Instruction.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Default

+ **NetAF.Interpretation**

Get the default game configuration.

(NetAF.Interpretation.html)

Declaration

+ **NetAF.Logic**

(NetAF.Logic.html)

public static IGameConfiguration Default { get; }

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

Property Value

- **NetAF.Logic.Configuration**

Type

Description

(NetAF.Logic.Configuration.html)

IGameConfiguration (NetAF.Logic.Configuration.IGameConfiguration.html)

ConsoleGameConfiguration

(NetAF.Logic.Configuration.Console)

IGameConfiguration

DisplayCommandListInSceneFrames

Get the value of the `DisplayCommandListInSceneFrames` property.

+ **NetAF.Logic.Modes**

list is displayed in scene frames.

(NetAF.Logic.Modes.html)

Declaration

+ **NetAF.Persistence**

public bool DisplayCommandListInSceneFrames { get; set; }

+ **NetAF.Persistence.Json**

Property Value

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

DisplaySize

Get the display size.

+ NetAF.Commands.Region

Declaration

Map

([NetAF.Commands.RegionMap.html](#))

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ Type

Description

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

Error Prefix

([NetAF.Conversations.Instruct.html](#))

- NetAF.Extensions

use when displaying errors.

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

public string ErrorPrefix { get; set; }

([NetAF.Interpretation.html](#))

+ NetAF.Logic

Property Value

([NetAF.Logic.html](#))

Type

+ NetAF.Logic.Callbacks

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

- NetAF.Logic.Configuration

([NetAF.Logic.Configuration.html](#))

ExitMode

ConsoleGameConfiguration

Get the exit mode.

([NetAF.Logic.Configuration.ConsoleGameConfiguration.html](#))

IGameConfiguration

Declaration

([NetAF.Logic.Configuration.IGameConfiguration.html](#))

+ NetAF.Logic.Modes

public ExitMode { get; }

([NetAF.Logic.Modes.html](#))

Property Value

+ NetAF.Persistence

([NetAF.Persistence.html](#))

Description

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

FrameBuilders

Get or set the collection of frame builders to use to render the game.

Declaration

```
public FrameBuilderCollection FrameBuilders { get; set; }
```

Property Value

+ NetAF.Commands.Region

Type

(NetAF.Commands.Region.html)

FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Interpreter

+ NetAF.Conversations

(NetAF.Conversations.html)

Get or set the interpreter for interpreting input.

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

Interpreter (NetAF.Interpretation.Interpreter.html)

+ NetAF.Logic

(NetAF.Logic.html)

SceneMapKeyType

+ NetAF.Logic.Callbacks

Get or set the type of key to use on the scene map.

(NetAF.Logic.Callbacks.html)

Declaration

- NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

```
public KeyType SceneMapKeyType { get; set; }
```

ConsoleGameConfiguration

(NetAF.Logic.Configuration.ConsoleGameConfiguration.html)

Property Value

IGameConfiguration

Type

(NetAF.Logic.Configuration.IGameConfiguration.html)

Description

+ NetAF.Logic.Modes

KeyType (NetAF.Rendering.KeyType.html)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Implements

(NetAF.Persistence.html)

IGameConfiguration (NetAF.Logic.Configuration.IGameConfiguration.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

▼

- + **NetAF.Commands.Region**
Map
(NetAF.Commands.RegionMap)
- + **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)
- + **NetAF.Conversations**
(NetAF.Conversations.html)
- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct)
- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- + **NetAF.Logic**
(NetAF.Logic.html)
- + **NetAF.Logic.Callbacks**
(NetAF.Logic.Callbacks.html)
- **NetAF.Logic.Configuration**
(NetAF.Logic.Configuration.html)
 - ConsoleGameConfiguration
(NetAF.Logic.Configuration.ConsoleGameConfiguration)
 - IGameConfiguration
(NetAF.Logic.Configuration.IGameConfiguration)
- + **NetAF.Logic.Modes**
(NetAF.Logic.Modes.html)
- + **NetAF.Persistence**
(NetAF.Persistence.html)
- + **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)
- + **NetAF.Rendering**
...

Interface IGameConfiguration

Represents a configuration for a game.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Configuration (NetAF.Logic.Configuration.html)

Assembly: NetAF.dll

+ **NetAF.Commands.Region**

Syntax

Map

(**NetAF.Commands.RegionMap**
public interface IGameConfiguration

+ **NetAF.Commands.Scene**

(**NetAF.Commands.Scene.html**

+ **NetAF.Conversations**

(**NetAF.Conversations.html**)

+ **NetAF.Conversations.**

Adapters

(**NetAF.Conversations.Instruct**

Get the I/O adapter.

+ **NetAF.Extensions**

Declaration

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation** { get; }

(**NetAF.Interpretation.html**)

Property Value

+ **NetAF.Logic**

Type (**NetAF.Logic.html**)

Description

+ **NetAF.Logic.Callbacks**

(**NetAF.Logic.Callbacks.html**)

- **NetAF.Logic.Configuration**

DisplayCommandListInSceneFrames

(**NetAF.Logic.Configuration.html**)

Get Configuration displayed in scene frames.

(**NetAF.Logic.Configuration.Console**

Declaration

IGameConfiguration

(**NetAF.Logic.Configuration.IGameConfiguration**

bool DisplayCommandListInSceneFrames { get; set; }

+ **NetAF.Logic.Modes**

(**NetAF.Logic.Modes.html**)

Property Value

+ **NetAF.Persistence**

Type (**NetAF.Persistence.html**)

Description

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **NetAF.Persistence.Json**

(**NetAF.Persistence.Json.html**)

DisplaySize

DisplaySize

Property Value

Type	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	

Interpreter

Get or set the interpreter used for interpreting input.

NetAF.Commands.Region

Declaration

(NetAF.Commands.RegionMap

+ `TTInterpreter Interpreter { get; set; }`

NetAF.Commands.Scene

(NetAF.Commands.Scene.html

Property Value

NetAF.Conversations

Type [\(NetAF.Conversations.html\)](#)

Description

+ `IInterpreter (NetAF.Interpretation.IInterpreter.html)`

Instructions

(NetAF.Conversations.Instruct

SceneMapKeyType

+ `NetAF.Extensions`

Get or set the type of key to use on the scene map.

(NetAF.Extensions.html)

Declaration

NetAF.Interpretation

(NetAF.Interpretation.html)

`KeyType SceneMapKeyType { get; set; }`

NetAF.Logic

(NetAF.Logic.html)

Property Value

NetAF.Logic.Callbacks

Type

(NetAF.Logic.Callbacks.html)

`KeyType (NetAF.Rendering.KeyType.html)`

Description

NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

ConsoleGameConfiguration

[\(NetAF.Logic.Configuration.ConsoleGameConfiguration.html\)](#)

IGameConfiguration

[\(NetAF.Logic.Configuration.IGameConfiguration.html\)](#)

NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

NetAF.Persistence

(NetAF.Persistence.html)

NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

NetAF.Rendering

Namespace NetAF.Logic.Modes

Classes

Filter by title

[AboutMode \(NetAF.Logic.Modes.AboutMode.html\)](#)
(NetAF.Commands.RegionMap)

+ [NetAF.Commands.Scene](#)
Provides a display mode for about.
(NetAF.Commands.Scene.html)

[CompletionMode \(NetAF.Logic.Modes.CompletionMode.html\)](#)

(NetAF.Conversations.html)
Provides a display mode for completion.

+ [NetAF.Conversations](#).

[ConversationMode \(NetAF.Logic.Modes.ConversationMode.html\)](#)

(NetAF.Conversations.Instruct)
Provides a display mode for conversation.

+ [NetAF.Extensions](#)

[GameOverMode \(NetAF.Logic.Modes.GameOverMode.html\)](#)

+ [NetAF.Interpretation](#) for game over.
(NetAF.Interpretation.html)

[HelpMode \(NetAF.Logic.Modes.HelpMode.html\)](#)

(NetAF.Logic.html)
Provides a display mode for help.

+ [NetAF.Logic.Callbacks](#)

[ReactionMode \(NetAF.Logic.Modes.ReactionMode.html\)](#)

+ [NetAF.Logic.Configuration](#)
(NetAF.Logic.Configuration.html)

[RegionMapMode \(NetAF.Logic.Modes.RegionMapMode.html\)](#)

(NetAF.Logic.Modes.html)
Provides a display mode for region map.

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

[SceneMode \(NetAF.Logic.Modes.SceneMode.html\)](#)

CompletionMode
Provides a display mode for a scene.
(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

[TitleMode \(NetAF.Logic.Modes.TitleMode.html\)](#)

GameModeType
Provides a display mode for title.
(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

[Interfaces](#)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

[IGameMode \(NetAF.Logic.Modes.IGameMode.html\)](#)

(NetAF.Logic.Modes.IGameMode.html)
Represents a mode for a game.

ReactionMode

Enums

GameModeType (NetAF.Logic.Modes.GameModeType.html)

Enumeration of game mode types.

▼

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.ht

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.h

CompletionMode

(NetAF.Logic.Modes.CompletionMo

ConversationMode

(NetAF.Logic.Modes.Conversation

GameModeType

(NetAF.Logic.Modes.GameModeTy

GameOverMode

(NetAF.Logic.Modes.GameOverMo

HelpMode

(NetAF.Logic.Modes.HelpMode.htm

IGameMode

(NetAF.Logic.Modes.IGameMode.h

ReactionMode

Class AboutMode

Provides a display mode for about.

Filter by title

Inheritance

+ NetAF.Commands.Scene

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ AboutMode

+ NetAF.Conversations

Implements

(NetAF.Conversations.html)

IGameMode (<NetAF.Logic.Modes.IGameMode.html>)

+ NetAF.Conversations.

Inherited Members

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)))

(<NetAF.Extensions.html>)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Logic

Namespace: NetAF (<NetAF.html>).Logic (<NetAF.Logic.html>).Modes (<NetAF.Logic.Modes.html>)

(NetAF.Logic.html)

Assembly: NetAF.dll

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

public sealed class AboutMode : IGameMode

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Properties

AboutMode

(<NetAF.Logic.Modes.AboutMode.html>)

Interpreter

CompletionMode

(<NetAF.Logic.Modes.CompletionMode.html>)

Get the interpreter

ConversationMode

(<NetAF.Logic.Modes.ConversationMode.html>)

GameModeType

(<NetAF.Logic.Modes.GameModeType.html>)

Interpreter

Interpreter { get; }

GameOverMode

(<NetAF.Logic.Modes.GameOverMode.html>)

Property Value

HelpMode

(<NetAF.Logic.Modes.HelpMode.html>)

Description

Interpreter (<NetAF.Logic.InterpreterInterpreter.html>)

ReactionMode

(<NetAF.Logic.Modes.ReactionMode.html>)

...

Type

Get the type of mode this provides.

Declaration

```
public GameModeType Type { get; }
```

+ NetAF.Commands.Scene

Property Value

(NetAF.Commands.Scene.html)

Type

+ NetAF.Conversations

GameModeType (NetAF.Logic.Modes.GameModeType.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Methods

+ NetAF.Extensions

(NetAF.Extensions.html)

Render(Game)

+ NetAF.Interpretation

Render the current state of a game.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html) (Game game)

+ NetAF.Logic.Callbacks

Parameters

(NetAF.Logic.Callbacks.html)

Type

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Implements

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

IGameMode (NetAF.Logic.Modes.IGameMode.html)

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

-

Description

Class CompletionMode

Provides a display mode for completion.

Filter by title

Inheritance

(NetAF.Commands.Scene.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF Conversations

CompletionMode

(NetAF Conversations.html)

Implements

IGameMode (<https://learn.microsoft.com/dotnet/api/system.game-mode>)

Instructions

(NetAF Conversations.Instruct

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Extensions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ NetAF.Logic

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Logic.html)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

Associated: NetAF!Callbacks

Syntax: (NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

public sealed class CompletionMode : IGameMode
(NetAF.Logic.Configuration.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Constructors

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode(string, string)

CompletionMode

Provides a display mode for completion.

ConversationMode

Declaration: [\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

(NetAF.Logic.Modes.GameModeType)(string title, string message)

GameOverMode

(NetAF.Logic.Modes.GameOverMode)

Parameters

HelpMode

Type	Name	Description
IGameMode	title	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message.

ReactionMode

RegionMapMode

Properties

Interpreter

Get the interpreter.

Declaration

(NetAF.Commands.Scene.html)

```
public IInterpreter Interpreter { get; }
```

+ NetAF.Conversations

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type
Instructions

Description

IInterpreter (NetAF.Interpretation.IInterpreter.html)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

Get the type of mode this provides.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

```
public GameModeType Type { get; }
```

+ NetAF.Logic.Callbacks

Property Value

+ NetAF.Logic.Configuration

Description

(NetAF.Logic.Configuration.html)

GameModeType (NetAF.Logic.Modes.GameModeType.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

Render the current state of a game.

GameModeType

Declaration

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

Parameters

| GameMode

Type

IGameMode (NetAF.Logic.Modes.IGameMode.html)

ReactionMode

Game (NetAF.Logic.Game.html)

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

Name

Description

game

The game.

Implements

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

▼

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.html](#))

- **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

Class ConversationMode

Provides a display mode for conversation.

Filter by title

Inheritance

+ [NetAF.Conversations](#)
([NetAF.Conversations.html](#))

+ [NetAF.Conversations](#).
Instructions
([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)
([NetAF.Extensions.html](#))

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\(system-object, system-object\)](#))

+ [NetAF.Interpretation](#).
Object
([NetAF.Interpretation.html](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ [NetAF.Logic](#)
object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))
([NetAF.Logic.html](#)) ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: NetAF ([NetAF.html](#)) Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll
([NetAF.Logic.Callbacks.html](#))

Syntax

+ [NetAF.Logic.Configuration](#)

([NetAF.Logic.Configuration.html](#))
public sealed class ConversationMode : IGameMode

- [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

Constructors

AboutMode
([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode
([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode
([NetAF.Logic.Modes.ConversationMode.html](#))

Initializes a new instance of the ConversationMode class.
([NetAF.Logic.Modes.ConversationMode.html](#))

GameOverMode
([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode
([NetAF.Logic.Modes.HelpMode.html](#))

Parameters
([NetAF.Logic.Modes.HelpMode.html](#))

Type	Name	Description
GameMode (NetAF.Logic.Modes.IGameMode.html)		
IConverser ReactionMode (NetAF.Assets.Characters.IConverser.html) (NetAF.Logic.Modes.ReactionMode.html)	converser	The IConverser the conversation is being held with.
RegionMapMode (NetAF.Logic.Modes.RegionMapMode.html)		
...		

Properties

Converser

Get the converser.



Declaration

+ NetAF.Conversations

```
public IConverser Converser { get; }
```

(NetAF.Conversations.html)

NetAF.Conversations.

Instructions

Type

(NetAF.Conversations.Instruct

IConverser (NetAF.Assets.Characters.IConverser.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Interpreter

Interpretation

(NetAF.Interpretation.html)

Get the interpreter.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

NetAF.Logic.Configuration

Type

(NetAF.Logic.Configuration.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

Type

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

Get the type of mode this provides.

(NetAF.Logic.Modes.CompletionModeType.html)

ConversationMode

(NetAF.Logic.Modes.ConversationModeType.html)

GameModeType

```
public GameModeType Type { get; }
```

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

Property Value

(NetAF.Logic.Modes.GameOverModeType.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionModeType.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapModeType.html)

- ...

Methods

Description

Instructions	Description
Type (NetAF.Conversations.Instruct	

IConverser (NetAF.Assets.Characters.IConverser.html)	
------------------------------------------------------	--

NetAF.Extensions	
(NetAF.Extensions.html)	

NetAF.Logic	
(NetAF.Logic.html)	

NetAF.Logic.Callbacks	
(NetAF.Logic.Callbacks.html)	

NetAF.Logic.Configuration	
Type (NetAF.Logic.Configuration.html)	

NetAF.Logic.Modes	
(NetAF.Logic.Modes.html)	

AboutMode	
Type (NetAF.Logic.Modes.AboutMode.html)	

CompletionMode	
Type (NetAF.Logic.Modes.CompletionModeType.html)	

ConversationMode	
Type (NetAF.Logic.Modes.ConversationModeType.html)	

GameModeType	
public GameModeType Type { get; }	

GameOverMode	
Type (NetAF.Logic.Modes.GameOverModeType.html)	

HelpMode	
Type (NetAF.Logic.Modes.HelpMode.html)	

GameModeType	
Type (NetAF.Logic.Modes.GameModeType.html)	

IGameMode	
Type (NetAF.Logic.Modes.IGameMode.html)	

ReactionMode	
Type (NetAF.Logic.Modes.ReactionModeType.html)	

RegionMapMode	
Type (NetAF.Logic.Modes.RegionMapModeType.html)	

RegionMapMode	
Type (NetAF.Logic.Modes.RegionMapModeType.html)	

... .	
-------	--

Render(Game)

Render the current state of a game.

Declaration

```
public void Render(Game game)
```

Parameters

+ NetAF.Conversations

Type (NetAF.Conversations.html)

+ NetAF.Conversations (NetAF.Conversations.html)

Instructions

(NetAF.Conversations.Instruct)

Implements

+ NetAF.Extensions

IGameMode (NetAF.Logic.Modes.IGameMode.html)
(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

- ...

Enum GameModeType

Enumeration of game mode types.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

+ **NetAF.Conversations**

Assembly: NetAF.dll

(NetAF.Conversations.html)

Syntax

+ **NetAF.Conversations.**

Instructions

public enum GameModeType

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Fields

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Description

+ **NetAF.Logic**

Information

(NetAF.Logic.html)

Interactive

An information mode.

An interactive mode.

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

- **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

Class GameOverMode

Provides a display mode for game over.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations.**

↳ GameOverMode

Instructions

Implements

([NetAF.Conversations.Instruct](#)

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ **NetAF Extensions**

Inherited Members

([NetAF.Extensions.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

+ **NetAF Interpretation**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object-object)))

+ **NetAF 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>)

+ **NetAF Logic Callbacks**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Callbacks.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

* **NetAF Logic Configuration**

([NetAF.Logic.Configuration.html](#))

Syntax

- **NetAF.Logic.Modes**

public sealed class GameOverMode : IGameMode

([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

Provides a display mode for game over.

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

public GameOverMode(string title, string message)

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

Parameters

([NetAF.Logic.Modes.IGameMode.html](#))

Type ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

Type	Name	Description
ReactionMode		
string (https://learn.microsoft.com/dotnet/api/system.string)	title	The title.
RegionMapMode		
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message.
SceneMode		
(NetAF.Logic.Modes.SceneMode.html)		

Properties

Interpreter

Get the interpreter.

Declaration

[\(NetAF.Conversations.html\)](#)

```
public IInterpreter Interpreter { get; }
```

+ [NetAF.Conversations](#).

Instructions

Property Value

[\(NetAF.Conversations.Instruct](#)

Type

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Description

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Type

+ [NetAF.Logic](#)

Get the type of mode this provides.

[\(NetAF.Logic.html\)](#)

Declaration

+ [NetAF.Logic.Callbacks](#)

[\(NetAF.Logic.Callbacks.html\)](#)

```
public GameModeType Type { get; }
```

+ [NetAF.Logic.Configuration](#)

[\(NetAF.Logic.Configuration.html\)](#)

Property Value

- [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

GameModeType ([NetAF.Logic.Modes.GameModeType.html](#))

Description

AboutMode

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

Render the current state of a game.

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

Declaration

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode Render (Game game)

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

ReactionMode

Parameters

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

Type

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

SceneMode

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

Description

Name

Description

game

The game.

Implements

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

▼

([NetAF.Conversations.html](#))

- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Logic.Callbacks**
[\(NetAF.Logic.Callbacks.html\)](#)
- + **NetAF.Logic.Configuration**
[\(NetAF.Logic.Configuration.ht](#)
- **NetAF.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)
 - AboutMode
[\(NetAF.Logic.Modes.AboutMode.h](#)
 - CompletionMode
[\(NetAF.Logic.Modes.CompletionMo](#)
 - ConversationMode
[\(NetAF.Logic.Modes.Conversation](#)
 - GameModeType
[\(NetAF.Logic.Modes.GameModeTy](#)
 - GameOverMode
[\(NetAF.Logic.Modes.GameOverMo](#)
 - HelpMode
[\(NetAF.Logic.Modes.HelpMode.htm](#)
 - IGameMode
[\(NetAF.Logic.Modes.IGameMode.h](#)
 - ReactionMode
[\(NetAF.Logic.Modes.ReactionMode](#)
 - RegionMapMode
[\(NetAF.Logic.Modes.RegionMapMo](#)
 - SceneMode
[\(NetAF.Logic.Modes.SceneMode.h](#)
 -

Class HelpMode

Provides a display mode for help.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations.**

↳ HelpMode

Instructions

Implements

([NetAF.Conversations.Instruct](#)

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ **NetAF.Extensions**

Inherited Members

([NetAF.Extensions.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Logic**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Callbacks.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

+ **NetAF.Logic.Configuration**

Assembly: NetAF.dll

([NetAF.Logic.Configuration.html](#))

Syntax

- **NetAF.Logic.Modes**

public sealed class HelpMode : IGameMode

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

Constructors

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

Provides a display mode for help.

([NetAF.Logic.Modes.GameModeType.html](#))

Declaration

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

public HelpMode(CommandHelp[] commands)

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

Parameters

([NetAF.Logic.Modes.IGameMode.html](#))

Type

([NetAF.Logic.Modes.ReactionMode.html](#))

CommandHelp[]

([NetAF.Commands.CommandHelp.html](#))[]

Name

Description

commands

The commands to display.

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

Properties

Interpreter

Get the interpreter.



Declaration

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

Provides the instructions.

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Description

Provides the interpretation.

[\(NetAF.Interpretation.html\)](#)

Type

+ **NetAF.Logic**

Gets the logic.

[\(NetAF.Logic.html\)](#) provides.

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

public GameModeType Type { get; }

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

Property Value

- **NetAF.Logic.Modes**

Type

[\(NetAF.Logic.Modes.html\)](#)

GameModeType ([NetAF.Logic.Modes.GameModeType.html](#))

Description

AboutMode

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

Render the current state of a game.

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

public void Render(Game game)

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

ReactionMode

Parameters

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

Type

[RegionMapMode](#)

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

SceneMode

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

TitleMode

[\(NetAF.Logic.Modes.TitleMode.html\)](#)

Type	Name	Description
RegionMapMode	game	The game.

Implements

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

▼

([NetAF.Conversations.html](#))

- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instruct](#))
- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
- + **NetAF.Logic**
([NetAF.Logic.html](#))
- + **NetAF.Logic.Callbacks**
([NetAF.Logic.Callbacks.html](#))
- + **NetAF.Logic.Configuration**
([NetAF.Logic.Configuration.html](#))
- **NetAF.Logic.Modes**
([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

Interface IGameMode

Represents a mode for a game.

Filter by title

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

Assembly: NetAF.dll

+ **NetAF.Conversations.**

Syntax

Instructions

([NetAF Conversations Instructions](#))

public interface IGameMode

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Properties ([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

Interpreter ([NetAF.Logic.html](#))

Get the interpreter.

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

Declaration

+ **NetAF.Logic.Configuration**

IInterpreter Interpreter { get; }

([NetAF.Logic.Configuration.html](#))

- **NetAF.Logic.Modes**

Property Value

([NetAF.Logic.Modes.html](#))

Type

AboutMode

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

Get the type of mode this provides.

([NetAF.Logic.Modes.GameModeType.html](#))

Declaration

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

GameModeType Type { get; }

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

Property Value

([NetAF.Logic.Modes.IGameMode.html](#))

Type

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

GameModeType ([NetAF.Logic.Modes.GameModeType.html](#))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

([NetAF.Logic.Modes.TitleMode.html](#))

Description

Type	Description
AboutMode	(NetAF.Logic.Modes.IInterpreter.html)
CompletionMode	(NetAF.Logic.Modes.CompletionMode.html)
ConversationMode	(NetAF.Logic.Modes.ConversationMode.html)
GameOverMode	(NetAF.Logic.Modes.GameOverMode.html)
GameModeType	Type { get; }
HelpMode	(NetAF.Logic.Modes.HelpMode.html)
IGameMode	(NetAF.Logic.Modes.IGameMode.html)
ReactionMode	(NetAF.Logic.Modes.ReactionMode.html)
RegionMapMode	(NetAF.Logic.Modes.RegionMapMode.html)
SceneMode	(NetAF.Logic.Modes.SceneMode.html)
TitleMode	(NetAF.Logic.Modes.TitleMode.html)

Methods

Render(Game)

Render the current state of a game.

Declaration
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

Part of [NetAF](#)

+ **Type**

[\(NetAF.Extensions.html\)](#)

Game ([NetAF.Logic.Game.html](#))

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

- **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

AboutMode

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

ReactionMode

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

SceneMode

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

TitleMode

[\(NetAF.Logic.TitleMode.html\)](#)

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game.

Class ReactionMode

Provides a display mode for reaction.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations.**

↳ ReactionMode

Instructions

Implements

([NetAF.Conversations.Instruct](#)

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ **NetAF.Extensions**

Inherited Members

([NetAF.Extensions.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Logic**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Callbacks.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

+ **NetAF.Logic.Configuration**

Assembly: NetAF.dll

([NetAF.Logic.Configuration.html](#))

Syntax

- **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

Constructors

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

ReactionMode(string, string)

GameModeType

Provides a display mode for reaction.

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

public ReactionMode(string title, string message)

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

Parameters

([NetAF.Logic.Modes.IGameMode.html](#))

Type

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

string

(<https://learn.microsoft.com/dotnet/api/system.string>)

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

Type	Name	Description
ReactionMode	title	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message.

Properties

Interpreter

Get the interpreter.



Declaration

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

Provides the instructions.

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Description

Interpreter (NetAF.Interpretation.IInterpreter.html)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

Type

+ **NetAF.Logic**

Gets the logic.

[\(NetAF.Logic.html\)](#) provides.

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

public GameModeType Type { get; }

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

Property Value

- **NetAF.Logic.Modes**

Type

[\(NetAF.Logic.Modes.html\)](#)

GameModeType (NetAF.Logic.Modes.GameModeType.html)

Description

AboutMode

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

Render the current state of a game.

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

public void Render(Game game)

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

ReactionMode

Parameters

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

Type

[RegionMapMode](#)

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

Game

[\(NetAF.Logic.Game.html\)](#)

SceneMode

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

TitleMode

TutorialMode

Type	Name	Description
RegionMapMode	game	The game.

Implements

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

▼

([NetAF.Conversations.html](#))

- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instruct](#))
- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
- + **NetAF.Logic**
([NetAF.Logic.html](#))
- + **NetAF.Logic.Callbacks**
([NetAF.Logic.Callbacks.html](#))
- + **NetAF.Logic.Configuration**
([NetAF.Logic.Configuration.html](#))
- **NetAF.Logic.Modes**
([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

Class RegionMapMode

Provides a display mode for region map.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations.**

↳ RegionMapMode

Instructions

Implements

([NetAF.Conversations.Instruct](#))

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ **NetAF.Extensions**

Inherited Members

([NetAF.Extensions.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#)) // [https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

equals(system-object-system-object))

+ **NetAF.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>)

([NetAF.Logic.Callbacks.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

+ **NetAF.Logic.Configuration**

Assembly: NetAF.dll

([NetAF.Logic.Configuration.html](#))

Syntax

- **NetAF.Logic.Modes**

public sealed class RegionMapMode : IGameMode

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

Constructors

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

Provides a display mode for region map.

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

public RegionMapMode(Point3D focusPosition)

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

Type	Name	Description
ReactionMode	(NetAF.Logic.Modes.ReactionMode.html)	

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

Properties

FocusPosition

Get or set the position to focus on. To use the player position use RegionMapMode.Player.

Declaration
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**[FocusPosition](#) { get; set; }

Instructions

Properties
[\(NetAF.Conversations.Instruct](#)

+ **Type**
[NetAF.Extensions](#)

	Description
(NetAF.Extensions.html) POINT3D (NetAF.Assets.POINT3D.html)	

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

Interpreter

+ **NetAF.Logic**

Get [\(NetAF.Logic.html\)](#)

Declarations
[NetAF.Logic.Callbacks](#)

[\(NetAF.Logic.Callbacks.html\)](#)

public IInterpreter Interpreter { get; }

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

Property Value

- **NetAF.Logic.Modes**

Type
[\(NetAF.Logic.Modes.html\)](#)

	Description
(NetAF.Logic.Modes.html) IInterpreter (NetAF.Interpretation.IInterpreter.html) AboutMode	

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

Player
[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

ConversationMode

Get the value to use to display the player level.

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

public static Point3D Player { get; }

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

Properties
[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

Type
[\(NetAF.Logic.Modes.IGameMode.html\)](#)

	Description
(NetAF.Logic.Modes.IGameMode.html) POINT3D (NetAF.Assets.Point3D.html)	

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

Type
[\(NetAF.Logic.Modes.SceneMode.html\)](#)

SceneMode

Properties
[\(NetAF.Logic.Modes.SceneMode.html\)](#)

TitleMode

Get the type of mode this provides.

Declaration

```
public GameModeType Type { get; }
```

Property Value

Type	Description
(NetAF.Conversations.html) GameModeType (NetAF.Logic.Modes.GameModeType.html)	

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Methods

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

CanPanToPosition(Region, Point3D)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Declarations

NetAF.Logic

[\(NetAF.Logic.html\)](#)

```
public static bool CanPanToPosition(Region region, Point3D position)
```

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Parameters

Type	Name	Description
(NetAF.Logic.Configuration.html) Region (NetAF.Assets.Locations.Region.html)	region	The region.
(NetAF.Logic.Modes.html) Point3D (NetAF.Assets.Point3D.html)	position	The position.

AboutMode

Returns [\(NetAF.Logic.Modes.AboutMode.html\)](#)

Type	Description
(NetAF.Logic.Modes.CompletionMode.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the pan position is valid, else false.

CompletionMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

ConversationMode

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

Render the current state of a game
[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

public void Render(Game game)

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

ReactionMode

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

[\(NetAF.Logic.Modes.SceneMode.html\)](#)

TitleMode

Type	Name	Description
	game	The game.

Implements

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

▼

([NetAF.Conversations.html](#))

- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instruct](#))
- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
- + **NetAF.Logic**
([NetAF.Logic.html](#))
- + **NetAF.Logic.Callbacks**
([NetAF.Logic.Callbacks.html](#))
- + **NetAF.Logic.Configuration**
([NetAF.Logic.Configuration.html](#))
- **NetAF.Logic.Modes**
([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

Class SceneMode

Provides a display mode for a scene.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations.**

↳ SceneMode
Instructions

Implements

([NetAF.Conversations.Instruct.html](#))

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ **NetAF.Extensions**

Inherited Members

([NetAF.Extensions.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Logic**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Callbacks.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

+ **NetAF.Logic.Configuration**

Assembly: NetAF.dll

([NetAF.Logic.Configuration.html](#))

Syntax

- **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

Properties

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

Interpreter

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

Get the interpreter

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

Declaration

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

public IInterpreter Interpreter { get; }

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

Properties

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

Type

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

Description

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

Type

Get the type of mode this provides.

Declaration

```
public GameModeType Type { get; }
```

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type
Instructions

GameModeType (NetAF.Logic.Modes.GameModeType.html)

Description

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

NetAF.Interpretation

(NetAF.Interpretation.html)

Render(Game)

(NetAF.Logic.html)

Render the current state of a game.

+ NetAF.Logic.Callbacks

Declaration

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Parameters

- NetAF.Logic.Modes

Type (NetAF.Logic.Modes.html)

AboutMode (NetAF.Logic.Game.html)

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

IGameMode (NetAF.Logic.Modes.IGameMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

SceneMode

(NetAF.Logic.Modes.SceneMode.html)

TitleMode

Class TitleMode

Provides a display mode for title.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations.**

↳ TitleMode

Instructions

Implements

([NetAF.Conversations.Instruct](#)

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ **NetAF.Extensions**

Inherited Members

([NetAF.Extensions.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Callbacks.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

+ **NetAF.Logic.Configuration**

Assembly: NetAF.dll

([NetAF.Logic.Configuration.html](#))

Syntax

- **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

Properties

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

Interpreter

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

Get the interpreter

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

Declaration

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

public IInterpreter Interpreter { get; }

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

Properties

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

Type

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

SceneMode

([NetAF.Logic.Modes.SceneMode.html](#))

TitleMode

Type	Description
RegionMapMode	
IInterpreter	(NetAF.Logic.Modes.IInterpreter.html)
TitleMode	

Type

Get the type of mode this provides.

Declaration

```
public GameModeType Type { get; }
```

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type
Instructions

GameModeType (NetAF.Logic.Modes.GameModeType.html)

Description

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

NetAF.Interpretation

(NetAF.Interpretation.html)

Render(Game)

(NetAF.Logic.html)

Render the current state of a game.

+ NetAF.Logic.Callbacks

Declaration

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Parameters

- NetAF.Logic.Modes

Type (NetAF.Logic.Modes.html)

AboutMode (NetAF.Logic.Game.html)

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

IGameMode (NetAF.Logic.Modes.IGameMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

SceneMode

(NetAF.Logic.Modes.SceneMode.html)

TitleMode

Namespace NetAF.Persistence

Classes

Filter by title

RestorePoint (NetAF.Persistence.RestorePoint.html) (NetAF.Commands.RegionMap)

Represents a restore point for a Game.

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.htm

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

- **NetAF.Persistence**

(NetAF.Persistence.html)

RestorePoint

(NetAF.Persistence.RestorePoint.h

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Class RestorePoint

Represents a restore point for a Game.

Filter by title

Inheritance

+ **(NetAF.Commands.Persistence)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Region**

Map

Inherited Members

+ **(NetAF.Commands.RegionMap)**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Commands.Scene**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations.Instruction**

Namespace: NetAF (NetAF.html).Persistence (NetAF.Persistence.html)

Assembly: NetAF

Syntax

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

public class RestorePoint

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Properties

NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

CreationTime

NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

Get or set the creation time of this save.

+ **NetAF.Logic.Modes**

Declaration

[\(NetAF.Logic.Modes.html\)](#)

- **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

Property Value

RestorePoint

Type [\(NetAF.Persistence.RestorePoint.html\)](#)

Description

+ **NetAF.Persistence.Json**

DateTimes (<https://learn.microsoft.com/dotnet/api/system.datetime>)

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Get or set the serialized game.

Declaration

```
public GameSerialization Game { get; set; }
```

Property Value

Type	Description
(NetAF.Commands.Persistence.html)	

+ [NetAF.Commands.Region](#)
Map
[\(NetAF.Commands.RegionMap.html\)](#)

Name
+ [NetAF.Commands.Scene](#)

[\(NetAF.Commands.Scene.html\)](#)

Get or set the name of this save.

- [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

```
public string Name { get; set; }
```

+ [NetAF.Conversations.](#)

Instructions

Property Value

[\(NetAF.Conversations.Instruct.html\)](#)

Type

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Methods

[\(NetAF.Logic.html\)](#)

>Create(string name)

[\(NetAF.Logic.Callbacks.html\)](#)

Create a new restore point.

+ [NetAF.Logic.Configuration](#)

Declaration

[\(NetAF.Logic.Configuration.html\)](#)

+ [NetAF.Logic.Modes](#)
RestorePoint Create(string name, Game game)

[\(NetAF.Logic.Modes.html\)](#)

Parameters

- [NetAF.Persistence](#)

Type

[\(NetAF.Persistence.html\)](#)

RestorePoint

[\(NetAF.Persistence.RestorePoint.html\)](#)

Game ([NetAF.Logic.Game.html](#))

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Type	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	The restore point.

▼

(NetAF.Commands.Persistence)

- + NetAF.Commands.Region
Map
(NetAF.Commands.RegionMap.html)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Logic.Callbacks
(NetAF.Logic.Callbacks.html)
- + NetAF.Logic.Configuration
(NetAF.Logic.Configuration.htm
- + NetAF.Logic.Modes
(NetAF.Logic.Modes.html)
- NetAF.Persistence
(NetAF.Persistence.html)
 - RestorePoint
(NetAF.Persistence.RestorePoint.h
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)

Namespace NetAF.Persistence.Json

Classes

Filter by title

JsonSave (NetAF.Persistence.Json.JsonSave.html) (NetAF.Commands.RegionMap)

Provides persistence for a save in the Json format.

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.htm

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

- **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

JsonSave

(NetAF.Persistence.Json.JsonSave

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Class JsonSave

Provides persistence for a save in the Json format.

Filter by title

Inheritance

(NetAF.Commands.Persistence)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Region**

Map

Inherited Members

(NetAF.Commands.RegionMap)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Scene**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations.Instruction**

Namespace: NetAF ([NetAF.html](#)).Persistence ([NetAF.Persistence.html](#)).Json ([NetAF.Persistence.Json.html](#))

+ **NetAF.Extensions**

Syntax ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

public static class JsonSave
(NetAF.Interpretation.html)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Methods

[NetAF.Logic.Callbacks](#)

[\(NetAF.Logic.Callbacks.html\)](#)

[FromFile\(string, out RestorePoint, out string\)](#)

[NetAF.Logic.Configuration](#)

[\(NetAF.Logic.Configuration.html\)](#)

Return a restore point from a file.

+ **NetAF.Logic.Modes**

Declaration

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

public static bool FromFile(string path, out RestorePoint restorePoint, out string message)

[\(NetAF.Persistence.html\)](#)

- **NetAF.Persistence.Json**

Parameters

[\(NetAF.Persistence.Json.html\)](#)

Type

JsonSave

Name

path

Description

The file path.

+ **NetAF.Rendering**

net/api/system/string)

[\(NetAF.Rendering.html\)](#)

Type	Name	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	<i>restorePoint</i>	The restore point.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	A message detailing the result of the load, if the load was unsuccessful. If the load was successful this will be empty. (NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Returns

Map Type	Description
(NetAF.Commands.RegionMap.html)	True if the load was successful else false.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

FromJson(Region)

(NetAF.Conversations.html)

Create a restore point from Json.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct.html)

```
public static RestorePoint FromJson(string json)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

+ Type NetAF.Interpretation

(NetAF.Interpretation.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

json

The json.

+ NetAF.Logic

Returns

(NetAF.Logic.html)

+ Type

NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Description

The restore point created from the Json.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

ToFile(string, RestorePoint, out string)

+ NetAF.Logic.Modes

Permit restore point to file

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

```
public static bool ToFile(string path, RestorePoint restorePoint, out string message)
```

- NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Parameters

JsonSave

(NetAF.Persistence.Json.JsonSave.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>path</i>	The file path.
RestorePoint (NetAF.Persistence.RestorePoint.html)	<i>restorePoint</i>	The restore point to persist.
+ NetAF.Commands.RegionMap (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.RegionMap)	<i>message</i>	A message detailing the result of the save, if the save was unsuccessful. If the save was successful this will be empty.

Return **NetAF.Commands.Scene**

Type	Description
+ NetAF.Conversations (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Conversations.html)	True if the save was successful else false.

+ NetAF.Conversations. ToJson(RestorePoint) Instructions

Convert a restore point to Json.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Parameters

+ NetAF.Logic

Type
[\(NetAF.Logic.html\)](#)

RestorePoint ([NetAF.Persistence.RestorePoint.html](#))

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Returns

+ NetAF.Logic.Configuration

Type

[\(NetAF.Logic.Configuration.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

- NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

JsonSave

[\(NetAF.Persistence.Json.JsonSave\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Namespace NetAF.Rendering

Enums

Filter by title

(NetAF.Commands.RegionMap)
KeyType ([NetAF.Rendering.KeyType.html](#))

+ **NetAF.Commands.Scene**
Enumeration of key types.
([NetAF.Commands.Scene.html](#))

(NetAF.Commands.RegionMap)
RegionMapMode ([NetAF.Rendering.RegionMapMode.html](#))

([NetAF.Conversations.html](#))
Enumeration of region map modes.

+ **NetAF.Conversations**.
Instructions
([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**
([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**
([NetAF.Interpretation.html](#))

+ **NetAF.Logic**
([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**
([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**
([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes**
([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**
([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**
([NetAF.Persistence.Json.html](#))

- **NetAF.Rendering**
([NetAF.Rendering.html](#))

 KeyType
([NetAF.Rendering.KeyType.html](#))
 RegionMapMode

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands.Region**

Syntax

Map

(**NetAF.Commands.RegionMap**)

public enum KeyType

+ **NetAF.Commands.Scene**

(**NetAF.Commands.Scene.html**)

+ **NetAF.Conversations**

Fields (**NetAF.Conversations.html**)

+ **NetAF.Conversations**

Name Description

Instructions

Dynamic Dynamic key, only show relevant key items.

(**NetAF.Conversations.Instruct**)

Full

Full key.

+ **NetAF.Extensions**

None

No key.

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**

(**NetAF.Interpretation.html**)

+ **NetAF.Logic**

(**NetAF.Logic.html**)

+ **NetAF.Logic.Callbacks**

(**NetAF.Logic.Callbacks.html**)

+ **NetAF.Logic.Configuration**

(**NetAF.Logic.Configuration.html**)

+ **NetAF.Logic.Modes**

(**NetAF.Logic.Modes.html**)

+ **NetAF.Persistence**

(**NetAF.Persistence.html**)

+ **NetAF.Persistence.Json**

(**NetAF.Persistence.Json.html**)

- **NetAF.Rendering**

(**NetAF.Rendering.html**)

KeyType

(**NetAF.Rendering.KeyType.html**)

RegionMapMode

Enum RegionMapMode

Enumeration of region map modes.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands.Region**

Syntax

Map

(**NetAF.Commands.RegionMap**

 public enum RegionMapMode

+ **NetAF.Commands.Scene**

(**NetAF.Commands.Scene.html**)

+ **NetAF.Conversations**

Fields (**Conversations.html**)

+ **NetAF.Conversations.**

Name Description

Instructions

Detailed Shows rooms at a detailed level.

(**NetAF.Conversations.Instruct**

Dynamic

Dynamic region map - uses detailed if there is room, else map will be undetailed.

+ **NetAF.Extensions**

Undetailed

Shows rooms as one character, which allows larger maps to be displayed in a limited area.

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**

(**NetAF.Interpretation.html**)

+ **NetAF.Logic**

(**NetAF.Logic.html**)

+ **NetAF.Logic.Callbacks**

(**NetAF.Logic.Callbacks.html**)

+ **NetAF.Logic.Configuration**

(**NetAF.Logic.Configuration.html**)

+ **NetAF.Logic.Modes**

(**NetAF.Logic.Modes.html**)

+ **NetAF.Persistence**

(**NetAF.Persistence.html**)

+ **NetAF.Persistence.Json**

(**NetAF.Persistence.Json.html**)

- **NetAF.Rendering**

(**NetAF.Rendering.html**)

KeyType

(**NetAF.Rendering.KeyType.html**)

RegionMapMode

Namespace NetAF.Rendering.FrameBuilders

▼ Filter by title

Classes

+ [NetAF.Conversations.](#)

[Instructions](#)

[FrameBuilderCollection](#)

([NetAF.Conversations.Instruct](#)
[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#))

+ [NetAF.Extensions](#)

 Provides extensions of all of the frame builders required to run a game.

 ([NetAF.Extensions.html](#))

[FrameBuilderCollections](#)

([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

+ [NetAF.Logic](#)

 ([NetAF.Logic.html](#))

[GridStringBuilder](#) ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

 ([NetAF.Logic.Callbacks](#))

 Provides a class for building strings as part of a grid.

 ([NetAF.Logic.Callbacks.html](#))

+ [NetAF.Logic.Configuration](#)

[SceneHelper](#) ([NetAF.Rendering.FrameBuilders.SceneHelper.html](#))

 Provides helper functionality for scenes.

+ [NetAF.Logic.Modes](#)

 ([NetAF.Logic.Modes.html](#))

[Interfaces](#)

+ [NetAF.Persistence](#)

 ([NetAF.Persistence.html](#))

[IAboutFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

+ [NetAF.Persistence.Json](#)

 Represents any object that can build about frames.

 ([NetAF.Persistence.Json.html](#))

[ICompletionFrameBuilder](#)

 ([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

- [NetAF.Rendering.FrameBuilders](#)

 Builders

[IConversationFrameBuilder](#)

([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

 ([NetAF.Rendering.FrameBuilders.F](#)

 Represents any object that can build conversation frames.

 FrameBuilderCollections

 ([NetAF.Rendering.FrameBuilders.F](#)

[IGameOverFrameBuilder](#)

([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

 ([NetAF.Rendering.FrameBuilders.F](#)

 Represents any object that can build game over frames.

 ([NetAF.Rendering.FrameBuilders.F](#)

 ICompletionFrameBuilder

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Represents any object that can build help frames.

IReactionFrameBuilder

(NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html)

Represents any object that can build reaction frames.

+ NetAF.Conversations.

IRRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

(NetAF.Conversations.Instruction)

Represents any object that can build region maps.

+ NetAF.Extensions

IRRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

+ NetAF.Interpretation

Represents any object that can build region map frames.

(NetAF.Interpretation.html)

+ NetAF.Logic

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

(NetAF.Logic.html)

Represents any object that can build room maps.

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

+ NetAF.Logic.Configuration

Represents any object that can build scene frames.

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(NetAF.Logic.Modes.html)

Represents any object that can build title frames.

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

[\(NetAF.Conversations.Instruct\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Inherited Members

+ [NetAF.Interpretation](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Interpretation.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ [NetAF.Logic.Callbacks](#)

[\(NetAF.Logic.Callbacks.html\)](#)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

[\(NetAF.Logic.Callbacks.html\)](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Logic.Configuration](#)

[\(NetAF.Logic.Configuration.html\)](#)

Name: NetAF (NetAF.dll) Declared in: [\(NetAF.Rendering.html\)](#).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

Assembly: NetAF.dll

+ [NetAF.Logic.Modes](#)

Syntax

[\(NetAF.Logic.Modes.html\)](#)

+ [NetAF.Persistence](#)

FrameBuilderCollection<FrameBuilder> FrameBuilderCollection

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

Constructors

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

FrameBuilderCollection<FrameBuilder> FrameBuilderCollection

([\(NetAF.Rendering.FrameBuilders.html\)](#))

IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,

IGameOverFrameBuilder, IAAboutFrameBuilder, IReactionFrameBuilder,

IConversationFrameBuilder)

[\(NetAF.Rendering.FrameBuilderCollection.html\)](#)

Provides a collection of all of the frame builders required to run a game.

FrameBuilderCollection<FrameBuilder>

Declaration

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections

public FrameBuilderCollection<FrameBuilder> FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneFrameBuilder sceneFrameBuilder, IGridFrameBuilder gridFrameBuilder, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuilder helpFrameBuilder, ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBuilder gameOverFrameBuilder, IAAboutFrameBuilder aboutFrameBuilder, IReactionFrameBuilder reactionFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

Type	Name	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html) (NetAF.Conversations.Instruct)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ NetAF.Extensions (NetAF.Extensions.html) IRegionMapFrameBuilder (NetAF.Extensions.html) meBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ NetAF.Interpretation IHelpFrameBuilder (NetAF.Interpretation.html) der.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ NetAF.Logic (NetAF.Logic.html) ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html) (NetAF.Logic.Callbacks) (NetAF.Logic.Callbacks.html) IGameOverFrameBuilder + NetAF.Logic.Configuration (NetAF.Logic.Configuration.html)	<i>completionFrameBuilder</i> <i>gameOverFrameBuilder</i>	The builder to use for building completion frames. The builder to use for building game over frames.
+ NetAF.Logic.Modes (NetAF.LogicModes.html) IAboutFrameBuilder + NetAF.Persistence IReactionFrameBuilder (NetAF.Persistence.html) reactionFrameBuilder.html) + NetAF.Persistence.Json (NetAF.Persistence.Json.html) IConversationFrameBuilder + NetAF.Rendering (NetAF.Rendering.html)	<i>aboutFrameBuilder</i> <i>reactionFrameBuilder</i> <i>conversationFrameBuilder</i>	The builder to use for building about frames. The builder to use for building reaction frames. The builder to use for building conversation frames.

- NetAF.Rendering.Frame Builders

Properties

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections)

AboutFrameBuilder
Get the builder to use for about frames.
GridStringBuilder

Declaration
(NetAF.Rendering.FrameBuilders.C)

IAboutFrameBuilder

public **NetAF.Rendering.FrameBuilders.IAboutFrameBuilder** AboutFrameBuilder { get; }

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I)

Property Value
IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I)

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

Get the builder to use for completion frames.

(NetAF.Conversations.Instruct)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public ICompletionFrameBuilder CompletionFrameBuilder { get; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

(NetAF.Logic.html)

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

ConversationFrameBuilder

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Get the builder to use for conversation frames.

Declaration

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

```
public IConversationFrameBuilder ConversationFrameBuilder { get; }
```

+ NetAF.Persistence

(NetAF.Persistence.html)

Property Value

+ NetAF.Persistence.Json

Type

(NetAF.Persistence.Json.html)

IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

NetAF.Rendering.Frame

GameOverFrameBuilder

Builders

Get the builder to use for game over frames.

(NetAF.Rendering.FrameBuilders)

Declaration

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

rameBuilderCollection

GameOverFrameBuilder { get; }

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

Property Value

(NetAF.Rendering.FrameBuilders.C

Type

Description

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

(NetAF.Conversations.Instruct

Property Value

+ NetAF.Extensions

(NetAF.Extensions.html)

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

ReactionModeFrameBuilder

NetAF.Logic

(NetAF.Logic.html)

Get the builder to use for reaction frames.

+ NetAF.Logic.Callbacks

Declaration

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Property Value

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

IReactionFrameBuilder (NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Get the builder to use for region map frames.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

Property Value

FrameBuilderCollection

Type (NetAF.Rendering.FrameBuilders.FrameBuilderCollection)

Description

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder)

SceneFrameBuilder

IAutoFrameBuilder

(NetAF.Rendering.FrameBuilders.IAutoFrameBuilder)

Get the builder to use for scene frames.

ICompletionFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

```
public ISceneFrameBuilder SceneFrameBuilder { get; }
```

Property Value

Type	Description
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html) (NetAF.Conversations.Instruct	

+ **NetAF.Extensions**

TitleFrameBuilder
(NetAF.Extensions.html)

Get the builder to use for title frames.

(NetAF.Interpretation

(NetAF.Interpretation.html)

+ **NetAF.Logic**

public ITitleFrameBuilder TitleFrameBuilder { get; }

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

Property Value

(NetAF.Logic.Callbacks.html)

Type

+ **NetAF.Logic.Configuration**

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(NetAF.Logic.Configuration.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance ([NetAF.Conversations.Instruction](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ FrameBuilderCollections

([NetAF.Extensions.html](#))

Inherited Members

+ **NetAF.Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Logic**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Logic.Configuration**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Configuration.html](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

* **NetAF.LogicModes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

public static class FrameBuilderCollections
([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Properties

[NetAF.Rendering](#)

([NetAF.Rendering.html](#))

Default [NetAF.Rendering.Frame](#)

Builders

Get the default frame builder collection.

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.F](#)

public static FrameBuilderCollection Default { get; }

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.F](#)

GridStringBuilder

([NetAF.Rendering.FrameBuilders.C](#)

Type AboutFrameBuilder

Description

([NetAF.Rendering.FrameBuilders.I](#)

FrameBuilderCollection ([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

▼

(NetAF.Conversations.Instruction)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

- **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilders\)](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

(NetAF.Conversations.Instruction.html)

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

+ NetAF.Extensions

↳ GridStringBuilder

(NetAF.Extensions.html)

Inherited Members

+ NetAF.Interpretation

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ NetAF.Logic

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

+ NetAF.Logic.Configuration

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

(NetAF.Logic.Configuration.html)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

* NetAF.LogicModes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

public class GridStringBuilder

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Constructors

+ NetAF.Rendering

(NetAF.Rendering.html)

GridStringBuilder(char, char, char)

- NetAF.Rendering.Frame

Provides a class for building strings as part of a grid.

Builders

Declaration

(NetAF.Rendering.FrameBuilders.html)

```
FrameBuilderCollection  
public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharacter = '|', char horizontalDividerCharacter = '-')  
(NetAF.Rendering.FrameBuilders.FrameBuilderCollection)
```

```
(NetAF.Rendering.FrameBuilders.FrameBuilderCollection)
```

Parameters

Type	Name	Description
IAboutFrameBuilder	leftBoundaryCharacter	The character to use for left boundaries.

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char) INetAF.Conversations.Instruction	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Properties

[\(NetAF.Interpretation.html\)](#)

NetAF.Logic

DisplaySize

[\(NetAF.Logic.html\)](#)

Get the display size.

+ NetAF.Logic.Callbacks

Declaration

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

`public Size DisplaySize { get; }`

[\(NetAF.Logic.Configuration.html\)](#)

Properties

NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Type

Description

+ NetAF.Persistence

`Size (NetAF.Assets.Size.html)`

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

HorizontalDividerCharacter

[Get NetAF.Rendering](#) used for horizontal dividers.

[\(NetAF.Rendering.html\)](#)

Declaration

- NetAF.Rendering.Frame

`public char HorizontalDividerCharacter { get; set; }`

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Property Value

`FrameBuilderCollection`

Type

[\(NetAF.Rendering.FrameBuilders.F](#)

Description

`FrameBuilderCollections`

`char (NetAF.Rendering.FrameBuilders.F`

`char (NetAF.Rendering.FrameBuilders.F`

`GridStringBuilder`

`GridStringBuilder (NetAF.Rendering.FrameBuilders.C`

`IApplicationBuilder`

`IApplicationBuilder (NetAF.Rendering.FrameBuilders.I`

Declaration

`IConversationFrameBuilder`

`IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I`

LeftBoundaryCharacter

[\(NetAF.Rendering.FrameBuilders.I](#)

Get `IConversationFrameBuilder` for left boundary.

`IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I`

Declaration

`IConversationFrameBuilder`

`IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I`

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) (NetAF.Conversations.Instruction)	

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

Get or set the line terminator.
([NetAF.Interpretation.html](#))

Declaration

+ NetAF.Logic

([NetAF.Logic.html](#))
public string LineTerminator { get; set; }

+ NetAF.Logic.Callbacks

Property Value
([NetAF.Logic.Callbacks.html](#))

+ NetAF.Logic.Configuration

([NetAF.Logic.Configuration.html](#))
string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#))

RightBoundaryCharacter

+ NetAF.Persistence

Get or set the character used for right boundary.
([NetAF.Persistence.html](#))

Declaration

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

```
public char RightBoundaryCharacter { get; set; }
```

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Property Value

- NetAF.Rendering.Frame

Type

Builders

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Rendering.FrameBuilder](#))

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.FrameBuilderCollection](#))

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.FrameBuilderCollections](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder](#))

DrawBoundary(AnsiColor)

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder](#))

ICompletionFrameBuilder

Declaration

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder](#))

Methods

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type	Name	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.Instruction)	color	The color to draw the boundary.

+ NetAF.Extensions

(NetAF.Extensions.html)

DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int)

Draw a wrapped string.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

CentralisedWrapped(string value, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Parameters

+ NetAF.Logic.Configuration

Type

(NetAF.Logic.Configuration.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Persistence

(NetAF.Persistence.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

color The color to draw the text.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

endX The end x position.

+ NetAF.Rendering

(NetAF.Rendering.html)

DrawHorizontalDivider(int, AnsiColor)

- NetAF.Rendering.Frame

Draws a horizontal divider.

(NetAF.Rendering.FrameBuilder)

Declaration

FrameBuilderCollection

public void DrawHorizontalDivider(int y, AnsiColor color)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

Parameters

IStringBuilder

Type (NetAF.Rendering.FrameBuilders.C

IAutoFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

y The y position of the divider.

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)
(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

DrawUnderline(int, int, int, ConsoleColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, ConsoleColor color)
```

(NetAF.Conversations.Instruction.html)

Parameters

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Logic

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Logic.html)

AnsiColor

+ NetAF.Logic.Callbacks

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

(NetAF.Logic.Callbacks.html)

Name

Description

x	The position of the underline, in x.
y	The position of the underline, in y.
length	The length of the underline.
color	The color of the underline.

+ NetAF.Logic.Configuration

DrawWrappedConfiguration(int, int, ConsoleColor, out int, out int)

+ NetAF.Logic.Modes

Draw a wrapped string.

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)(string value, int startX, int startY, int maxWidth, ConsoleColor color, out int endX, out int endY)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Parameters

+ NetAF.Rendering

Type
(NetAF.Rendering.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

- NetAF.Rendering.Frame

int (https://learn.microsoft.com/dotnet/api/system.int32)

Name

Description

value

The string.

startX

The start x position.

startY

The start y position.

maxWidth

The max width of the string.

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

color

The color to draw the text.

int (https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Rendering.FrameBuilders.GridStringBuilder)

endX

The end x position.

int (https://learn.microsoft.com/dotnet/api/system.int32)

endY

The end y position.

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

Flush()

(NetAF.Rendering.FrameBuilders.IFlush)

Flush the buffer.

(NetAF.Rendering.FrameBuilders.IFlush)

Declaration

```
public void Flush()
```

GetCellColor(int, int)

[\(NetAF.Conversations.Instruction.html\)](#)
Get a color for a cell.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Parameters

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Name

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

x

The x position of the cell.

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position of the cell.

+ NetAF.Logic.Configuration

Returns

[\(NetAF.Logic.Configuration.html\)](#)

Type
+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Description

The cell color.

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

GetCharacter(int, int)

+ NetAF.Persistence.Json

Get a character from the buffer.

[\(NetAF.Persistence.Json.html\)](#)

Declaration

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

```
public char GetCharacter(int x, int y)
```

- NetAF.Rendering.Frame

Builders

Parameters

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Type
FrameBuilder

FrameBuilderCollection

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The x position of the character.

FrameBuilderCollections

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position of the character.

GridStringBuilder

Returns
[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

Type
AboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

GetNumberOffline(string, int, int)

Get the number of lines a string will take up.

Declaration

```
public static int GetNumberOfLines(string value, int startY, int maxWidth)
```



Parameters

Type	Name	Description
+ NetAF.Extensions string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Extensions.html)	<i>value</i>	The string.
+ NetAF.Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Interpretation.html)	<i>startY</i>	The start y position.
+ NetAF.Logic (NetAF.Logic.html)	<i>maxWidth</i>	The max width of the string.

+ **NetAF.Logic**

Returns

Type	Description
+ NetAF.Logic.Callbacks int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Logic.Callbacks.html)	The number of lines the string will take up.

+ **NetAF.Logic.Configuration**

[\(NetAF.Size.Configuration.html\)](#)

+ **NetAF.Logic.Modes**

Resize this builder.

[\(NetAF.Logic.Modes.html\)](#)

Declaration

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#) *displaySize*)

+ **NetAF.Persistence.Json**

Parameters

[\(NetAF.Persistence.Json.html\)](#)

Type	Name	Description
+ NetAF.Rendering (NetAF.Rendering.html)	<i>displaySize</i>	The new size.

- **NetAF.Rendering.Frame**

Builders

[SetCell\(int, int, char, AnsiColor\)](#)
[\(NetAF.Rendering.FrameBuilders.html\)](#)

Set a cell in the FrameBuilderCollection

Declaration

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

```
public void SetCell(int x, int y, char character, AnsiColor color)
```

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

AboutFrameBuilder

Parameters

[\(NetAF.Rendering.FrameBuilders.I](#)

Type CompletionFrameBuilder

Type	Name	Description
CompletionFrameBuilder	<i>x</i>	The x position of the cell.
IConversationFrameBuilder	<i>y</i>	The y position of the cell.

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>character</i>	The character.
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	<i>color</i>	The color of the character.

▼

[NetAF.Conversations.Instruction](#)

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Logic.Callbacks**
[\(NetAF.Logic.Callbacks.html\)](#)
- + **NetAF.Logic.Configuration**
[\(NetAF.Logic.Configuration.html\)](#)
- + **NetAF.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- **NetAF.Rendering.Frame Builders**
[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection
[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections
[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

GridStringBuilder
[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder
[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder
[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder
[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

Build(string, Game, Size)

+ **NetAF.Logic.Configuration**

Build a frame

(NetAF.Logic.Configuration.html)

Declaration

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

IFrame Build(string title, Game game, Size size)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Parameters

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name	Description
title	The title.
game	The game.
size	The size of the frame.

+ **NetAF.Rendering**

Game (NetAF.Logic.Game.html)

(NetAF.Rendering.html)

Size (NetAF.Assets.Size.html)

- **NetAF.Rendering.Frame**

Builders

Returns

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

Type

FrameBuilderCollection

IFrameBuilder (NetAF.Rendering.FrameBuilders.IFrameBuilder.html)

Description

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

Build(string, string, Size)

+ **NetAF.Logic.Configuration**

Build a frame

(NetAF.Logic.Configuration.html)

Declaration

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

IFrame Build(string message, string reason, Size size)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Parameters

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

message

The message to display to the user.

+ **NetAF.Rendering**

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Rendering.html)

reason

The reason the game ended.

Size (NetAF.Assets.Size.html)

size

The size of the frame.

- **NetAF.Rendering.Frame**

Builders

Returns

(NetAF.Rendering.FrameBuilders.html)

Type

FrameBuilderCollection

Description

IFrame (NetAF.Rendering.FrameBuilders.IFrame.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

Build(string, IConverser, CommandHelp[], Size)

+ **NetAF.Logic.Configuration**

Build a frame

(NetAF.Logic.Configuration.html)

Declaration

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, Size size)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Parameters

+ **NetAF.Persistence.Json**

Type	Name	Description
+ NetAF.Persistence.Json.html		
+ NetAF.Rendering	<i>title</i>	The title to display to the user.
(NetAF.Rendering.html)		
- NetAF.Rendering.Frame	<i>converser</i>	The converser.
IConverser		
Builders		
(NetAF.Assets.Characters.IConverser.html)		
(NetAF.Rendering.FrameBuilders.html)		
CommandHelp	<i>contextualCommands</i>	The contextual commands to display.
FrameBuilderCollection		
(NetAF.Commands.CommandHelp.html)		
(NetAF.Rendering.FrameBuilders.F		
FrameBuilderCollections		
Size	<i>size</i>	The size of the frame.
(NetAF.Assets.Size.html)		
GridStringBuilder		

Returns

IAboutFrameBuilder

Type

Description

ICompletionFrameBuilder

IFrame

(NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

▼

[\(NetAF.Conversations.Instruction.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

- **NetAF.Rendering.FrameBuilders**

[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

Build(string, string, Size)

+ **NetAF.Logic.Configuration**

Build a frame

(NetAF.Logic.Configuration.html)

Declaration

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

IFrame Build(string message, string reason, Size size)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Parameters

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

message

The message to display to the user.

+ **NetAF.Rendering**

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Rendering.html)

reason

The reason the game ended.

Size (NetAF.Assets.Size.html)

size

The size of the frame.

- **NetAF.Rendering.Frame**

Builders

Returns

(NetAF.Rendering.FrameBuilder)

Type

FrameBuilderCollection

Description

IFrame (NetAF.Rendering.FrameBuilders.IFrame.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

Build(string, string, CommandHelp[], Size)

+ **NetAF.Logic.Configuration**

Build a frame

(NetAF.Logic.Configuration.html)

Declaration

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

IFrame Build(string title, string description, CommandHelp[] commandHelp, Size size)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Parameters

+ **Type** **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title.

+ **NetAF.Rendering**

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Rendering.html)

description

The description.

- **NetAF.Rendering.FrameBuilders**

Size (NetAF.Assets.Size.html)

commandHelp

The command help.

size

The size of the frame.

+ **Type** **NetAF.Rendering.FrameBuilders**

Returns

FrameBuilderCollection

Type **NetAF.Rendering.FrameBuilders.F**

Description

FrameBuilderCollections

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface IReactionFrameBuilder

Represents any object that can build reaction frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

Build(string, string, Size)

+ **NetAF.Logic.Configuration**

Build a frame

(NetAF.Logic.Configuration.html)

Declaration

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

IFrame Build(string title, string message, Size size)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Parameters

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title to display to the user.

+ **NetAF.Rendering**

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Rendering.html)

message

The message to display to the user.

Size (NetAF.Assets.Size.html)

size

The size of the frame.

- **NetAF.Rendering.Frame**

Builders

Returns

(NetAF.Rendering.FrameBuilder)

Type

FrameBuilderCollection

Description

IFrame (NetAF.Rendering.Frames.Frame.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

BuildRegionMap(Region, Point2D, Point3D, Size)

+ **NetAF.Logic.Configuration**

Build a map of a region.

(NetAF.Logic.Configuration.html)

Declaration

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

void BuildRegionMap(Region region, Point2D startPosition, Point3D focusPosition, Size maxSize);

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Parameters

+ **NetAF.Persistence.Json**

Type	Name	Description
+ NetAF.Persistence.Json		
+ NetAF.Rendering	<i>region</i>	The region.
(NetAF.Assets.Region.html)		
- NetAF.Rendering.FrameBuilders	<i>startPosition</i>	The position to start building at.
(NetAF.Assets.Point2D.html)		
- NetAF.Rendering.FrameBuilders	<i>focusPosition</i>	The position to focus on.
(NetAF.Assets.Point3D.html)		
- NetAF.Rendering.FrameBuilders	<i>maxSize</i>	The maximum size available in which to build the map.
Size (NetAF.Assets.Size.html)		
FrameBuilderCollection		
(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)		

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

Build(Region, Point3D, CommandHelp[], Size)

+ **NetAF.Logic.Configuration**

Build a frame

(NetAF.Logic.Configuration.html)

Declaration

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

IFrame Build(Region region, Point3D focusPosition, CommandHelp[] contextualCommands,

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Parameters

+ **NetAF.Persistence.Json**

Type (NetAF.Persistence.Json.html)

Name

Description

+ **NetAF.Rendering**

region

The region.

(NetAF.Rendering.html)

focusPosition

The position to focus on.

- **NetAF.Rendering.Frame**

Builders

contextualCommands

(NetAF.Commands.CommandHelp.html)

The contextual commands to

Builders

display.

Size (NetAF.Assets.Size.html)

size

The size of the frame.

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

rameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

Type GridStringBuilder

Description

(NetAF.Rendering.FrameBuilders.C

IFrame (NetAF.Rendering.Frames.IFrame.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

▼

(NetAF.Conversations.Instruction)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

- **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilders\)](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

BuildRoomMap(Room, ViewPoint, KeyType, Point2D, out int, out int)

+ **NetAF.Logic.Configuration**

Build a map for a room.

(NetAF.Logic.Configuration.html)

Declaration

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

void BuildRoomMap(Room room, ViewPoint viewPoint, KeyType key, Point2D startPosition, out int endX, out int endY)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Parameters

+ **NetAF.Persistence.Json**

T(NetAF.Persistence.Json.html)

Name

Description

+ R(NetAF.Persistence.Json.Room.html)

room

The room.

(NetAF.Rendering.html)

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

viewPoint

The viewpoint from the room.

- **NetAF.Rendering.FrameBuilders**

KeyType (NetAF.Rendering.KeyType.html)

key

The key type.

Point2D (NetAF.Assets.Point2D.html)

startPosition

The position to start building at.

(NetAF.Rendering.FrameBuilders.F

int (https://learn.microsoft.com/dotnet/api/system.int32)

endX

The end position, x.

int (https://learn.microsoft.com/dotnet/api/system.int32)

endY

The end position, x.

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

Build(Room, ViewPoint, PlayableCharacter, CommandHelp[], KeyType, Size)

+ **NetAF.Logic.Configuration**

Build a frame

(NetAF.Logic.Configuration.html)

Declaration

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, CommandHelp[])

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Parameters

+ **NetAF.Persistence.Json**

Type	Name	Description
IFrame (NetAF.Persistence.Json.html)	room	Specify the Room.
+ NetAF.Rendering	viewPoint	Specify the viewpoint from the room.
- NetAF.Rendering.Frame	player	Specify the player.
Builders	contextualCommands	The contextual commands to display.
PlayableCharacter (NetAF.Rendering.FrameBuilders.IPlayableCharacter.html)	keyType	The type of key to use.
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	size	The size of the frame.
CommandHelp (NetAF.Rendering.FrameBuilders.CommandHelp.html)		
FrameBuilderCollections (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)		
KeyStringBuilder (NetAF.Rendering.KeyType.html)		
Size (NetAF.Assets.Size.html)		
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)		
Returns ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)		
Type	Description	
IConversationFrameBuilder (NetAF.Rendering.Frames.IFrame.html)		
IFrame (NetAF.Rendering.Frames.IFrame.html)		
(NetAF.Rendering.FrameBuilders.IFrameBuilder.html)		

▼

(NetAF.Conversations.Instruction)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

- **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilders\)](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

Build(string, string, Size)

+ **NetAF.Logic.Configuration**

Build a frame

(NetAF.Logic.Configuration.html)

Declaration

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

IFrame Build(string title, string description, Size size)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Parameters

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title.

+ **NetAF.Rendering**

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Rendering.html)

description

The description.

Size (NetAF.Assets.Size.html)

size

The size of the frame.

- **NetAF.Rendering.Frame**

Builders

Returns

(NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)

Type

Description

FrameBuilderCollection

IFrameBuilderCollection (NetAF.Rendering.FrameBuilders.IFrameBuilderCollection.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

Class SceneHelper

Provides helper functionality for scenes.

Filter by title

Inheritance

([NetAF.Conversations.Instruction](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ SceneHelper

([NetAF.Extensions.html](#))

Inherited Members

+ **NetAF.Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Logic**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Logic.Configuration**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Configuration.html](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

* **NetAF.LogicModes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

public static class SceneHelper
([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Methods

[NetAF.Rendering](#)

([NetAF.Rendering.html](#))

[CreateNPCString\(Room\)](#)

Builders

Create a description of the NPC's as a string.

([NetAF.Rendering.FrameBuilder](#))

Declaration

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.F](#)

public static string CreateNPCString(Room room)

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.F](#)

GridStringBuilder

([NetAF.Rendering.FrameBuilders.C](#)

Type AboutFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

Returns IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

Type	Name	Description
AboutFrameBuilder	room	The room.

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The characters, as a string.

CreateViewpointAsString(Room, ViewPoint)

Create a viewpoint as a string.

NetAF.Extensions

([NetAF.Extensions.html](#))

```
public static string CreateViewpointAsString(Room room, ViewPoint viewPoint)
```

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Parameters

+ NetAF.Logic

Type

([NetAF.Logic.html](#))

Room ([NetAF.Assets.Locations.Room.html](#))

+ NetAF.Logic.Callbacks

ViewPoint ([NetAF.Assets.Locations.ViewPoint.html](#))

([NetAF.Logic.Callbacks.html](#))

Name

Description

room

The room.

viewPoint

The view point.

+ NetAF.Logic.Configuration

Returns

([NetAF.Logic.Configuration.html](#))

Type

Description

+ NetAF.Logic.Modes

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Logic.Modes.html](#))

The view point, as a string.

+ NetAF.Persistence

([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

- NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilders.html](#))

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

ConsoleRoomMapBuilder

([NetAF.Rendering.FrameBuilders.Console.ConsoleRoomMapBuilder.html](#))

Provides a room map builder.

ConsoleSceneFrameBuilder

([NetAF.Rendering.FrameBuilders.Console.ConsoleSceneFrameBuilder.html](#))

[NetAF.ConversationFrame](#)

+ [NetAF.Extensions](#)

ConsoleTitleFrameBuilder

([NetAF.Rendering.FrameBuilders.Console.ConsoleTitleFrameBuilder.html](#))

+ [NetAF.Interpretation](#)

Provides a builder of title frames.
([NetAF.Interpretation.html](#))

NetAF.Logic

([NetAF.Logic.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

([NetAF.Logic.Callbacks.html](#))

Enumeration of ANSI colors.

+ [NetAF.Logic.Configuration](#)

([NetAF.Logic.Configuration.html](#))

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilders.html](#))

- [NetAF.Rendering.Frame](#)

Builders.Console

([NetAF.Rendering.FrameBuilders.Console.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.Console.AboutFrameBuilder.html](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.Console.CompletionFrameBuilder.html](#))

ConsoleConversationFrame

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

↳ **NetAF.Extensions**

Syntax: [\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

public enum AnsiColor
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Fields

[NetAF.Logic.Callbacks](#)

Name	Description
Black	Black (30).
Blue	Blue (34).
BrightBlack	Bright black (90).
BrightBlue	Bright blue (94).
BrightCyan	Bright cyan (96).
BrightGreen	Bright green (92).
BrightMagenta	Bright magenta (95).
BrightRed	Bright red (91).
BrightWhite	Bright white (97).
BrightYellow	Bright yellow (93).
Cyan	Cyan (36).
Green	Green (32).
Magenta	Magenta (35).
Red	Red (31).
AnsiColor	
Reset	Reset (0).
White	White (37).
Yellow	Yellow (33).
Builder	
ConsoleAboutFrameBuilder	
ConsoleCompletionFrame	
ConsoleConversationFrame	
...	

▼

(NetAF.Conversations.Instruction)

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Logic.Callbacks**
[\(NetAF.Logic.Callbacks.html\)](#)
- + **NetAF.Logic.Configuration**
[\(NetAF.Logic.Configuration.html\)](#)
- + **NetAF.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.FrameBuilders**
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- **NetAF.Rendering.FrameBuilders.Console**
[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)
 - AnsiColor
 - [\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)
 - ConsoleAboutFrameBuilder
 - [\(NetAF.Rendering.FrameBuilders.Console.AboutFrameBuilder.html\)](#)
 - ConsoleCompletionFrame
 - Builder
 - [\(NetAF.Rendering.FrameBuilders.Console.Builder.html\)](#)
 - ConsoleConversationFrame
 - ...

Class ConsoleAboutFrameBuilder

Provides a builder of console about frames.

Filter by title

Inheritance ([NetAF.Conversations.Instruction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**
↳ ConsoleAboutFrameBuilder
([NetAF.Extensions.html](#))

Implements

+ **NetAF.Interpretation**
IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))
([NetAF.Interpretation.html](#))

Inherited Members

+ **NetAF.Logic**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
([NetAF.Logic.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
([NetAF.Logic.Callbacks.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Logic.Configuration**
[NetAF.Logic.Configuration.html](#)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic.Modes**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console
([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence**

Syntax

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Constructors
([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

ConsoleAboutFrameBuilder(GridStringBuilder)

([NetAF.Rendering.FrameBuilder.html](#))

Provides a builder of console about frames.

NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

Parameters

ConsoleAboutFrameBuilder

Type ([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleCompletionFrame

GridStringBuilder

Builder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html](#))

ConsoleConversationFrame

- ...

Name

Description

gridStringBuilder

A builder to use for the string layout.

Properties

AuthorColor

Get or set the author color.

Declaration
↳ [NetAF.Conversations.Instruction](#)

+ [NetAF.Extensions](#)
([NetAF.Extensions.html](#))

Property Value
+ [NetAF.Interpretation](#)

Type ([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)
([NetAF.Logic.html](#))

+ [NetAF.Logic.Callbacks](#)

BackgroundColor
([NetAF.Logic.Callbacks.html](#))

Get or set the background color.

+ [NetAF.Logic.Configuration](#)

Declaration
([NetAF.Logic.Configuration.html](#))

+ [NetAF.Logic.Modes](#)

public AnsiColor BackgroundColor { get; set; }

([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

Property Value
([NetAF.Persistence.html](#))

Type

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

+ [NetAF.Persistence.Json](#)
([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

BorderColor
([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Get or set the border color.

Builders

Declaration
([NetAF.Rendering.FrameBuilders.html](#))

- [NetAF.Rendering.Frame](#)
BorderColor { get; set; }

Builders.Console

Property Value
([NetAF.Rendering.FrameBuilders.html](#))

Type
AnsiColor

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

+ [NetAF.Rendering.FrameBuilder](#)
([NetAF.Rendering.FrameBuilder.html](#))

ConsoleCompletionFrame
([NetAF.Rendering.FrameBuilder.html](#))

DescriptionColor
([NetAF.Rendering.FrameBuilder.html](#))

Get or set the description color.

- ...

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

+ NetAF.Extensions

(NetAF.Extensions.html)

NameColor

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Get or set the NAME color.

+ NetAF.Logic

(NetAF.Logic.html)

```
public AnsiColor NameColor { get; set; }
```

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Property Value

+ NetAF.Logic.Configuration

Type (NetAF.Logic.Configuration.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

TitleColor

(NetAF.Persistence.html)

Get or set the title color.

+ NetAF.Persistence.Json

Declaration (NetAF.Persistence.Json.html)

+ NetAF.Rendering

TitleColor [get; set;]

(NetAF.Rendering.html)

Property Value

NetAF.Rendering.Frame

Builders

Type (NetAF.Rendering.FrameBuilders.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

Methods

AnsiColor

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleAboutFrameBuilder (NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Build a frame.

Builder

Declaration (NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

ConsoleConversationFrame

- ...

```
public IFrame Build(string title, Game game, Size size)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Instruction.html)	title	The title.
Game (NetAF.Logic.Game.html) + NetAF.Extensions	game	The game.
Size (NetAF.Assets.Size.html) (NetAF.Extensions.html)	size	The size of the frame.

+ NetAF.Interpretation

Returns
[\(NetAF.Interpretation.html\)](#)

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html) (NetAF.Logic.html)	

+ NetAF.Logic.Callbacks

Implements
[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration
[\(NetAF.Logic.Configuration.html\)](#)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- NetAF.Rendering.Frame

Builders.Console

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

ConsoleConversationFrame

- ...

Class ConsoleCompletionFrameBuilder

Provides a builder of completion frames.

Filter by title

Inheritance ([NetAF.Conversations.Instruction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ConsoleCompletionFrameBuilder

([NetAF.Extensions.html](#))

Implements

+ **NetAF.Interpretation**

ICompletionFrameBuilder ([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

([NetAF.Interpretation.html](#))

Inherited Members

+ **NetAF.Logic**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Logic.Callbacks.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Logic.Configuration**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic.Modes**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console
([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence**

Syntax

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json** ConsoleCompletionFrameBuilder : ICompletionFrameBuilder

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Constructors

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders.ConsoleCompletionFrameBuilder(GridStringBuilder)

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.GridStringBuilder.html](#))

Provides a builder of completion frames.

Declaration

NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.GridStringBuilder.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.GridStringBuilder.AnsiColor.html](#))

Parameters

ConsoleAboutFrameBuilder

Type ([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.GridStringBuilder.Type.html](#))

ConsoleCompletionFrame

GridStringBuilder

Builder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.GridStringBuilder.Builder.html](#))

ConsoleConversationFrame

- ...

Type	Name	Description
ConsoleCompletionFrameBuilder(GridStringBuilder gridStringBuilder)	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

`(NetAF.Conversations.Instruction)`

+ **NetAF.Extensions**
 BackgroundColor { get; set; }

[\(NetAF.Extensions.html\)](#)

Property Value

+ **NetAF.Interpretation**

Type
[\(NetAF.Interpretation.html\)](#)

Description

+ **NetAF.Logic**
 AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

BorderColor
[\(NetAF.Logic.Callbacks.html\)](#)

Get or set the border color.

+ **NetAF.Logic.Configuration**

Declaration
[\(NetAF.Logic.Configuration.html\)](#)

+ **NetAF.Logic.Modes**

public AnsiColor BorderColor { get; set; }
[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

Property Value
[\(NetAF.Persistence.html\)](#)

Description

+ **NetAF.Persistence.Json**

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)
[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

Declaration
[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Get or set the description color.

Builders

Declaration
[\(NetAF.Rendering.FrameBuilders.html\)](#)

- **NetAF.Rendering.Frame**

DescriptionColor { get; set; }

Builders.Console

Property Value
[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

Description

Type
[AnsiColor](#)

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

[ConsoleCompletionFrame](#)

Builder

Declaration
[\(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

TitleColor

[\(NetAF.Rendering.FrameBuilders.TitleColor.html\)](#)

Get or set the title color.

— ...

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Methods

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Build(string, string, Size)
[\(NetAF.Logic.html\)](#)

Build a frame.

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

`public IFrame Build(string message, string reason, Size size)`
[\(NetAF.Logic.Configuration.html\)](#)

+ NetAF.Logic.Modes

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Persistence.html)	<i>message</i>	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>reason</i>	The reason the game ended.
Size (NetAF.Assets.Size.html) (NetAF.Persistence.Json.html)	<i>size</i>	The size of the frame.

* NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

[IFrame](#) ([NetAF.Rendering.Frames.IFrame.html](#))

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Implements

[NetAF.Rendering.Frame](#)

Builders Console

[ICompletionFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

(NetAF.Rendering.FrameBuilders.html)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

ConsoleConversationFrame

- ...

Class ConsoleConversationFrameBuilder

Provides a builder of conversation frames.

Filter by title

Inheritance ([NetAF.Conversations.Instruction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**
↳ ConsoleConversationFrameBuilder
([NetAF.Extensions.html](#))

Implements

+ **NetAF.Interpretation**
IConversationFrameBuilder ([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))
([NetAF.Interpretation.html](#))

Inherited Members

+ **NetAF.Logic**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
([NetAF.Logic.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
([NetAF.Logic.Callbacks.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Logic.Configuration**
[NetAF.Logic.Configuration.html](#)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic.Modes**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console
([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence**

Syntax

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json** ConsoleConversationFrameBuilder : IConversationFrameBuilder

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Constructors ([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders ConsoleConversationFrameBuilder(GridStringBuilder)

([NetAF.Rendering.FrameBuilder.html](#))

Provides a builder of conversation frames.

NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleAboutFrameBuilder

Type ([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html](#))

Name

Description

ConsoleCompletionFrame

gridStringBuilder

A builder to use for the string layout.

GridStringBuilder

Builder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ConsoleConversationFrame

- ...

Properties

BackgroundColor

Get or set the background color.

Declaration

`(NetAF.Conversations.Instruction)`

+ **NetAF.Extensions**
`public AnsiColor BackgroundColor { get; set; }`

[\(NetAF.Extensions.html\)](#)

Property Value

+ **NetAF.Interpretation**

Type
`(NetAF.Interpretation.html)`

Description

+ **NetAF.Logic**
`AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)`

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

BorderColor
`(NetAF.Logic.Callbacks.html)`

Get or set the border color.

+ **NetAF.Logic.Configuration**

Declaration
`(NetAF.Logic.Configuration.html)`

+ **NetAF.Logic.Modes**

`public AnsiColor BorderColor { get; set; }`
`(NetAF.Logic.Modes.html)`

+ **NetAF.Persistence**

Property Value
`(NetAF.Persistence.html)`

Description

+ **NetAF.Persistence.Json**

`AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)`
`(NetAF.Persistence.Json.html)`

+ **NetAF.Rendering**

Implementation
`(NetAF.Rendering.html)`

+ **NetAF.Rendering.Frame**

Get or set the frame color.

Builders

Declaration
`(NetAF.Rendering.FrameBuilders.html)`

- **NetAF.Rendering.Frame**
`public AnsiColor FrameColor { get; set; }`

Builders.Console

Property Value
`(NetAF.Rendering.FrameBuilders.Console.html)`

Description

Type
`AnsiColor (NetAF.Rendering.FrameBuilders.Console.html)`

`AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)`

`(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)`

`(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.html)`

`ConsoleCompletionFrame`

`Builder`

NonPlayerMessageColor
`(NetAF.Rendering.FrameBuilders.ConsoleNonPlayerMessageColor.html)`

Get or set the non player message color.

`...`

Declaration

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

+ NetAF.Extensions

(NetAF.Extensions.html)

PlayerMessageColor

+ NetAF.Interpretation
(NetAF.Interpretation.html)

Get or set the player message color.

+ NetAF.Logic

(NetAF.Logic.html)

```
public AnsiColor PlayerMessageColor { get; set; }
```

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Property Value

+ NetAF.Logic.Configuration

Type
(NetAF.Logic.Configuration.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

ResponseColor

(NetAF.Persistence.html)

Get or set the response color.

+ NetAF.Persistence.Json

Declaration
(NetAF.Persistence.Json.html)

+ NetAF.Rendering

ResponseColor { get; set; }

(NetAF.Rendering.html)

Property Value

NetAF.Rendering.Frame

Type	Description
(NetAF.Rendering.FrameBuilder)	

- NetAF.Rendering.Frame

Builders.Console

NetAF.Rendering.FrameBuilder

AnsiColor

Get or set the title color.
(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

Declaration
ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

```
public AnsiColor TitleColor { get; set; }
```

Builder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

Property Value

ConsoleConversationFrame

- ...

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

Methods

(NetAF.Conversations.InstructionFrameBuilder.html)

+ NetAF.Extensions
Build(string, IConverser, CommandHelp[], Size)
 (NetAF.Extensions.html)

Build a frame.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

public static Frame Build(string title, IConverser converser, CommandHelp[] contextualCommands, Size size)

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

Parameters

(NetAF.Logic.Callbacks.html)

Type

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

string title
 (https://learn.microsoft.com/dotnet/api/system.string)
)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

IConverser

+ NetAF.Persistence

(NetAF.Assets.Characters.IConverser.html)

(NetAF.Persistence.html)

CommandHelp

+ NetAF.Persistence.CommandHelp.html)

[], Size size)

(NetAF.Persistence.Json.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Returns

+ NetAF.Rendering.Frame

Type

Builders

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilder.html)

- NetAF.Rendering.Frame

Builders Console

(NetAF.Rendering.FrameBuilder.html)

IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)
 AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.Builder.html)

ConsoleConversationFrame

- ...

- ...

Class ConsoleGameOverFrameBuilder

Provides a builder of game over frames.

Filter by title

Inheritance ([NetAF.Conversations.Instruction](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ConsoleGameOverFrameBuilder

([NetAF.Extensions.html](#))

Implements

+ **NetAF.Interpretation**

IGameOverFrameBuilder ([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

([NetAF.Interpretation.html](#))

Inherited Members

+ **NetAF.Logic**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Logic.Callbacks.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Logic.Configuration**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic.Modes**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console
([NetAF.Rendering.FrameBuilders.Console.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence**

Syntax

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Constructors

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

ConsoleGameOverFrameBuilder(GridStringBuilder)

([NetAF.Rendering.FrameBuilder.html](#))
Provides a builder of game over frames.

NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.ConsoleBuilder.html](#))

ConsoleAboutFrameBuilder

Type ([NetAF.Rendering.FrameBuilders.ConsoleBuilder.html](#))

ConsoleCompletionFrame

GridStringBuilder

Builder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ConsoleConversationFrame

- ...

Type	Name	Description
ConsoleCompletionFrame	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

`(NetAF.Conversations.Instruction)`

+ **NetAF.Extensions**
 BackgroundColor { get; set; }

[\(NetAF.Extensions.html\)](#)

Property Value

+ **NetAF.Interpretation**

Type
[\(NetAF.Interpretation.html\)](#)

Description

+ **AnsiColor** ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

BorderColor
[\(NetAF.Logic.Callbacks.html\)](#)

Get or set the border color.

+ **NetAF.Logic.Configuration**

Declaration
[\(NetAF.Logic.Configuration.html\)](#)

+ **NetAF.Logic.Modes**

public AnsiColor BorderColor { get; set; }
[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

Property Value
[\(NetAF.Persistence.html\)](#)

Description

+ **NetAF.Persistence.Json**

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))
[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

Declaration
[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Get or set the description color.

Builders

Declaration
[\(NetAF.Rendering.FrameBuilders.html\)](#)

- **NetAF.Rendering.Frame**

DescriptionColor { get; set; }

Builders.Console

Property Value
[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

Description

Type
[AnsiColor](#)

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

[ConsoleCompletionFrame](#)

Builder

TitleColor { get; set; }

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

Get or set the title color.

_ ...

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Methods

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Build(string, string, Size)
[\(NetAF.Logic.html\)](#)

Build a frame.

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

`public IFrame Build(string message, string reason, Size size)`
[\(NetAF.Logic.Configuration.html\)](#)

+ NetAF.Logic.Modes

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Persistence.html)	<i>message</i>	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>reason</i>	The reason the game ended.
Size (NetAF.Assets.Size.html) (NetAF.Persistence.Json.html)	<i>size</i>	The size of the frame.

* NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Type	Description

+ NetAF.Rendering.Frame

[IFrame](#) ([NetAF.Rendering.Frames.IFrame.html](#))

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Implements

[NetAF.Rendering.Frame](#)

[IGameOverFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

(NetAF.Rendering.FrameBuilders.html)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

ConsoleConversationFrame

- ...

Class ConsoleHelpFrameBuilder

Provides a builder of help frames.

Filter by title

Inheritance ([NetAF.Conversations.Instruction](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**
↳ ConsoleHelpFrameBuilder
([NetAF.Extensions.html](#))

Implements

+ **NetAF Interpretation**
IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))
([NetAF.Interpretation.html](#))

Inherited Members

+ **NetAF Logic**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
([NetAF.Logic.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
([NetAF.Logic.Callbacks.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF Logic Configuration**
[NetAF.Logic.Configuration.html](#)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF Logic Modes**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console
([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

+ **NetAF Persistence**

Syntax

([NetAF.Persistence.html](#))

+ **NetAF Persistence Json** ConsoleHelpFrameBuilder : IHelpFrameBuilder

([NetAF.Persistence.Json.html](#))

+ **NetAF Rendering**

Constructors
([NetAF.Rendering.html](#))

+ **NetAF Rendering Frame Builders**

ConsoleHelpFrameBuilder(GridStringBuilder)

([NetAF.Rendering.FrameBuilders.ConsoleHelpFrameBuilder.html](#))
Provides a builder of help frames.

NetAF Rendering Frame Builders

Declaration

Console

([NetAF.Rendering.FrameBuilders.Console.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.AnsiColor.html](#))

Parameters

ConsoleAboutFrameBuilder

Type ([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleCompletionFrame

GridStringBuilder

Builder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ConsoleConversationFrame

- ...

Type	Name	Description
ConsoleCompletionFrame	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration
↳ [NetAF.Conversations.Instruction](#)

+ [NetAF.Extensions](#)
([NetAF.Extensions.html](#))

Property Value
+ [NetAF.Interpretation](#)

Type ([NetAF.Interpretation.html](#))

Description

+ [NetAF.Logic](#)
([NetAF.Logic.html](#))

+ [NetAF.Logic.Callbacks](#)

BorderColor
([NetAF.Logic.Callbacks.html](#))

Get or set the border color.

+ [NetAF.Logic.Configuration](#)

Declaration
([NetAF.Logic.Configuration.html](#))

+ [NetAF.Logic.Modes](#)

public AnsiColor BorderColor { get; set; }
([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

Property Value
([NetAF.Persistence.html](#))

Description

+ [NetAF.Persistence.Json](#)
AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))
([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

CommandColor
([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Get or set the command color.

Builders

Declaration
([NetAF.Rendering.FrameBuilders.html](#))

- [NetAF.Rendering.Frame](#)

CommandColor { get; set; }

Builders.Console

Property Value
([NetAF.Rendering.FrameBuilders.html](#))

Description

Type

AnsiColor
([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleCompletionFrame
([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.html](#))

ConsoleCompletionFrame

Builder

CommandDescriptionColor
([NetAF.Rendering.FrameBuilders.CommandDescriptionColor.html](#))

ConsoleConversationFrame
([NetAF.Rendering.FrameBuilders.ConsoleConversationFrame.html](#))

ConsoleConversationFrame

- ...

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

+ NetAF.Extensions

(NetAF.Extensions.html)

DescriptionColor

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Get or set the description color.

+ NetAF.Logic

(NetAF.Logic.html)

```
public AnsiColor DescriptionColor { get; set; }
```

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Property Value

+ NetAF.Logic.Configuration

Type (NetAF.Logic.Configuration.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

TitleColor

(NetAF.Persistence.html)

Get or set the title color.

+ NetAF.Persistence.Json

Declaration (NetAF.Persistence.Json.html)

+ NetAF.Rendering

TitleColor [get; set;]

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Builders

Type (NetAF.Rendering.FrameBuilders.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

Methods

AnsiColor

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleAboutFrameBuilder (NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Build a frame.

Builder

Declaration (NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

ConsoleConversationFrame

- ...

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, Size size)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
NetAF.Extensions String (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Extensions.html)	<i>description</i>	The description.
CommandHelp (NetAF.Commands.CommandHelp.html)[]	<i>commandHelp</i>	The command help.
Size (NetAF.Assets.Size.html) (NetAF.Interpretation.html)	<i>size</i>	The size of the frame.

Related

Type	Description
(NetAF.Logic.html)	

+ NetAF.Logic.Callbacks

[IFrame](#) ([NetAF.Rendering.Frames.IFrame.html](#))

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

[Implements](#)
[\(NetAF.Logic.Configuration.html\)](#)

[IHelpFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

[Builders](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- NetAF.Rendering.Frame

[Builders.Console](#)

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

ConsoleConversationFrame

- ...

Class ConsoleReactionFrameBuilder

Provides a builder of reaction frames.

Filter by title

Inheritance ([NetAF.Conversations.Instruction](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ConsoleReactionFrameBuilder

([NetAF.Extensions.html](#))

Implements

+ **NetAF.Interpretation**

IReactionFrameBuilder ([NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html](#))

([NetAF.Interpretation.html](#))

Inherited Members

+ **NetAF.Logic**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Logic.Callbacks.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Logic.Configuration.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic.Modes**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console
([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence**

Syntax

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Constructors

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

ConsoleReactionFrameBuilder(GridStringBuilder)

([NetAF.Rendering.FrameBuilder.html](#))

Provides a builder of reaction frames.

NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

Parameters

ConsoleAboutFrameBuilder

Type ([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleCompletionFrame

GridStringBuilder

Builder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ConsoleConversationFrame

- ...

Type	Name	Description
ConsoleCompletionFrame	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration
`(NetAF.Conversations.Instruct`

+ **NetAF.Extensions**
`public AnsiColor BackgroundColor { get; set; }`
([NetAF.Extensions.html](#))

Property Value
+ **NetAF.Interpretation**

Type
([NetAF.Interpretation.html](#))

+ **NetAF.Logic**
`AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)`
([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**
BorderColor
([NetAF.Logic.Callbacks.html](#))

Get or set the border color.
+ **NetAF.Logic.Configuration**

Declaration
([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes**
`public AnsiColor BorderColor { get; set; }`
([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

Property Value
([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**
`AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)`
([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

MessageColor
([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Get or set the message color.

Builders
Declaration
([NetAF.Rendering.FrameBuilders](#))

- **NetAF.Rendering.Frame**
`public AnsiColor MessageColor { get; set; }`

Builders.Console

Property Value
Type
([NetAF.Rendering.FrameBuilders.C](#)

`AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)`
([NetAF.Rendering.FrameBuilders.C](#)

`ConsoleCompletionFrame`
Builder
([NetAF.Rendering.FrameBuilders.C](#)

`ConsoleConversationFrame`
Get or set the title color.

`_ ...`
([NetAF.Rendering.FrameBuilders.C](#)

TitleColor

`(NetAF.Rendering.FrameBuilders.C`

`ConsoleConversationFrame`
Get or set the title color.

`_ ...`
([NetAF.Rendering.FrameBuilders.C](#)

Description

Description

Description

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Methods

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Build(string, string, Size)
[\(NetAF.Logic.html\)](#)

Build a frame.

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

public IFrame Build(string title, string message, Size size)
[\(NetAF.Logic.Configuration.html\)](#)

+ NetAF.Logic.Modes

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Persistence.html)	<i>title</i>	The title to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	The message to display to the user.
Size (NetAF.Assets.Size.html) (NetAF.Persistence.Json.html)	<i>size</i>	The size of the frame.

* NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Type	Description

+ NetAF.Rendering.Frame

[IFrame](#) ([NetAF.Rendering.Frames.IFrame.html](#))

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Implements

[NetAF.Rendering.Frame](#)

[IReactionFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html](#))

(NetAF.Rendering.FrameBuilders.html)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

ConsoleConversationFrame

- ...

Class ConsoleRegionMapBuilder

Provides a builder for region maps.

Filter by title

Inheritance ([NetAF.Conversations.Instruction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**
↳ ConsoleRegionMapBuilder
([NetAF.Extensions.html](#))

Implements

+ **NetAF.Interpretation**
IRegionMapBuilder ([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))
([NetAF.Interpretation.html](#))

Inherited Members

+ **NetAF.Logic**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
([NetAF.Logic.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
([NetAF.Logic.Callbacks.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Logic.Configuration**
[NetAF.Logic.Configuration.html](#)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic.Modes**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console
([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence**

Syntax

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json** ConsoleRegionMapBuilder : IRegionMapBuilder

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Constructors
([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

ConsoleRegionMapBuilder(GridStringBuilder)

([NetAF.Rendering.FrameBuilder.html](#))
Provides a builder for region maps.

NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleAboutFrameBuilder

Type ([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html](#))

ConsoleCompletionFrame

GridStringBuilder

Builder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

([NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html](#))

ConsoleConversationFrame

- ...

Type	Name	Description
NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html	gridStringBuilder	The grid string builder.

Properties

CurrentFloorIndicator

Get or set the character to use for the current floor.

Declaration
Type
[\(NetAF.Conversations.Instruction.html\)](#)

+ **NetAF.Extensions.CurrentFloorIndicator** { get; set; }
([NetAF.Extensions.html](#))

Property Value
+ **NetAF.Interpretation**

Type
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
char (<https://learn.microsoft.com/dotnet/api/system.char>)
([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**
EmptySpace
([NetAF.Logic.Callbacks.html](#))

Get or set the character used for representing an empty space.
+ **NetAF.Logic.Configuration**

Declaration
([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes**
public char EmptySpace { get; set; }
([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

Type
[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**
char (<https://learn.microsoft.com/dotnet/api/system.char>)
([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

FocusedBoundaryColor

+ **NetAF.Rendering.Frame**

Get or set the focused frame boundary color.

Builders
Declaration
([NetAF.Rendering.FrameBuilders.html](#))

- **NetAF.Rendering.Frame.FocusedBoundaryColor** { get; set; }

Builders.Console

Property Value
Type
[AnsiColor](#)

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleCompletionFrame

Builder

HorizontalBoundary

([NetAF.Rendering.FrameBuilders.HorizontalBoundary.html](#))

ConsoleConversationFrame

Get or set the character to use for horizontal boundaries.

_ .. .

Description

Description

Description

Declaration

```
public char HorizontalBoundary { get; set; }
```

Property Value

Type	Description
char (NetAF.Conversations.Instruction.html)	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

LockedExit

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Get or set the character used for representing a locked exit.

Declaration

[\(NetAF.Logic.html\)](#)

```
public char LockedExit { get; set; }
```

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Property Value

+ NetAF.Logic.Configuration

Type

[\(NetAF.Logic.Configuration.html\)](#)

char ([https://learn.microsoft.com/dotnet/api/system.char](#))

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

NetAF.Persistence

LockedExitColor

[\(NetAF.Persistence.html\)](#)

Get or set the locked exit color.

+ NetAF.Persistence.Json

Declaration

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

```
public char LockedExitColor { get; set; }
```

[\(NetAF.Rendering.html\)](#)

Property Value

NetAF.Rendering.Frame

Builders

Type

[\(NetAF.Rendering.FrameBuilders.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

- NetAF.Rendering.Frame

[Builders.Console](#)

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

LowerLevel

AnsiColor

Get or set the character to use for lower levels.

[\(NetAF.Rendering.FrameBuilders.Console.CompletionFrame.html\)](#)

Declaration

[\(NetAF.Rendering.FrameBuilders.Console.CompletionFrame.html\)](#)

ConsoleCompletionFrame

```
public char LowerLevel { get; set; }
```

Builder

[\(NetAF.Rendering.FrameBuilders.Console.CompletionFrameBuilder.html\)](#)

Property Value

[ConsoleConversationFrame](#)

- ...

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LowerLevelColor

Get or set the lower level color structure.

NetAF.Extensions

([NetAF.Extensions.html](#))

```
public AnsiColor LowerLevelColor { get; set; }
```

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Property Value

+ [NetAF.Logic](#)

Type

([NetAF.Logic.html](#))

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ [NetAF.Logic.Callbacks](#)

([NetAF.Logic.Callbacks.html](#))

NetAF.Logic.Configuration

([NetAF.Logic.Configuration.html](#))

Get or set the character to use for indicating the player.

+ [NetAF.Logic.Modes](#)

Declaration

([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

```
public char Player { get; set; }
```

([NetAF.Persistence.html](#))

Property Value

+ [NetAF.Persistence.Json](#)

Type ([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

PlayerColor

Builders

([NetAF.Rendering.FrameBuilders.html](#))

Get or set the player color.

NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilders.Console.html](#))

AnsiColor

Property Value

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.Console.AboutFrameBuilder.html](#))

ConsoleCompletionFrame

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

Builder

([NetAF.Rendering.FrameBuilders.Console.Builder.html](#))

ConsoleConversationFrame

- ...

Type	Description
ConsoleAboutFrameBuilder (NetAF.Rendering.FrameBuilders.Console.AboutFrameBuilder.html)	

ShowLowerFloors

Get or set if lower floors should be shown.

Declaration

```
public bool ShowLowerFloors { get; set; }
```

INetAF.Conversations.Instruction

Property Value

+ **NetAF.Extensions**

Type
[\(NetAF.Extensions.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

INetAF.Logic

UNLOCKED_EXIT

[\(NetAF.Logic.html\)](#)

Get or set the character used for representing an unlocked exit.

+ **NetAF.Logic.Callbacks**

Declaration
[\(NetAF.Logic.Callbacks.html\)](#)

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

Property Value

INetAF.Logic.Modes

Type
[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

UnvisitedBoundaryColor

[\(NetAF.Persistence.Json.html\)](#)

Get or set the unvisited room boundary color.

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

[public AnsiColor UnvisitedBoundaryColor { get; set; }](#)

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Property Value

- **NetAF.Rendering.Frame**

Type
[\(NetAF.Rendering.FrameBuilders.html\)](#)

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

Get [ConsoleConversationFrame](#) for vertical boundaries.

Declaration

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

[ConsoleConversationFrame](#)

- ...

Description

```
public char VerticalBoundary { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) <small>(NET API CONVERSATIONS, INSTRUCT)</small>	

+ NetAF.Extensions

[Visited Boundaries](#)

† NetAE Interpretation

+ NEARInterpretation Get or set the visited room boundary color.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAFLogic.html) public ASIG10 VisitedBoundaryColor { get; set; }

+ NetAE.Logic.Callbacks

Property Value ([.NET API](#))

Type	Description
+ NetAF.Logic.Configuration	
(NetAF.Logic.Configuration.html)	Builders.Console.AnsiColor.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

■ Native Registration of

BundRegionMapRegion, PU (NetAF.Persistence.Json.html)

Build a map of a region.

+ NetAF.Rendering
Declaration

Declaration (NetAFI)

+ NetAE Rendering Frame

Builders (NetAF.Rendering.FrameBuilder)

Parameters

- NetAF.Rendering.Frame

Type	Name	Description
Builders.Console		
Region (NetAF.Renderings.FrameBuilders.ConsoleAboutFrameBuilder)	<i>region</i>	The region.
Point2D (NetAF.Assets.Point2D.html) ConsoleAboutFrameBuilder	<i>startPosition</i>	The position to start building at.
Point (NetAF.Assets.FrameBuilders.ConsoleCompletionFrameBuilder)	<i>focusPosition</i>	The position to focus on.
Size (NetAF.Assets.Size.html) ConsoleConversationFrame	<i>maxSize</i>	The maximum size available in which to build the map.

Implements

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

▼

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.Builder.html)

ConsoleConversationFrame

- ...

Class ConsoleRegionMapFrameBuilder

Provides a builder of region map frames.

Filter by title

Inheritance ([NetAF.Conversations.Instruction](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ConsoleRegionMapFrameBuilder

([NetAF.Extensions.html](#))

Implements

+ **NetAF.Interpretation**

IRegionMapFrameBuilder ([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

([NetAF.Interpretation.html](#))

Inherited Members

+ **NetAF.Logic**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Logic.Callbacks.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Logic.Configuration.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic.Modes**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console
([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence**

Syntax

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json** ConsoleRegionMapFrameBuilder : IRegionMapFrameBuilder

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Constructors

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

ConsoleRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

([NetAF.Rendering.FrameBuilder.html](#))

Provides a builder of region map frames.

NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilders.html](#))

ConsoleRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder regionMapBuilder)

(NetAF.Rendering.FrameBuilders.ConsoleRegionMapFrameBuilder)

Parameters

(NetAF.Rendering.FrameBuilders.ConsoleRegionMapFrameBuilder)

Type ConsoleCompletionFrame

Name

Description

Builder GridStringBuilder

gridStringBuilder

A builder to use for the string layout.

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

ConsoleConversationFrame

- ...

Type	Name	Description
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)	regionMapBuilder	A builder for region maps.

▼

Properties

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Get or set the background color.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

Property Value

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

BorderColor

+ NetAF.Persistence

Get or set the border color.

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

```
public AnsiColor BorderColor { get; set; }
```

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Type

Builders

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders Console

CommandsColor

(NetAF.Rendering.FrameBuilders.html)

Get or set the commands color.

AnsiColor

Declaration

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.html)

```
public ANSI_COLOR CommandsColor { get; set; }
```

ConsoleCompletionFrame

Builder

Property Value

(NetAF.Rendering.FrameBuilders.html)

ConsoleConversationFrame

- ...

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

InputColor

Get or set the input colors. Instructs the system to use the specified colors.

NetAF.Extensions

(NetAF.Extensions.html)

```
public AnsiColor InputColor { get; set; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

Type

(NetAF.Logic.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

TitleColor

(NetAF.Logic.Configuration.html)

Get or set the title color.

+ NetAF.Logic.Modes

Declaration

(NetAF.Logic.Modes.html)

+ NetAF.Persistence TitleColor { get; set; }

(NetAF.Persistence.html)

Property Value

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Methods

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

- NetAF.Rendering.Frame

Build(Region, Point3D, CommandHelp[], Size)

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

Declaration

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

```
public IFrame Build(Region region, Point3D focusPosition, CommandHelp[] contextualCommands, Size size)
```

ConsoleCompletionFrame

Builder

Parameters

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleConversationFrame

- ...

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	<i>region</i>	The region.
Point3D (NetAF.Assets.Point3D.html)	<i>focusPosition</i>	The position to focus on.
CommandHelp (NetAF.Commands.CommandHelp.html) + NetAF.Conversations.Instruction + NetAF.Extensions	<i>contextualCommands</i>	The contextual commands to display.
Size (NetAF.Assets.Size.html)	<i>size</i>	The size of the frame.

(NetAF.Extensions.html)

Returns

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

+ NetAF.Logic

(NetAF.Logic.html)

Implements

NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

ConsoleConversationFrame

- ...

Description

Class ConsoleRoomMapBuilder

Provides a room map builder.

Filter by title

Inheritance ([NetAF.Conversations.Instruction](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**
↳ ConsoleRoomMapBuilder
([NetAF.Extensions.html](#))

Implements

+ **NetAF.Interpretation**
IRoomMapBuilder ([NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html](#))
([NetAF.Interpretation.html](#))

Inherited Members

+ **NetAF.Logic**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
([NetAF.Logic.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
([NetAF.Logic.Callbacks.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic.Modes**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console
([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence**

Syntax

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json** ConsoleRoomMapBuilder : IRoomMapBuilder

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Constructors
([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

ConsoleRoomMapBuilder(GridStringBuilder)

([NetAF.Rendering.FrameBuilders.html](#))

Provides a room map builder.

NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilders.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleAboutFrameBuilder

Type ([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html](#))

ConsoleCompletionFrame

GridStringBuilder

Builder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

([NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html](#))

ConsoleConversationFrame

- ...

Type	Name	Description
ConsoleCompletionFrameBuilder	gridStringBuilder	The grid string builder.

Properties

BoundaryColor

Get or set the room boundary color.

Declaration
`(NetAF.Conversations.Instruct`

+ **NetAF.Extensions**
`(NetAF.Extensions.html)`

Property Value
+ **NetAF.Interpretation**

Type
`(NetAF.Interpretation.html)`

+ **NetAF.Logic**
`AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)`

`(NetAF.Logic.html)`

+ **NetAF.Logic.Callbacks**

Corner
`(NetAF.Logic.Callbacks.html)`

Get or set the character to use for corners.
+ **NetAF.Logic.Configuration**

Declaration
`(NetAF.Logic.Configuration.html)`

+ **NetAF.Logic.Modes**

`public char Corner { get; set; }`
`(NetAF.Logic.Modes.html)`

+ **NetAF.Persistence**

Property Value
`(NetAF.Persistence.html)`

+ **NetAF.Persistence.Json**

`char (https://learn.microsoft.com/dotnet/api/system.char)`
`(NetAF.Persistence.Json.html)`

+ **NetAF.Rendering**

HorizontalBoundary
`(NetAF.Rendering.html)`

+ **NetAF.Rendering.Frame**

Get or set the character to use for horizontal boundaries.

Builders
Declaration
`(NetAF.Rendering.FrameBuild`

- **NetAF.Rendering.Frame**
`HorizontalBoundary { get; set; }`

Builders.Console

Property Value
`(NetAF.Rendering.FrameBuild`

Type
`AnsiColor`

`(NetAF.Rendering.FrameBuilders.C`
`char (https://learn.microsoft.com/dotnet/api/system.char)`

`ConsoleCompletionFrame`

`ConsoleCompletionFrame`

HorizontalExitBorder
`(NetAF.Rendering.FrameBuilders.C`

`ConsoleConversationFrame`

Get or set the character to use for horizontal exit borders.

`_ ..`

Description

Description

Description

Declaration

```
public char HorizontalExitBorder { get; set; }
```

Property Value

Type	Description
char (NetAF.Conversations.Instruction.html)	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

ItemOrCharacterColor

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Get or set the item or character color.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Property Value

+ NetAF.Logic.Configuration

Type [\(NetAF.Logic.Configuration.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

ItemOrCharacterInRoom

[\(NetAF.Persistence.html\)](#)

Get or set the character used for representing there is an item or a character in the room.

+ NetAF.Persistence.Json

Declaration

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Property Value

NetAF.Rendering.Frame

Builders

Type

[\(NetAF.Rendering.FrameBuilder.html\)](#)

char ([NetAF.Rendering.FrameBuilders.Character.html](#))

- NetAF.Rendering.Frame

[Builders.Console](#)

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

KeyPadding

AnsiColor

Get or set the padding between the key and the map.

[\(NetAF.Rendering.FrameBuilders.KeyPadding.html\)](#)

Declaration

[\(NetAF.Rendering.FrameBuilders.KeyPadding.html\)](#)

ConsoleCompletionFrame

public int KeyPadding { get; set; }

Builder

[\(NetAF.Rendering.FrameBuilders.KeyPaddingBuilder.html\)](#)

Property Value

ConsoleConversationFrame

- ...

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

LockedExit

Get or set the character used for representing a locked exit.

NetAF.Extensions

([NetAF.Extensions.html](#))

```
public char LockedExit { get; set; }
```

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Property Value

+ NetAF.Logic

Type

([NetAF.Logic.html](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ NetAF.Logic.Callbacks

([NetAF.Logic.Callbacks.html](#))

LockedExitColor

NetAF.Logic.Configuration

([NetAF.Logic.Configuration.html](#))

Get or set the locked exit color.

+ NetAF.Logic.Modes

Declaration

([NetAF.Logic.Modes.html](#))

+ NetAF.Persistence LockedExitColor { get; set; }

([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

UnvisitedExitColorBuilders

([NetAF.Rendering.FrameBuilders.html](#))

Get or set the unvisited exit color.

NetAF.Rendering.FrameBuilders.Console

([NetAF.Rendering.FrameBuilders.Console.html](#))

AnsiColor

Property Value

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleCompletionFrame

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.html](#))

Builder

([NetAF.Rendering.FrameBuilders.Builder.html](#))

ConsoleConversationFrame

- ...

Type	Description
ConsoleAboutFrameBuilder (NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)	

VerticalBoundary

Get or set the character to use for vertical boundaries.

Declaration

```
public char VerticalBoundary { get; set; }
```

+ [NetAF.Conversations.Instruction](#)

Property Value

+ [NetAF.Extensions](#)

Type
[\(NetAF.Extensions.html\)](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

VerticalExitBorder

[\(NetAF.Logic.html\)](#)

Get or set the character to use for vertical exit borders.

+ [NetAF.Logic.Callbacks](#)

Declaration

[\(NetAF.Logic.Callbacks.html\)](#)

+ [NetAF.Logic.Configuration](#)

[VerticalExitBorder { get; set; }](#)

[\(NetAF.Logic.Configuration.html\)](#)

Property Value

+ [NetAF.Logic.Modes](#)

Type
[\(NetAF.Logic.Modes.html\)](#)

+ [NetAF.Persistence](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

VisitedExitColor

[\(NetAF.Persistence.Json.html\)](#)

Get or set the visited exit color.

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Declaration

+ [NetAF.Rendering.Frame](#)

[public AnsiColor VisitedExitColor { get; set; }](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Property Value

- [NetAF.Rendering.Frame](#)

Type
[Builders.Console](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

Methods

ConsoleCompletionFrame

Builder

BuildRoomMap(Room, ViewPoint, KeyType, Point2D, out int, out int)

[ConsoleConversationFrame](#)

- ...

Build a map for a room.

Declaration

```
public void BuildRoomMap(Room room, ViewPoint viewPoint, KeyType key, Point2D startPosition, out int endX, out int endY)
```



Parameters

Parameter	Type	Name	Description
+ NetAF.Extensions (NetAF.Extensions.html)			
Room (NetAF.Assets.Locations.Room.html)	room		The room.
+ NetAF.Interpretation (NetAF.Interpretation.html)	ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
KeyType (NetAF.Rendering.KeyType.html)	key		The key type.
+ NetAF.Logic (NetAF.Logic.html)	Point2D (NetAF.Assets.Point2D.html)	startPosition	The start position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX		The end position, x.
+ NetAF.Logic.Callbacks (NetAF.Logic.Callbacks.html)	int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.

+ NetAF.Logic.Configuration

[NetAF.Logic.Configuration.html](#)

+ NetAF.Logic.Modes

IRoomMapBuilder ([NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- NetAF.Rendering.Frame

Builders.Console

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

AnsiColor

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.Builder.html](#))

ConsoleConversationFrame

- ...

Class ConsoleSceneFrameBuilder

Provides a builder for scene frames.

Filter by title

Inheritance ([NetAF.Conversations.Instruction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**
↳ ConsoleSceneFrameBuilder
([NetAF.Extensions.html](#))

Implements

+ **NetAF.Interpretation**
ISceneFrameBuilder ([NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))
([NetAF.Interpretation.html](#))

Inherited Members

+ **NetAF.Logic**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
([NetAF.Logic.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
([NetAF.Logic.Callbacks.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic.Modes**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console
([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence**

Syntax

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json** ConsoleSceneFrameBuilder : ISceneFrameBuilder

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Constructors ([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders ConsoleSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder)

([NetAF.Rendering.FrameBuilders.html](#))
Provides a builder for scene frames.

NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilders.Console.html](#))
ConsoleSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder)
ANSICode

Parameters ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

Type ConsoleCompletionFrame

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ConsoleConversationFrame

- ...

Type	Name	Description
ConsoleCompletionFrame	gridStringBuilder	A builder to use for the string layout.

Type	Name	Description
IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)	roomMapBuilder	A builder to use for room maps.

▼

Properties

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Get or set the background color.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

```
public AnsiColor BackgroundColor { get; set; }
```

+ NetAF.Logic.Callbacks

Property Value

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

BorderColor

+ NetAF.Persistence

Get or set the border color.

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

```
public AnsiColor BorderColor { get; set; }
```

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Type

Builders

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Console

CommandsColor

(NetAF.Rendering.FrameBuilders.Console.CommandsColor.html)

Get or set the commands color.

AnsiColor

Declaration

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

```
public AnsiColor CommandsColor { get; set; }
```

ConsoleCompletionFrame

Builder

Property Value

(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

ConsoleConversationFrame

- ...

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

DisplayMessagesInIsolation

Get or set if messages should be displayed in isolation.

NetAF.Extensions

(NetAF.Extensions.html)

```
public bool DisplayMessagesInIsolation { get; set; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

Type

(NetAF.Logic.html)

```
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
```

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Get or set the input color.

+ NetAF.Logic.Modes

Declaration

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

InputColor { get; set; }

(NetAF.Persistence.html)

Property Value

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

TextColor

Builders

(NetAF.Rendering.FrameBuilders.html)

Get or set the text color.

NetAF.Rendering.Frame

Declaration

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

Property Value

ConsoleAboutFrameBuilder

Type

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.html)

Builder

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)

ConsoleConversationFrame

- ...

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

Methods

Build(Room, ViewPoint, PlayableCharacter, CommandHelp[], KeyType, Size)

Build a frame.



Declaration

[\(NetAF.Conversations.InstructionFrameBuilder.html\)](#)

+ **NetAF.Extensions**
+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Parameters

[\(NetAF.Interpretation.html\)](#)

Type

+ NetAF.Logic

Room ([NetAF.Assets.Locations.Room.html](#))
[\(NetAF.Logic.html\)](#)

ViewPoint ([NetAF.Assets.Locations.ViewPoint.html](#))
+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

PlayableCharacter

+ **NetAF.Logic.Configuration**
([NetAF.Assets.Characters.PlayableCharacter.html](#))

[\(NetAF.Logic.Configuration.html\)](#)

CommandHelp

+ **NetAF.Logic.Modes**
([NetAF.Logic.Modes.CommandHelp.html](#))

[\(NetAF.Logic.Modes.html\)](#)

KeyType ([NetAF.Rendering.KeyType.html](#))
+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

Size ([NetAF.Assets.Size.html](#))

Name	Description
room	Specify the Room.
viewPoint	Specify the viewpoint from the room.
player	Specify the player.
contextualCommands	The contextual commands to display.
keyType	The type of key to use.
size	The size of the frame.

+ NetAF.Persistence.Json

Returns

[\(NetAF.Persistence.Json.html\)](#)

Type

+ NetAF.Rendering

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))
[\(NetAF.Rendering.html\)](#)

Description

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

ISceneFrameBuilder ([NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

- NetAF.Rendering.Frame

Builders.Console

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

ConsoleConversationFrame

- ...

Class ConsoleTitleFrameBuilder

Provides a builder of title frames.

Filter by title

Inheritance ([NetAF.Conversations.Instruction](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**
↳ ConsoleTitleFrameBuilder
([NetAF.Extensions.html](#))

Implements

+ **NetAF.Interpretation**
TitleFrameBuilder ([NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))
([NetAF.Interpretation.html](#))

Inherited Members

+ **NetAF.Logic**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
([NetAF.Logic.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
([NetAF.Logic.Callbacks.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Logic.Configuration**
[NetAF.Logic.Configuration.html](#)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic.Modes**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console
([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence**

Syntax

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Constructors
([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

ConsoleTitleFrameBuilder(GridStringBuilder)

([NetAF.Rendering.FrameBuilder.html](#))

Provides a builder of title frames.

NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.ConsoleBuilder.html](#))

ConsoleAboutFrameBuilder

Type ([NetAF.Rendering.FrameBuilders.ConsoleBuilder.html](#))

ConsoleCompletionFrame

GridStringBuilder

Builder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ConsoleConversationFrame

- ...

Type	Name	Description
ConsoleCompletionFrame	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

`(NetAF.Conversations.Instruction)`

+ **NetAF.Extensions**
 BackgroundColor { get; set; }

[\(NetAF.Extensions.html\)](#)

Property Value

+ **NetAF.Interpretation**

Type
[\(NetAF.Interpretation.html\)](#)

Description

+ **NetAF.Logic**
 AnsiColor (`NetAF.Rendering.FrameBuilders.Console.AnsiColor.html`)

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

BorderColor
[\(NetAF.Logic.Callbacks.html\)](#)

Get or set the border color.

+ **NetAF.Logic.Configuration**

Declaration
[\(NetAF.Logic.Configuration.html\)](#)

+ **NetAF.Logic.Modes**

public `AnsColor` **BorderColor** { get; set; }
[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

Property Value
[\(NetAF.Persistence.html\)](#)

Description

+ **NetAF.Persistence.Json**

`AnsColor` (`NetAF.Rendering.FrameBuilders.Console.AnsiColor.html`)
[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

Declaration
[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Get or set the description color.

Builders

Declaration
[\(NetAF.Rendering.FrameBuilders.html\)](#)

- **NetAF.Rendering.Frame**

Builders.Console

Property Value
[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

Description

Type

`AnsColor`
[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

Description

`AnsColor`

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

Description

`(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)`

`ConsoleCompletionFrame`

`Builder`

`(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)`

Get or set the title color.

`_ ...`

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Methods

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Build(string, string, Size)
[\(NetAF.Logic.html\)](#)

Build a frame.

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

public IFrame Build(string title, string description, Size size)
[\(NetAF.Logic.Configuration.html\)](#)

+ NetAF.Logic.Modes

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Persistence.html)	<i>title</i>	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
Size (NetAF.Assets.Size.html) (NetAF.Persistence.Json.html)	<i>size</i>	The size of the frame.

* NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Type	Description

+ NetAF.Rendering.Frame

[IFrame](#) ([NetAF.Rendering.Frames.IFrame.html](#))

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Implements

[NetAF.Rendering.Frame](#)

[ITitleFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

(NetAF.Rendering.FrameBuilders.html)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

ConsoleConversationFrame

- ...

Namespace NetAF.Rendering.Frames

Classes

Filter by title

(NetAF.Commands.RegionMap)

GridTextFrame (NetAF.Rendering.Frames.GridTextFrame.html)

+ NetAF.Commands.Scene

Provides a grid based frame for displaying a command based interface.

(NetAF.Commands.Scene.html)

Interfaces

(NetAF.Conversations.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

Instructions

Represents any object that is a frame that can display a command based interface.

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.ht

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	<i>backgroundColor</i>	The background color.

▼

+ NetAF.Commands.Region Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Declaration

(NetAF.Conversations.html)

```
public AnsiColor BackgroundColor { get; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

AnsiColor (<https://learn.microsoft.com/dotnet/api/system.console.ansicolor>.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

CursorLeft

+ NetAF.Logic

Get the cursor left position.

(NetAF.Logic.html)

Declaration

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

```
public int CursorLeft { get; }
```

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Property Value

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Persistence

(NetAF.Persistence.html)

CursorTop

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Get the cursor top position.

Declaration

(NetAF.Rendering.html)

```
public int CursorTop { get; }
```

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

ShowCursor

Gets or sets if the cursor should be shown.

NetAF.Commands.Region

Declaration

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Property Value

+ NetAF.Conversations

Type ([NetAF.Conversations.html](#))

Description

+ NetAF.Conversations

Instructions

(NetAF.Conversations.Instruct)

Methods

(NetAF.Extensions.html)

NetAF.Interpretation

Render(IFramePresenter)

(NetAF.Interpretation.html)

Render this frame on a presenter.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Parameters

+ NetAF.Logic.Configuration

Type ([NetAF.Logic.Configuration.html](#))

Name

Description

+ NetAF.Logic.Modes ([Rendering.Presenters.IFramePresenter.html](#))

presenter

The presenter.

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

ToString()

(NetAF.Persistence.html)

Returns a string that represents the current object.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

public override string ToString()

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Returns

Builders

(NetAF.Rendering.FrameBuilder.html)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	A string that represents the current object.

Overrides

`object.ToString()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Implements

+ **NetAF.Commands.Region**

`IRegion` ([NetAF.Rendering.Frames.IFrame.html](#))

(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.htm

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuild

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

Assembly: NetAF.dll

+ NetAF.Commands.Region

Syntax

(NetAF.Commands.RegionMap

public interface IFrame

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Properties

+ NetAF.Conversations.

Constructors

(NetAF.Conversations.Instruct

Get the cursor left position.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

{ public int CursorTop; }

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

Type (NetAF.Logic.html)

Description

+ NetAF.Logic.Callbacks

{ public int CursorTop; }

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

CursorTop

(NetAF.Logic.Configuration.html)

Get the cursor top position.

+ NetAF.Logic.Modes

Declaration (NetAF.Logic.Modes.html)

+ NetAF.Persistence

int CursorTop { get; }

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Property Value

(NetAF.Persistence.Json.html)

Type

Description

+ NetAF.Rendering

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

ShowCursor (NetAF.Rendering.FrameBuilder

Get or set if the cursor should be shown.

Declaration

```
bool ShowCursor { get; set; }
```



Property Value

Type	Description
+ NetAF.Commands.RegionMap bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

([NetAF.Commands.RegionMap](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Render(IFramePresenter)

+ **NetAF.Conversations.**

Render this frame on a presenter.

Instructions

Declaration

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

void Render(IFramePresenter presenter)

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Namespace NetAF.Rendering.Presenters

Classes

Filter by title

(NetAF.Commands.RegionMap)
TextWriterPresenter ([NetAF.Rendering.Presenters.TextWriterPresenter.html](#))

+ **NetAF.Commands.Scene**
Represents a presenter for TextWriter.
([NetAF.Commands.Scene.html](#))

Interfaces

(NetAF.Conversations.html)

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

Instruct
Represents an object that can render a frame.
([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Interface IFramePresenter

Represents an object that can render a frame.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Presenters (NetAF.Rendering.Presenters.html)

Assembly: NetAF.dll

+ NetAF.Commands.Region

Syntax

Map

(NetAF.Commands.RegionMap

public interface IFramePresenter

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html

+ NetAF.Conversations

Methods

(NetAF.Conversations.html

+ NetAF.Conversations.

Write(char)

(NetAF.Conversations.Instruct

Write a character.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

Type

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

string (https://learn.microsoft.com/dotnet/api/system.char)

value

The character to write.

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

Write(string)

(NetAF.Logic.Configuration.html)

Write a string.

+ NetAF.Logic.Modes

Declaration

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

void Write(string value)

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

Type

string

(https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Persistence.Json.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

▼

- + **NetAF.Commands.Region**
Map
(NetAF.Commands.RegionMap)
- + **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)
- + **NetAF.Conversations**
(NetAF.Conversations.html)
- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct)
- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- + **NetAF.Logic**
(NetAF.Logic.html)
- + **NetAF.Logic.Callbacks**
(NetAF.Logic.Callbacks.html)
- + **NetAF.Logic.Configuration**
(NetAF.Logic.Configuration.html)
- + **NetAF.Logic.Modes**
(NetAF.Logic.Modes.html)
- + **NetAF.Persistence**
(NetAF.Persistence.html)
- + **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)
- + **NetAF.Rendering**
(NetAF.Rendering.html)
- + **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuilder)

Class TextWriterPresenter

Represents a presenter for TextWriter.

Filter by title

Inheritance

+ [NetAF.Commands.Region](#) (https://learn.microsoft.com/dotnet/api/system.object)

MapTextWriterPresenter

Implements [\(NetAF.Commands.RegionMap\)](#)

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

+ [NetAF.Commands.Scene](#)

Inherited Members

[\(NetAF.Commands.Scene.html\)](#)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ [\(NetAF.Conversations.html\)](#)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))

+ [\(NetAF.Conversations\)](#)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

+ [NetAF.Extensions](#)

Namespace: [NetAF](#) ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).Presenters ([NetAF.Rendering.Presenters.html](#))

+ [\(NetAF.Extensions.html\)](#)

Assembly: [NetAF.dll](#)

Syntax

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

public sealed class TextWriterPresenter : IFramePresenter

+ [NetAF.Logic](#)

(NetAF.Logic.html)

Output Structure

+ [Callbacks](#)

(NetAF.Logic.Callbacks.html)

+ [TextWriterPresenter\(TextWriter\)](#)

(NetAF.Logic.Configuration.html)

Represents a presenter for TextWriter.

+ [NetAF.Logic.Modes](#)

Declaration

(NetAF.Logic.Modes.html)

+ [NetAF.Persistence](#) (TextWriter writer)

(NetAF.Persistence.html)

Parameters

+ [NetAF.Persistence.Json](#)

(NetAF.Persistence.Json.html)

+ [NetAF.Rendering](#)

TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)

(NetAF.Rendering.html)

+ [NetAF.Rendering.Frame](#)

Builders

+ [NetAF.Rendering.FrameBuilder](#)

(NetAF.Rendering.FrameBuilder.html)

Type	Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)	writer	The writer.

Methods

ToString()

Returns a string that represents the current object.

Declaration
`

+ NetAF.Commands.RegionMap

(NetAF.Commands.RegionMap)
Returns

+ NetAF.Commands.Scene

Type
(NetAF.Commands.Scene.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Conversations

(NetAF.Conversations.html)

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Extensions

Write a character.

(NetAF.Extensions.html)
Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Parameters
(NetAF.Logic.html)

Type

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Description

A string that represents the current object.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Write(string)

+ NetAF.Logic.Modes

Write a string.

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

public void Write(string value)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The character to write.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Implements

IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)

▼

- NetAF.Commands.Region
Map
(NetAF.Commands.RegionMap)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Logic.Callbacks
(NetAF.Logic.Callbacks.html)
- + NetAF.Logic.Configuration
(NetAF.Logic.Configuration.htm)
- + NetAF.Logic.Modes
(NetAF.Logic.Modes.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuild)

Namespace NetAF.Serialization

Classes

Filter by title

CustomCommandSerialization

(NetAF.Serialization.CustomCommandSerialization.html)

+ NetAF.Commands.Scene

Represents a serialization of a CustomCommand.

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

GameSerialization (NetAF.Serialization.GameSerialization.html)

(NetAF.Conversations.html)

Represents a serialization of a Game.

+ NetAF.Conversations.

Interfaces

(NetAF.Conversations.Instruct

+ NetAF.Extensions

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Extensions.html)

Represents any object that is a serialization of another object.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

IRestoreFromObjectSerialization<T>

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Logic.html)

Represents any object that can restore from an IObjectSerialization.

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

Class CustomCommandSerialization

Represents a serialization of a CustomCommand.

Filter by title

Inheritance

([NetAF.Commands.RegionMap](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Scene**

([NetAFCommands.Scene.html](#))

Implements

+ **Object.Serialization** ([NetAF.Serialization.IObjectSerialization-1.html](#))<CustomCommand

([NetAF.Commands.CustomCommand.html](#))>

Inherited Members

+ **NetAF.Conversations.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Conversations.Instruct](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Extensions.**

([NetAF.Extensions.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Interpretation.**

([NetAF.Interpretation.Object.html](#))

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals([NetAF.Interpretation.Object.html](#)) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic.**

Namespace: NetAF (NetAF.html).Serialization ([NetAF.Serialization.html](#))

([NetAF.Logic.html](#))

Assembly: NetAF.dll

+ **NetAF.Logic.Callbacks.**

Syntax ([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration.**

([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes.**

Constructors ([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence.**

CustomCommandSerialization(CustomCommand) ([NetAF.Persistence.html](#))

Represents a serialization of a CustomCommand.

+ **NetAF.Persistence.Json.**

Delegates ([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering.**

public CustomCommandSerialization(CustomCommand command) ([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame.**

Parameters

Builders

Type

([NetAF.Rendering.FrameBuilder](#))

CustomCommand ([NetAF.Commands.CustomCommand.html](#))

+ **NetAF.Rendering.Frame.**

Builders.Console

Name	Description
command	The command.

Properties

CommandName

Get or set the command name.

Declaration

([NetAF.Commands.RegionMap](#))

```
public string CommandName { get; set; }
```

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

Property Value

+ [NetAF.Conversations](#)

Type

([NetAF.Conversations.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ [NetAF.Conversations](#).

Instructions

([NetAF.Conversations.Instruct](#))

IsPlayerVisible

+ [NetAF.Extensions](#)

Get or set if it is player visible.

([NetAF.Extensions.html](#))

Declaration

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

```
public bool IsPlayerVisible { get; set; }
```

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Logic.Callbacks](#)

Description

([NetAF.Logic.Callbacks.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ [NetAF.Logic.Configuration](#)

([NetAF.Logic.Configuration.html](#))

Methods

[NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

Restore(CustomCommand)

([NetAF.Persistence.html](#))

Restore an instance from this serialization.

+ [NetAF.Persistence.Json](#)

Declaration

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

```
public virtual void Restore(CustomCommand command)
```

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Parameters

Builders

Type

([NetAF.Rendering.FrameBuilder](#))

CustomCommand ([NetAF.Commands.CustomCommand.html](#))

Name

Description

command

The command to restore.

+ [NetAF.Rendering.Frame](#)

Builders.Console

Implements

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

▼

- ([NetAF.Commands.RegionMap.html](#))
- + **NetAF.Commands.Scene**
([NetAF.Commands.Scene.html](#))
- + **NetAF.Conversations**
([NetAF.Conversations.html](#))
- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instructions.html](#))
- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
- + **NetAF.Logic**
([NetAF.Logic.html](#))
- + **NetAF.Logic.Callbacks**
([NetAF.Logic.Callbacks.html](#))
- + **NetAF.Logic.Configuration**
([NetAF.Logic.Configuration.html](#))
- + **NetAF.Logic.Modes**
([NetAF.Logic.Modes.html](#))
- + **NetAF.Persistence**
([NetAF.Persistence.html](#))
- + **NetAF.Persistence.Json**
([NetAF.Persistence.Json.html](#))
- + **NetAF.Rendering**
([NetAF.Rendering.html](#))
- + **NetAF.Rendering.Frame**
Builders
([NetAF.Rendering.FrameBuilders.html](#))
- + **NetAF.Rendering.Frame**
Builders.Console
([NetAF.Rendering.FrameBuilders.Console.html](#))

Class GameSerialization

Represents a serialization of a Game.

Filter by title

Inheritance

(NetAF.Commands.RegionMap)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Scene**

Implements
IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Game ([NetAF.Logic.Game.html](#))>

Implementation
(NetAFConversations.html)

+ **NetAFConversations** ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Extensions** ([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>)

+ **NetAF.Interpretation** ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Logic** ([NetAF.Logic.html](#))

Assembly: NetAF.dll

(NetAF.Logic.html)

Syntax

+ **NetAF.Logic.Callbacks**

(NetAFLogic_Callbacks.html)

public class GameSerialization : IObjectSerialization<Game>

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

Constructors

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

GameSerialization(Game)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Represents a serialization of a Game.

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

public GameSerialization(Game game)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Parameters

+ **NetAF.Rendering.Frame**

Type
Builders

(NetAFRenderingFrameBuilder)

Type	Name	Description
(NetAFRenderingFrameBuilder)	game	The game to serialize.

+ **NetAF.Rendering.Frame**

Builders.Console

Properties

ActivePlayerIdentifier

Get or set the active player identifier.

Declaration

(NetAF.Commands.RegionMap)

```
public string ActivePlayerIdentifier { get; set; }
```

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

InactivePlayerLocations

+ NetAF.Extensions

Get or set the overworld serialization.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public PlayableCharacterLocationSerialization[] InactivePlayerLocations { get; set; }
```

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

+ NetAF.Logic.Callbacks

Type

(NetAF.Logic.Callbacks.html)

PlayableCharacterLocationSerialization

(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html)

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Overworld

NetAF.Persistence

(NetAF.Persistence.html)

Get or set the overworld serialization.

+ NetAF.Persistence.Json

Declaration

(NetAF.Persistence.Json.html)

```
public OverworldSerialization Overworld { get; set; }
```

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Type

Builders

(NetAF.Rendering.FrameBuilder)

OverworldSerialization.Asset.OverworldSerialization.html

+ NetAF.Rendering.Frame

Builders.Console

Type	Description

Type	Description

Type	Description

Players

Get or set the player serializations.

Declaration

```
public CharacterSerialization[] Players { get; set; }
```

Property Value
(NetAF.Commands.RegionMap

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html

CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)[]

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Restore(Game)

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

public void Restore(Game game)

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Logic.Callbacks

Type

(NetAF.Logic.Callbacks.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Implements

NetAFLogicModes

(NetAF.Logic.Modes.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

Interface IObjectSerialization<T>

Represents any object that is a serialization of another object.

Filter by title

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

(NetAF.Commands.RegionMap)

Assembly: NetAF.dll

\$NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

public interface IObjectSerialization<in T>

+ NetAF.Conversations

(NetAF.Conversations.html)

Type Parameters

+ NetAF.Conversations.

Name	Description
Instructions	The type of object that this serialization represents.

T(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Restore(T)

(NetAF.Logic.html)

Restore an instance from this serialization.

+ NetAF.Logic.Callbacks

Declaration

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Parameters

+ NetAF.Logic.Modes

Type	Name	Description
NetAF.Logic.Mode	obj	The obj to restore.

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

Interface IRestoreFromObject Serialization<T>

▼ Filter by title

Represents any object that can restore from an IObjectSerialization.

(NetAF.Commands.RegionMap)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

+ **NetAF.Commands.Scene**

Assembly: NetAF.dll

(NetAF.Commands.Scene.html)

Syntax

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Type Instructions

(NetAF.Conversations.Instruct

Name	Description

+ **NetAF.Extensions**

The type of serialization that this object restores from.

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Methods

+ **NetAF.Logic**

(NetAF.Logic.html)

RestoreFrom(T)

+ **NetAF.Logic.Callbacks**

Restore this object from a serialization.

(NetAF.Logic.Callbacks.html)

Declaration

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

void RestoreFrom(T serialization)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

Parameters

+ **NetAF.Persistence**

(NetAF.Persistence.html)

T serialization

Description

The serialization to restore from.

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Builders.Console

Namespace NetAF.Serialization.Assets

Classes

Filter by title

INSTRUCTIONS

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

+ NetAF.Extensions

Represents a serialization of an AttributeManager.

(NetAF.Extensions.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

(NetAF.Interpretation.html)

Represents a serialization of an Attribute.

+ NetAF.Logic

(NetAF.Logic.html)

CharacterSerialization

(NetAF.Serialization.Assets.CharacterSerialization.html)

+ NetAF.Logic.Callbacks

Represents a serialization of a Character.

(NetAF.Logic.Callbacks.html)

ConversationSerialization

(NetAF.Serialization.Assets.ConversationSerialization.html)

(NetAF.Logic.Configuration.html)

Represents a serialization of a Conversation.

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

ExaminableSerialization

(NetAF.Serialization.Assets.ExaminableSerialization.html)

+ NetAF.Persistence

Represents a serialization of an Examinable.

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

ExitSerialization

(NetAF.Serialization.Assets.ExitSerialization.html)

(NetAF.Persistence.Json.html)

Represents a serialization of an Exit.

+ NetAF.Rendering

(NetAF.Rendering.html)

ItemSerialization

(NetAF.Serialization.Assets.ItemSerialization.html)

+ NetAF.Rendering.Frame

Represents a serialization of an Item.

Builders

(NetAF.Rendering.FrameBuilder)

NonPlayableCharacterSerialization

(NetAF.Rendering.Frame)

(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

Builders

Represents a serialization of a NonPlayableCharacter.

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

OverworldSerialization

(NetAF.Rendering.Frames.html)

Represents a serialization of an Overworld.

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

PlayableCharacterLocationSerialization

(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html)

(NetAF.Serialization.html)

Builders

Represents a serialization of a PlayableCharacterLocation.

RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)

Represents a serialization of a Region.

▼

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)

(NetAF.Conversations.Instruction)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

Class AttributeManagerSerialization

Represents a serialization of an AttributeManager.

Filter by title

Inheritance

(NetAF Conversations.Instruction.html)

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ AttributeManagerSerialization

+ NetAF.Extensions

Implements

(NetAF.Extensions.html)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<AttributeManager

(NetAF.Assets.Attributes.AttributeManager.html)>

(NetAF.Interpretation.html)

Inherited Members

+ NetAF.Logic

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(NetAF.Logic.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Logic.Callbacks.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(NetAF.Logic.Configuration.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Logic.Modes

Namespace: NetAF.html.[Serialization](https://NetAF.Serialization.html).[Assets](https://NetAF.Serialization.Assets.html) (NetAF.Serialization.Assets.html)

(NetAF.Logic.Modes.html)

Assembly: NetAF.dll

Syntax

(NetAF.Persistence.html)

public sealed class AttributeManagerSerialization : IObjectSerialization<AttributeManager>

+ NetAF.Persistence.Json

↳ [Hagenaars](#)

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Constructors

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

AttributeManagerSerialization(AttributeManager)

(NetAF.Rendering.FrameBuilder.html)

Represents a serialization of an AttributeManager.

+ NetAF.Rendering.Frame

Declaration

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

public AttributeManagerSerialization(AttributeManager attributeManager)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Parameters

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

AttributeManager

(NetAF.Assets.Attributes.AttributeManager.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

AttributeManager

(NetAF.Assets.Attributes.AttributeManager.html)

Assembly: NetAF.dll

Namespace: NetAF.html.[Serialization](https://NetAF.Serialization.html).[Assets](https://NetAF.Serialization.Assets.html) (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

Version: NetAF.html 1.0.0.0

File: NetAF.dll

Location: NetAF.dll

Path: NetAF.dll

Region: NetAF.dll

Properties

Values

Get or set the values.

Declaration
INSTRUCTIONS

(NetAF.Conversations.Instruct)

```
public Dictionary<AttributeSerialization, int> Values { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Dictionary (<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>)<

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Methods

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Restore

(NetAF.Logic.Modes.html)

Restore an instance from this serialization.

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Parameters

+ NetAF.Rendering

Type

(NetAF.Rendering.html)

AttributeManager

+ NetAF.Rendering.Frame

(NetAF.Assets.Attributes.AttributeManager.html)

Builders

(NetAF.Rendering.FrameBuilder)

Implements

NetAF.Rendering.Frame

Builders Console

IObjectSerialization < T > ([NetAF.Serialization.IObjectSerialization-1.html](#))

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

Description

Description

Description

Properties

Description

Get or set the description.

Declaration
INSTRUCTIONS

([NetAF.Conversations.Instruct](#))

```
public string Description { get; set; }
```

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ NetAF.Logic

([NetAF.Logic.html](#))

Maximum

+ NetAF.Logic.Callbacks

([NetAF.Logic.Callbacks.html](#))

Get or set the maximum.

Declaration
INSTRUCTIONS

([NetAF.Logic.Configuration.html](#))

```
public int Maximum { get; set; }
```

+ NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#))

Property Value

+ NetAF.Persistence

Type

([NetAF.Persistence.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

Minimum

([NetAF.Rendering.html](#))

Get or set the minimum.

+ NetAF.Rendering.Frame

Declaration
INSTRUCTIONS

Builders

([NetAF.Rendering.FrameBuilder](#))

```
public int Minimum { get; set; }
```

+ NetAF.Rendering.Frame

Builders
Console

([NetAF.Rendering.FrameBuilder](#))

Type

+ NetAF.Rendering.Frames

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Rendering.Frames.html](#))

Description

+ NetAF.Rendering.Presenters

([NetAF.Rendering.Presenters.html](#))

+ NetAF.Serialization

Get or set the name.

Declaration

```
public string Name { get; set; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Instruct	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Methods

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Restore(Attribute)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Restore an instance from this serialization.

Delegates

[\(NetAF.Logic.Callbacks.html\)](#)

public void Restore(Attribute attribute)

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

Parameters

+ NetAF.Logic.Modes

Type

[\(NetAF.Logic.Modes.html\)](#)

Attribute

[\(NetAF.Assets.Attributes.Attribute.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Implements

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

IObjectSerialization<T>

[\(NetAF.Serialization.IObjectSerialization-1.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Builders.Console

[\(NetAF.Rendering.FrameBuilderConsole.html\)](#)

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

Class CharacterSerialization

Represents a serialization of a Character.

Filter by title

Inheritance

(NetAF Conversations.Instruction)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

+ NetAF.Extensions

↳ CharacterSerialization

(NetAF.Extensions.html)

↳ NonPlayableCharacterSerialization (NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

+ NetAF.Interpretation

Implements

(NetAF.Interpretation.html)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF_Assets.IExaminable.html) >

+ NetAF.Logic

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Character

(NetAF.Logic.html)

(NetAF_Assets.Characters.Character.html) >

+ NetAF.Logic.Callbacks

Inherited Members

(NetAF.Logic.Callbacks.html)

ExaminableSerialization.Identifier

+ NetAF.Logic.Configuration

Identifier

(NetAF.Logic.Configuration.html)

ExaminableSerialization.IsPlayerVisible

+ NetAF.Logic.Modes

ExaminableSerialization.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

(NetAF.Logic.Modes.html)

ExaminableSerialization.AttributeManager

+ NetAF.Persistence

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Attributemanage)

(NetAF.Persistence.html)

ExaminableSerialization.Commands

+ NetAF.Persistence.Json

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

(NetAF.Persistence.Json.html)

ExaminableSerialization.Restore(IExaminable)

+ NetAF.Rendering

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

+ NetAF.Rendering.Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

(NetAF.Rendering.FrameBuilder)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object-system-object)))

+ NetAF.Rendering.Frame

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ NetAF.Rendering.Frames

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Rendering.Frames.html)

Namespace: NetAF ([NetAF.html](#)).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

```
public class CharacterSerialization : ExaminableSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Character>
```

Constructors

INSTRUCTIONS

(NetAF.Conversations.Instruction) CharacterSerialization(Character)

+ NetAF.Extensions

Represents a serialization of a Character.
[\(NetAF.Extensions.html\)](#)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html) CharacterSerialization(Character character)

+ NetAF.Logic

(NetAF.Logic.html)

+ Type NetAF.Logic.Callbacks

Name	Description
character	The character to serialize.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Properties

NetAF.Logic.Modes (NetAF.Logic.Modes.html)

IsAlive

(NetAF.Persistence.html)

Get or set if the character is alive.

+ NetAF.Persistence.Json

Declaration

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html) bool { get; set; }

NetAF.Rendering.Frame

Builders

Type (NetAF.Rendering.FrameBuilder.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

Items

+ NetAF.Rendering.Frames

Get or set the item serializations.

(NetAF.Rendering.Frames.html)

Declaration

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

Type	Description
ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]	

▼

Methods

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Restore(Character)
(NetAF.Extensions.html)

Restore an instance from this serialization.

+ NetAF.Interpretation

Declaration
(NetAF.Interpretation.html)

+ NetAF.Logic

public void Restore(Character character)
(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Type	Name	Description
Character (NetAF.Assets.Characters.Character.html)	character	The character to restore.

+ NetAF.Logic.Modes

Implements
(NetAF.Logic.Modes.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Persistence

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)
(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

Class ConversationSerialization

Represents a serialization of a Conversation.

Filter by title

Inheritance

(NetAF Conversations.Instruction)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ConversationSerialization

+ NetAF.Extensions

Implements

(NetAF.Extensions.html)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Conversation

(NetAF.Conversations.Conversation.html)>

(NetAF.Interpretation.html)

Inherited Members

+ NetAF.Logic

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Logic.Callbacks

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Logic.Callbacks.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ NetAF.Logic.Configuration

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Logic.Modes

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

(NetAF.Logic.Modes.html)

Assembly: NetAF.dll

Syntax

(NetAF.Persistence.html)

public sealed class ConversationSerialization : IObjectSerialization<Conversation>

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Constructors

(NetAF.Rendering.html)

CONVERSATIONSERIALIZATION(Conversation)

Builders

Represents a serialization of a Conversation.

(NetAF.Rendering.FrameBuilder)

Declaration

+ NetAF.Rendering.Frame

Builders.Console

public ConversationSerialization(Conversation conversation)

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

Parameters

(NetAF.Rendering.Frames.html)

Type

+ NetAF.Rendering.Presenters

Conversation (NetAF.Conversations.Conversation.html)

(NetAF.Rendering.Presenters)

+ NetAF.Serialization

INetAF (NetAF.html)

Fields

NoCurrentParagraph

Get the value for no current paragraph.

Declaration
INSTRUCTIONS

([NetAF.Conversations.Instruct](#))

```
public const int NoCurrentParagraph = -1
```

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

+ NetAF.Logic

([NetAF.Logic.html](#))

Properties

NetAF.Logic.Callbacks

([NetAF.Logic.Callbacks.html](#))

+ NetAF.Logic.Configuration

CurrentParagraph

([NetAF.Logic.Configuration.html](#))

Get or set if the index of the current paragraph.

+ NetAF.Logic.Modes

Declaration

([NetAF.Logic.Modes.html](#))

+ NetAF.Persistence

```
public int CurrentParagraph { get; set; }
```

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

Properties

Type

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

Methods

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frame

Restore(Conversation)

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

Restore an instance from this serialization.

+ NetAF.Rendering.Frames

Declaration

([NetAF.Rendering.Frames.html](#))

+ public void Restore(Conversation conversation)

+ NetAF.Rendering.Presenters

([NetAF.Rendering.Presenters.html](#))

Parameters

+ NetAF.Serialization

([NetAF.Serialization.html](#))

Description

Description

Type	Name	Description
Conversation (NetAF.Conversations.Conversation.html)	<i>conversation</i>	The conversation to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Conversations.Instruct

- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Logic.Callbacks
(NetAF.Logic.Callbacks.html)
- + NetAF.Logic.Configuration
(NetAF.Logic.Configuration.html)
- + NetAF.Logic.Modes
(NetAF.Logic.Modes.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders.html)
- + NetAF.Rendering.Frame
Builders.Console
(NetAF.Rendering.FrameBuilders.Console.html)
- + NetAF.Rendering.Frames
(NetAF.Rendering.Frames.html)
- + NetAF.Rendering.Presenters
(NetAF.Rendering.Presenters.html)
- + NetAF.Serialization
(NetAF.Serialization.html)

Class ExaminableSerialization

Represents a serialization of an Examinable.

Filter by title

Inheritance

(NetAF Conversations.Instruction)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableSerialization

↳ CharacterSerialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))

↳ ExitSerialization ([NetAF.Serialization.Assets.ExitSerialization.html](#))

+ NetAF.Extensions

↳ ItemSerialization ([NetAF.Serialization.Assets.ItemSerialization.html](#))

↳ OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))

↳ RegionSerialization ([NetAF.Serialization.Assets.RegionSerialization.html](#))

+ NetAF.Interpretation

↳ RoomSerialization ([NetAF.Serialization.Assets.RoomSerialization.html](#))

+ NetAF.Logic

↳ RoomSerialization ([NetAF.Serialization.Assets.RoomSerialization.html](#))

Implements

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

([NetAF.Assets.IExaminable.html](#))>

([NetAF.Logic.Callbacks.html](#))

Inherited Members

+ NetAF.Logic.Configuration

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ NetAF.Persistence.Json

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Persistence.Json.html](#))

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF

(NetAF.Rendering.html)

Syntax

Assembly: NetAF

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

public class ExaminableSerialization : IObjectSerialization<IExaminable>

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Constructors

NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

ExaminableSerialization(IExaminable)

+ NetAF.Rendering.Frames

ReSharper.Fody.Examinable

Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

ReSharper.Fody

```
public ExaminableSerialization(IExaminable examinable)
```

Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html) Instructions	<i>examinable</i>	The examinable.

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Properties

+ NetAF.Interpretation

AttributeManager

+ NetAF.Logic

Get or set the attribute manager serializations.

(NetAF.Logic.html)

Declaration

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

Property Value

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Type	Description
A (NetAF.Logic.Modes.html)	NetAF.Serialization.Assets.AttributeManagerSerialization.html

+ NetAF.Persistence

(NetAF.Persistence.html)

Commands

+ NetAF.Persistence.Json

Get or set the command serializations.

(NetAF.Persistence.Json.html)

Declaration

NetAF.Rendering

(NetAF.Rendering.html)

```
public CustomCommandSerialization[] Commands { get; set; }
```

+ NetAF.Rendering.Frame

Builders

Property Value

(NetAF.Rendering.FrameBuilder.html)

Type

+ NetAF.Rendering.Frame

CustomCommandSerialization (NetAF.Serialization.CustomCommandSerialization.html)[]

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Get or set the identifier.

+ NetAF.Rendering.Presenters

Declaration

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

```
public string Identifier { get; set; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) Instructions	

(NetAF.Conversations.Instruct

+ NetAF.Extensions

IsPlayerVisible

(NetAF.Extensions.html)

Get or set if it is player visible.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

```
public bool IsPlayerVisible { get; set; }
```

(NetAF.Logic.html)

Properties

NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Type

Type	Description

+ NetAF.Logic.Configuration

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Methods

+ NetAF.Persistence

(NetAF.Persistence.html)

Restore(IExaminable)

+ NetAF.Persistence.Json

Restore an instance from this serialization.

(NetAF.Persistence.Json.html)

Declaration

NetAF.Rendering

(NetAF.Rendering.html)

```
public virtual void Restore(IExaminable examinable)
```

+ NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilder)

Type

+ NetAF.Rendering.Frame

IExaminable ([NetAF.Assets.IExaminable.html](#))

Builders.Console

(NetAF.Rendering.FrameBuilder)

Implementation

NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

▼

INSTRUCTIONS

(NetAF.Conversations.Instruct

- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Logic.Callbacks
(NetAF.Logic.Callbacks.html)
- + NetAF.Logic.Configuration
(NetAF.Logic.Configuration.html)
- + NetAF.Logic.Modes
(NetAF.Logic.Modes.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders.html)
- + NetAF.Rendering.Frame
Builders.Console
(NetAF.Rendering.FrameBuilders.Console.html)
- + NetAF.Rendering.Frames
(NetAF.Rendering.Frames.html)
- + NetAF.Rendering.Presenters
(NetAF.Rendering.Presenters.html)
- + NetAF.Serialization
(NetAF.Serialization.html)

Class ExitSerialization

Represents a serialization of an Exit.

Filter by title

Inheritance

+ **NetAF.Conversations.Instruction**

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

+ **NetAF.Extensions**

↳ ExitSerialization

(NetAF.Extensions.html)

Implements

+ **NetAF.Interpretation**

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<IExaminable

(NetAF.Interpretation.html)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Exit (NetAF.Assets.Locations.Exit.html)>

+ **NetAF.Logic**

Inherited Members

(NetAF.Logic.html)

ExaminableSerialization.Identifier

+ **NetAF.Logic.Callbacks**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IIdentifier)

ExaminableSerialization.IsPlayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_ISPlayerVisible)

+ **NetAF.Logic.Models**

ExaminableSerialization.AttributeManager

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

+ **NetAF.Persistence**

ExaminableSerialization.Commands

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

+ **NetAF.Persistence.Json**

ExaminableSerialization.Restore(IExaminable)

(NetAF.Persistence.Json.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

+ **NetAF.Rendering**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Rendering.Frame**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Rendering.Frame.Builder**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Rendering.Frame.Builder.Console**

Name (NetAF.Rendering.FrameBuilder.Console.html) (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

+ **NetAF.Rendering.Frames**

Syntax

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

object.Equals(object, object) (https://NetAF.Rendering.Presenters.html#NetAF_Rendering_Presenters_ExitSerialization_ExaminableSerialization_IObjectSerialization_Exit)

+ **NetAF.Serialization**

Assembly: NetAF.dll

Constructors

ExitSerialization(Exit)

Represents a serialization of an Exit.

Declaration

INSTRUCTIONS

(NetAF.Conversations.Instruct

public ExitSerialization(Exit exit)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Exit (NetAF.Assets.Locations.Exit.html)

Name

Description

exit

The exit to serialize.

+ NetAF.Logic

(NetAF.Logic.html)

Properties

NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

IsLocked

(NetAF.Logic.Configuration.html)

Get or set if the exit is locked.

+ NetAF.Logic.Modes

Declaration

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

public bool IsLocked { get; set; }

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Properties

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

bool (<https://team.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Methods

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Restore(Exit)

Builders.Console

(NetAF.Rendering.FrameBuilder)

Restore an instance from this serialization.

+ NetAF.Rendering.Frames

Declaration

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Parameters

+ NetAF.Serialization

(NetAF.Serialization.html)

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)	exit	The exit to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)
IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)
(NetAF.Conversations.Instruct

- + NetAF.Extensions
[\(NetAF.Extensions.html\)](#)
- + NetAF.Interpretation
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic
[\(NetAF.Logic.html\)](#)
- + NetAF.Logic.Callbacks
[\(NetAF.Logic.Callbacks.html\)](#)
- + NetAF.Logic.Configuration
[\(NetAF.Logic.Configuration.html\)](#)
- + NetAF.Logic.Modes
[\(NetAF.Logic.Modes.html\)](#)
- + NetAF.Persistence
[\(NetAF.Persistence.html\)](#)
- + NetAF.Persistence.Json
[\(NetAF.Persistence.Json.html\)](#)
- + NetAF.Rendering
[\(NetAF.Rendering.html\)](#)
- + NetAF.Rendering.Frame
Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + NetAF.Rendering.Frame
Builders.Console
[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)
- + NetAF.Rendering.Frames
[\(NetAF.Rendering.Frames.html\)](#)
- + NetAF.Rendering.Presenters
[\(NetAF.Rendering.Presenters.html\)](#)
- + NetAF.Serialization
[\(NetAF.Serialization.html\)](#)

Class ItemSerialization

Represents a serialization of an Item.

Filter by title

Inheritance

+ **NetAF.Conversations.Instruction**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

+ **NetAF.Extensions**

↳ ItemSerialization

(**NetAF.Extensions.html**)

Implements

+ **NetAF.Interpretation**

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(**NetAF.Interpretation.html**)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Item (NetAF.Assets.Item.html)

+ **NetAF.Logic**

Inherited Members

(**NetAF.Logic.html**)

ExaminableSerialization Identifier

+ **NetAF.Logic.Callbacks**

(NetAF.Serialization_Assets_ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

dentifer)

ExaminableSerialization IsPlayerVisible

(NetAF.Serialization_Assets_ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

sPlayerVisible)

+ **NetAF.Logic.Modes**

ExaminableSerialization AttributeManager

(NetAF.Serialization_Assets_ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

AttributeManager)

+ **NetAF.Persistence**

ExaminableSerialization Commands

(NetAF.Serialization_Assets_ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Commands)

+ **NetAF.Persistence.Json**

ExaminableSerialization Restore(IExaminable)

(**NetAF.Persistence.Json.html**)

(NetAF.Serialization_Assets_ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Restore_NetAF_Assets_IExaminable_)

+ **NetAF.Rendering**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**NetAF.Rendering.html**)

(NetAF.Rendering.html#NetAF_Rendering_Equals)

+ **NetAF.Rendering.FrameBuilder**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Rendering.FrameBuilder.Console**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**NetAF.Rendering.FrameBuilder.html**)

Name: NetAF.Rendering.FrameBuilder (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

+ **NetAF.Rendering.Frames**

Syntax

(**NetAF.Rendering.Frames.html**)

+ **NetAF.Rendering.Presenters**

object.Equals(ItemSerialization : ExaminableSerialization, IObjectSerialization<Item>)

(**NetAF.Rendering.Presenters.html**)

+ **NetAF.Serialization**

Name: NetAF.Serialization (NetAF.Serialization.html)

Constructors

ItemSerialization(Item)

Represents a serialization of an Item.

Declaration
INSTRUCTIONS

(NetAF.Conversations.Instruct)
public ItemSerialization(Item item)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)
Item (NetAF.Assets.Item.html)

Name

Description

item

The item to serialize.

+ NetAF.Logic

(NetAF.Logic.html)

Methods

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

Restore(item)

(NetAF.Logic.Configuration.html)

Restore an instance from this serialization.

+ NetAF.Logic.Modes

Declaration
(NetAF.Logic.Modes.html)

+ NetAF.Persistence

public void Restore(Item item)
(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Parameters
(NetAF.Persistence.Json.html)
Type

Name

Description

item

The item to restore.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

Class NonPlayableCharacterSerialization

Represents a serialization of a NonPlayableCharacter.

Filter by title

Inheritance

(NetAF Conversations Instruct)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

+ NetAF.Extensions

↳ CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)

(NetAF.Extensions.html)

↳ NonPlayableCharacterSerialization

+ NetAF Interpretation

Implements

(NetAF Interpretation.html)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF Assets.IExaminable.html) >

+ NetAF Logic

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Character

(NetAF Logic.html)

(NetAF Assets.Characters.Character.html) >

+ NetAF Logic Callbacks

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < NonPlayableCharacter

(NetAF Assets.Characters.NonPlayableCharacter.html) >

(NetAF Logic Callbacks.html)

Inherited Members

+ NetAF Logic Configuration

CharacterSerialization.Items

(NetAF Logic Configuration.html)

(NetAF.Serialization.Assets.CharacterSerialization.html#NetAF_Serialization_Assets_CharacterSerialization_Item)

↳ NetAF Logic Modes

CharacterSerialization.Restore (Character)

(NetAF Logic Modes.html)

(NetAF.Serialization.Assets.CharacterSerialization.html#NetAF_Serialization_Assets_CharacterSerialization_IsAli-

ve)

+ NetAF Persistence

CharacterSerialization.Restore (Character)

(NetAF.Serialization.Assets.CharacterSerialization.html#NetAF_Serialization_Assets_CharacterSerialization_Rest-

+ NetAF Persistence Json

Restore (NetAF Assets.Characters.Character_)

(NetAF Persistence Json.html)

ExaminableSerialization.Identifier

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I-

dentifer)

(NetAF Rendering.html)

ExaminableSerialization.IsPlayerVisible

(NetAF.Rendering.Attributes.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I-

sPlayerVisible)

ExaminableSerialization.AttributeManager

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_A-

Att NetAF Rendering Frame

ExaminableSerialization.Commands

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_C-

ommands)

ExaminableRenderingFrames

(IExaminable)

(NetAF.Rendering.Attributes.ExaminableRenderingFrames.html#NetAF_Serialization_Assets_ExaminableSerialization_E-

xitaminableRenderingFrames_)

+ NetAF Rendering Presenters

Object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object,-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object,-object)))

(NetAF.Rendering.Presenters.html)

+ NetAF Serialization

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>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

([NetAF.Extensions.html](#)) PlayableCharacterSerialization : CharacterSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Character>, IObjectSerialization<NonPlayableCharacter>

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

Constructors

([NetAF.Logic.html](#))

+ NetAF.Logic.Callbacks

NonPlayableCharacterSerialization(NonPlayableCharacter)

+ NetAF.Logic.Configuration

Represents the configuration of a PlayableCharacter.

([NetAF.Logic.Configuration.html](#))

+ NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#)) NonPlayableCharacterSerialization(NonPlayableCharacter character)

+ NetAF.Persistence

Parameters

([NetAF.Persistence.html](#))

Type

+ NetAF.Persistence.Json

NonPlayableCharacter

([NetAF.Persistence.Json.html](#))

([NetAF.Assets.Characters.NonPlayableCharacter.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Properties

([NetAF.Rendering.FrameBuilder.html](#))

Conversation

([NetAF.Rendering.Frame](#))

Builders Console

Get or set the conversation serialization.

([NetAF.Rendering.FrameBuilder.html](#))

Declaration

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#)) public ConversationSerialization Conversation { get; set; }

+ NetAF.Rendering.Presenters

Properties

([NetAF.Rendering.Presenters.html](#))

+ NetAF.Serialization

([NetAF.Serialization.html](#))

Type	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	

Methods

↳ [Instructions](#)

+ **Restore(NonPlayableCharacter)**
(NetAF.Extensions.html)

Restores a character from serialization.

↳ [NetAF Interpretation](#)

+ **(NetAF.Interpretation.html)**

public void Restore(NonPlayableCharacter character)

+ **NetAF.Logic**

+ **(NetAF.Logic.html)**

Parameters

+ **NetAF.Logic.Callbacks**

Type
(NetAF.Logic.Callbacks.html)

NonPlayableCharacter

+ **NetAF.Logic.Configuration**

(NetAF.Assets.Characters.NonPlayableCharacter.html)

+ **(NetAF.Logic.Configuration.html)**

+ **NetAF.Logic.Modes**

↳ [Implements](#)

+ **(NetAF.Logic.Modes.html)**

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ **NetAF.Persistence**

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ **(NetAF.Persistence.html)**

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ **NetAF.Persistence.Json**

+ **(NetAF.Persistence.Json.html)**

+ **NetAF.Rendering**

+ **(NetAF.Rendering.html)**

+ **NetAF.Rendering.Frame**

Builders

+ **(NetAF.Rendering.FrameBuilder.html)**

+ **NetAF.Rendering.Frame**

Builders.Console

+ **(NetAF.Rendering.FrameBuilderConsole.html)**

+ **NetAF.Rendering.Frames**

+ **(NetAF.Rendering.Frames.html)**

+ **NetAF.Rendering.Presenters**

+ **(NetAF.Rendering.Presenters.html)**

+ **NetAF.Serialization**

+ **(NetAF.Serialization.html)**

Name	Description
character	The character to restore.

Class OverworldSerialization

Represents a serialization of an Overworld.

Filter by title

Inheritance

+ **NetAF.Conversations.Instruction**

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ **NetAF.Extensions**

↳ OverworldSerialization

([NetAF.Extensions.html](#))

Implements

+ **NetAF.Interpretation**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

([NetAF.Interpretation.html](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Overworld

+ **NetAF.Logic**

([NetAF.Assets.Locations.Overworld.html](#))>

([NetAF.Logic.html](#))

Inherited Members

+ **NetAF.Logic.Callbacks**

ExaminableSerialization.Identifier

([NetAF.Logic.Callbacks.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ **NetAF.Logic.Configuration**

ExaminableSerialization.IsPlayerVisible

([NetAF.Logic.Configuration.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ **NetAF.Logic.Modes**

ExaminableSerialization.AttributeManager

([NetAF.Logic.Modes.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

+ **NetAF.Persistence**

ExaminableSerialization.Commands

([NetAF.Persistence.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

+ **NetAF.Persistence.Json**

ExaminableSerialization.Restore(IExaminable)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Rendering**

Restore_NetAF_Assets_IExaminable_

([NetAF.Rendering.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Rendering.Frame**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Rendering.FrameBuilder.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Rendering.FrameBuilder**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Rendering.FrameBuilder.html](#))

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

+ **NetAF.Rendering.Frames**

Assembly: NetAF.dll

([NetAF.Rendering.Frames.html](#))

Syntax

+ **NetAF.Rendering.Presenters**

([NetAF.Rendering.Presenters.html](#))

+ **NetAF.Serialization**

Assembly: NetAF.dll

Constructors

OverworldSerialization(Overworld)

Represents a serialization of an Overworld.

Declaration

INSTRUCTIONS

+ **NetAF.Conversations.Instruct**

```
public OverworldSerialization(Overworld overworld)
```

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **Type**

NetAF.Interpretation

([NetAF.Interpretation.html](#))

```
Overworld (NetAF.Assets.Locations.Overworld.html)
```

Name

Description

overworld The overworld to serialize.

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Properties

NetAF.Logic.Callbacks

([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

CurrentRegion

([NetAF.Logic.Configuration.html](#))

Get or set the current region.

+ **NetAF.Logic.Modes**

Declaration

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

```
public string CurrentRegion { get; set; }
```

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

Property Value

([NetAF.Persistence.Json.html](#))

Description

+ **NetAF.Rendering**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Regions

([NetAF.Rendering.FrameBuilder.html](#))

Get or set the region serializations.

+ **NetAF.Rendering.Frame**

Declaration

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

```
public RegionSerialization[] Regions { get; set; }
```

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

Property Value

+ **NetAF.Rendering.Presenters**

([NetAF.Rendering.Presenters.html](#))

RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)[]

+ **NetAF.Serialization**

([NetAF.Serialization.html](#))

Methods

Restore(Overworld)

Restore an instance from this serialization.

Declaration
INSTRUCTIONS

(NetAF.Conversations.Instruct)
public void Restore(Overworld overworld)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

Name

Description

overworld The overworld to restore.

+ NetAF.Logic

(NetAF.Logic.html)

Implements

+ NetAF.Logic.Callbacks

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilderConsole.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

Class PlayableCharacterLocation Serialization

▼ Filter by title

Represents a serialization of a PlayableCharacterLocation.

[Instructions](#)

(NetAF.Conversations.Instruct

Inheritance

+ **NetAF.Extensions**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

[\(NetAF.Extensions.html\)](#)

↳ PlayableCharacterLocationSerialization

+ **NetAF.Interpretation**

Implements

[\(NetAF.Interpretation.html\)](#)

IOObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))>

+ **NetAF.Logic**

Inherited Members

[\(NetAF.Logic.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[\(NetAF.Logic.Callbacks.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object)))

+ **NetAF.Logic.Configuration**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Logic.Modes**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Logic.Modes.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

+ **NetAF.Persistence**

Assembly: [NetAF.dll](#)

[\(NetAF.Persistence.html\)](#)

Syntax

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

public sealed class PlayableCharacterLocationSerialization : IOObjectSerialization<PlayableCharacterLocation>

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

PlayableCharacterLocationSerialization(PlayableCharacterLocation)

+ **NetAF.Rendering.Frame**

Represents a serialization of a PlayableCharacterLocation.

[Builders.Console.html](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frames**

public PlayableCharacterLocationSerialization(PlayableCharacterLocation location)

[\(NetAF.Rendering.Frames.html\)](#)

+ **NetAF.Rendering.Presenters**

Parameters

[\(NetAF.Rendering.Presenters.html\)](#)

+ **NetAF.Serialization**

[\(NetAF.Serialization.html\)](#)

Type	Name	Description
PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)	<i>location</i>	The location to serialize.

Properties

Instructions

(NetAF.Conversations.Instruct)

PlayerIdentifier

+ NetAF.Extensions

Get (NetAF.Extensions.html)

PlayerID

NetAF.Interpretation

(NetAF.Interpretation.html)

```
public string PlayerIdentifier { get; set; }
```

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

+ NetAF.Logic.Callbacks

Type

(NetAF.Logic.Callbacks.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Description

RegionIdentifier

(NetAF.Logic.Modes.html)

Get or set the region identifier.

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Property Value

+ NetAF.Rendering

(NetAF.Rendering.html)

Description

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

RoomIdentifier

+ NetAF.Rendering.Frame

Builders Console

(NetAF.Rendering.FrameBuilder)

Declaration

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

Property Value

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Methods

[Instructions](#)

[\(NetAF.Conversations.Instruct.html\)](#)
Restore(PlayableCharacterLocation)
+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#) Serializes the specified object.

[Parameters](#)

[\(NetAF.Interpretation.html\)](#)

public void Restore(PlayableCharacterLocation location)

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

Parameters

+ [NetAF.Logic.Callbacks](#)

Type [\(NetAF.Logic.Callbacks.html\)](#)

PlayableCharacterLocation ([NetAF.Logic.PlayableCharacterLocation.html](#))

+ [NetAF.Logic.Configuration](#)

[\(NetAF.Logic.Configuration.html\)](#)

[Implements](#)

+ [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frame](#)

Builders.Console

[\(NetAF.Rendering.FrameBuilderConsole.html\)](#)

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

+ [NetAF.Rendering.Presenters](#)

[\(NetAF.Rendering.Presenters.html\)](#)

+ [NetAF.Serialization](#)

[\(NetAF.Serialization.html\)](#)

Name	Description
<i>location</i>	The attribute to restore.

Class RegionSerialization

Represents a serialization of a Region.

Filter by title

Inheritance

+ **NetAF.Conversations.Instruction**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

+ **NetAF.Extensions**

↳ RegionSerialization

(**NetAF.Extensions.html**)

Implements

+ **NetAF.Interpretation**

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(**NetAF.Interpretation.html**)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Region

+ **NetAF.Logic**

(NetAF.Assets.Locations.Region.html)

(**NetAF.Logic.html**)

Inherited Members

+ **NetAF.Logic.Callbacks**

ExaminableSerialization.Identifier

(**NetAF.Logic.Callbacks.html**)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Identifi

+ **NetAF.Logic.Configuration**

ExaminableSerialization.IsPlayerVisible

(**NetAF.Logic.Configuration.html**)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IsPla

+ **NetAF.Logic.Modes**

ExaminableSerialization.AttributeManager

(**NetAF.Logic.Modes.html**)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Attribut

+ **NetAF.Persistence**

ExaminableSerialization.Commands

(**NetAF.Persistence.html**)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Commands

+ **NetAF.Persistence.Json**

ExaminableSerialization.Restore(IExaminable)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Restor

+ **NetAF.Rendering**

Restore(NetAF_Assets_IExaminable_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-objec](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-objec))

+ **NetAF.Rendering.Frame**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object_\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object_)))

(**NetAF.Rendering.FrameBuilder**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Rendering.FrameBuilders**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**NetAF.Rendering.FrameBuilder**)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

+ **NetAF.Rendering.Frames**

Assembly: NetAF.dll

(**NetAF.Rendering.Frames.html**)

Syntax

+ **NetAF.Rendering.Presenters**

(**NetAF.Rendering.Presenter**)

object.Equals(object, object) : ExaminableSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Region>

+ **NetAF.Serialization**

object.GetHashCode() : ExaminableSerialization

Constructors

RegionSerialization(Region)

Represents a serialization of a Region.

Declaration

INSTRUCTIONS

(NetAF.Conversations.Instruct

public RegionSerialization(Region region)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Region (NetAF.Assets.Locations.Region.html)

Name

Description

region

The region to serialize.

+ **NetAF.Logic**

(NetAF.Logic.html)

Properties

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

CurrentRoom

(NetAF.Logic.Configuration.html)

Get or set the current room.

+ **NetAF.Logic.Modes**

Declaration

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

public string CurrentRoom { get; set; }

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Type

Description

+ **NetAF.Rendering**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

IsVisibleWithoutDiscovery

(NetAF.Rendering.FrameBuilder.html)

Get or set if the region is visible without discovery.

+ **NetAF.Rendering.Frame**

Declaration

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

public bool IsVisibleWithoutDiscovery { get; set; }

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

Property Value

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **NetAF.Serialization**

(NetAF.Serialization.html)

Description

Rooms

Get or set the room serializations.

Declaration

```
public RoomSerialization[] Rooms { get; set; }
```

INSTRUCTIONS
Project: [NetAF](#) | [Conversations.Instruction](#)

Type	Description
(NetAF.Extensions.html) RoomSerialization[] (NetAF.Serialization.Assets.RoomSerialization.html)	

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

Methods
[\(NetAF.Logic.html\)](#)

Restore(Region)

[\(NetAF.Logic.Callbacks.html\)](#)
Restore an instance from this serialization.

+ **NetAF.Logic.Configuration**
Declaration
[\(NetAF.Logic.Configuration.html\)](#)

+ **NetAF.Logic.Modes**
Mode(Region region)
[\(NetAF.Logic.Modes.html\)](#)

Parameters

+ **NetAF.Persistence**

Type	Name	Description
(NetAF.Persistence.html) Region (NetAF.Serialization.Assets.Region.html)	region	The region to restore.

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)
IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ **NetAF.Rendering.Frame**
IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

Builders
[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**
Builders.Console
[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frames**
[\(NetAF.Rendering.Frames.html\)](#)

+ **NetAF.Rendering.Presenters**
[\(NetAF.Rendering.Presenters.html\)](#)

+ **NetAF.Serialization**

Class RoomSerialization

Represents a serialization of a Room.

Filter by title

Inheritance

+ **NetAF.Conversations.Instruction**

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ **NetAF.Extensions**

↳ RoomSerialization

([NetAF.Extensions.html](#))

Implements

+ **NetAF.Interpretation**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

([NetAF.Interpretation.html](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Room

+ **NetAF.Logic**

([NetAF.Assets.Locations.Room.html](#))>

([NetAF.Logic.html](#))

Inherited Members

+ **NetAF.Logic.Callbacks**

ExaminableSerialization.Identifier

([NetAF.Logic.Callbacks.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ **NetAF.Logic.Configuration**

ExaminableSerialization.IsPlayerVisible

([NetAF.Logic.Configuration.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ **NetAF.Logic.Modes**

ExaminableSerialization.AttributeManager

([NetAF.Logic.Modes.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

+ **NetAF.Persistence**

ExaminableSerialization.Commands

([NetAF.Persistence.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

+ **NetAF.Persistence.Json**

ExaminableSerialization.Restore(IExaminable)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Rendering**

Restore_NetAF_Assets_IExaminable_

([NetAF.Rendering.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Rendering.Frame**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Rendering.FrameBuilder.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Rendering.FrameBuilder**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Rendering.FrameBuilder.Console.html](#))

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

+ **NetAF.Rendering.Frames**

Assembly: NetAF.dll

([NetAF.Rendering.Frames.html](#))

Syntax

+ **NetAF.Rendering.Presenters**

([NetAF.Rendering.Presenters.html](#))

object.Equals(object, object) : ExaminableSerialization, IObjectSerialization<Examinable>, IObjectSerialization<Room>

+ **NetAF.Serialization**

object.Equals(object, object) : ExaminableSerialization, IObjectSerialization<Examinable>, IObjectSerialization<Room>

Constructors

RoomSerialization(Room)

Represents a serialization of a Room.

Declaration

INSTRUCTIONS

(NetAF.Conversations.Instruct
public RoomSerialization(Room room)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Room (NetAF.Assets.Locations.Room.html)

Name

Description

room

The room to serialize.

+ NetAF.Logic

(NetAF.Logic.html)

Properties

NetAF.Logic.Callbacks
(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

Characters

(NetAF.Logic.Configuration.html)

Get or set the character serializations.

+ NetAF.Logic.Modes

Declaration

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

public NonPlayableCharacterSerialization[] Characters { get; set; }

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Type

(NetAF.Persistence.Json.html)

Description

+ NetAF.Rendering

NonPlayableCharacterSerialization

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

Exits

+ NetAF.Rendering.Frame

Get or set the exit serializations.

Builders.Console

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

public ExitSerialization[] Exits { get; set; }

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

Property Value

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

NonSerializable

Type	Description
ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)[]	

HasBeenVisited

Get or set if the room has been visited.

(NetAF.Conversations.Instruct)
Declaration

+ NetAF.Extensions

(NetAF.Extensions.html) `public bool HasVisited { get; set; }`

+ NetAF.Interpretation

Property Value
(NetAF.Interpretation.html)

Type	Description
+ NetAF.Logic	

b (NetAF.Logic.html) `soft.com/dotnet/api/system.boolean`

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Items

+ NetAF.Logic.Configuration

Get or set the item serializations.

(NetAF.Logic.Configuration.html)

Declaration

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

`public ItemSerialization[] Items { get; set; }`

+ NetAF.Persistence

(NetAF.Persistence.html)

Property Value

Type	Description
+ NetAF.Persistence.Json	

(NetAF.Persistence.Json.html)

`ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]`

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Restore(Room)

+ NetAF.Rendering.Frame

Builders.Console

Rebuilds the console from this serialization.

(NetAF.Rendering.FrameBuilder.html)

Declaration

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

Parameters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	<i>room</i>	The room to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)
IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)
(NetAF.Conversations.Instruct

- + NetAF.Extensions
[\(NetAF.Extensions.html\)](#)
- + NetAF.Interpretation
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic
[\(NetAF.Logic.html\)](#)
- + NetAF.Logic.Callbacks
[\(NetAF.Logic.Callbacks.html\)](#)
- + NetAF.Logic.Configuration
[\(NetAF.Logic.Configuration.html\)](#)
- + NetAF.Logic.Modes
[\(NetAF.Logic.Modes.html\)](#)
- + NetAF.Persistence
[\(NetAF.Persistence.html\)](#)
- + NetAF.Persistence.Json
[\(NetAF.Persistence.Json.html\)](#)
- + NetAF.Rendering
[\(NetAF.Rendering.html\)](#)
- + NetAF.Rendering.Frame
Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + NetAF.Rendering.Frame
Builders.Console
[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)
- + NetAF.Rendering.Frames
[\(NetAF.Rendering.Frames.html\)](#)
- + NetAF.Rendering.Presenters
[\(NetAF.Rendering.Presenters.html\)](#)
- + NetAF.Serialization
[\(NetAF.Serialization.html\)](#)

Namespace NetAF.Utilities

Classes

Filter by title

Map

OverworldMaker ([NetAF.Utilities.OverworldMaker.html](#))

([NetAF.Commands.RegionMap](#))

Provides a class for helping to make Regions.

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

+ **NetAF.Commands** (Helping to make Regions.

([NetAF.Conversations.html](#))

StringUtilities ([NetAF.Utilities.StringUtilities.html](#))

Instructions

Introduces a helper class for string interpretation.

([NetAF.Conversations.Instruct](#))

Interfaces

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

IAssetTemplate ([NetAF.Utilities.IAssetTemplate-1.html](#))

([NetAF.Interpretation.html](#)) Template for an asset.

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

 Filter by title

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

Map

Assembly: NetAF.dll

(NetAF.Commands.RegionMap)

Syntax

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

Type Parameters
(NetAF.Conversations.html)

Name	Description
+ NetAF.Conversations	

TInstructions	The type of asset being templated.
----------------------	------------------------------------

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Instantiate()

+ **NetAF.Logic**

Instantiate a new instance of the templated asset.

(NetAF.Logic.html)

Declaration

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **Instantiate()**

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

Returns

+ **NetAF.Logic.Modes**

Description

(NetAF.Logic.Modes.html)

The asset.

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

Map

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ OverworldMaker

+ **NetAF.Commands.Scene**

Inherited Members

(NetAF.Commands.Scene.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Conversations.Instruction.html)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Extensions**

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)
(NetAF.Extensions.html)

Assembly: NetAF.dll

+ **NetAF.Interpretation**

Syntax

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

Constructors

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

OverworldMaker(Identifier, Description, params RegionMaker[])
(NetAF.Logic.Configuration.html)

Provides a class for helping to make Regions.

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

public OverworldMaker(Identifier identifier, Description description, params RegionM
aker[] regionMakers)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Identifier (NetAF.Assets.Identifier.html)

Name

Description

identifier

An identifier for the region.

+ **NetAF.Rendering.Frame**

Description (NetAF.Assets.Description.html)

description

A description for the region.

Builders

RegionMaker (NetAF.Utilities.RegionMaker.html)

(NetAF.Rendering.FrameBuilder.html)

regionMakers

The region makes to use to construct regions.

+ **NetAF.Rendering.Frame**

OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Declaration

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)
```

Map

(NetAF.Commands.RegionMap)

Parameters

Name	Description
+ NetAF.Commands.Scene (NetAF.Commands.Scene.html) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i> An identifier for the region.
+ NetAF.Conversations (NetAF.Conversations.html) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i> A description for the region.
+ NetAF.Conversations.Instructions RegionMaker[] (NetAF.Utilities.RegionMaker.html) (NetAF.Conversations.Instruct	<i>regionMakers</i> The region makes to use to construct regions.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Methods

Interpretation

[\(NetAF.Interpretation.html\)](#)

Logic

[\(NetAF.Logic.html\)](#)

Make an overworld.

+ NetAF.Logic.Callbacks

Declaration

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

Returns

+ NetAF.Logic.Modes

Type:

[\(NetAF.Logic.Modes.html\)](#)

Description

Overworld([NetAF.Assets.Locations.Overworld.html](#))

The created overworld.

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

Map

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ RegionMaker

+ **NetAF.Commands.Scene**

Inherited Members

(NetAF.Commands.Scene.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Extensions**

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

(NetAF.Extensions.html)

Assembly: NetAF.dll

+ **NetAF.Interpretation**

Syntax

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

Constructors

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

RegionMaker(Identifier, Description)

(NetAF.Logic.Configuration.html)

Provides a class for helping to make Regions.

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

public RegionMaker(Identifier identifier, Description description)

(NetAF.Persistence.html)

+ **NetAF Persistence.Json**

Parameters

(NetAF.Persistence.Json.html)

Type

+ **NetAF.Rendering**

Identifier ([NetAF.Assets.Identifier.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Identifier.html))

(NetAFRendering.html)

Description ([NetAF.Assets.Description.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Description.html))

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

RegionMaker(string, string)

+ **NetAF.Rendering.Frame**

	Name	Description
identifier	<i>identifier</i>	An identifier for the region.
description	<i>description</i>	A description for the region.

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

Type	Name	Description
(NetAF.Commands.RegionMap string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	An identifier for the region.
+ NetAF.Commands.Scene string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Scene.html	<i>description</i>	A description for the region.

+ NetAF.Conversations

 ([NetAF.Conversations.html](#))

Properties

+ NetAF.Conversations.

 Instructions

 ([NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

 Get or set the room's location.

 ([NetAF.Extensions.html](#))

Declaration

+ NetAF.Interpretation

 ([NetAF.Interpretation.html](#))

+ NetAF.Logic

Parameters

 ([NetAF.Logic.html](#))

Type

+ NetAF.Logic.Callbacks

 int ([NetAF.Logic.Callbacks.html](#))

Name

Description

x

The x position.

+ NetAF.Logic.Configuration

 int ([NetAF.Logic.Configuration.html](#))

y

The y position.

z

The z position.

+ NetAF.Logic.Modes

Property Value

 ([NetAF.Logic.Modes.html](#))

Type

+ NetAF.Persistence

Room ([NetAF.Assets.Locations.Room.html](#))

Description

The room.

+ NetAF.Persistence.Json

 ([NetAF.Persistence.Json.html](#))

Methods

+ NetAF.Rendering

 ([NetAF.Rendering.html](#))

CarPlaceRoom(int, int)

Builders

Determine if a room can be placed at a location

 ([NetAF.Rendering.FrameBuilder.html](#))

Declaration

+ NetAF.Rendering.Frame

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
Map int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Commands.RegionMap	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Returns

Type	Description
(NetAF.Conversations.html)	bool (https://learn.microsoft.com/dotnet/api/system.boolean)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions.

Get all current room positions.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Returns

(NetAF.Logic.html)

Type	Description
(NetAF.Logic.Callbacks.html)	The room positions.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Make()

+ NetAF.Logic.Modes

Makes a new mode.

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

public Region Make()

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Returns

Type	Description
(NetAF.Rendering.html)	The created region.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Make(RoomPosition)

+ NetAF.Rendering.Frame

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

Type	Name	Description
(NetAF.Commands.RegionMap) RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	<i>startPosition</i>	The start position.

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

Type	Description
(NetAF.Conversations) (NetAF.Conversations.html) Region (NetAF.Assets.Locations.Region.html)	The created region.

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Declaration

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

Parameters

[\(NetAF.Logic.html\)](#)

Type

+ **NetAF.Logic.Callbacks**

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Logic.Callbacks.html)	x	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Logic.Configuration.html)	y	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Logic.Configuration.html)	z	The start z position.

+ **NetAF.Logic.Modes**

Returns

[\(NetAF.Logic.Modes.html\)](#)

Type

+ **NetAF.Persistence**

Region ([NetAF.Assets.Locations.Region.html](#))

[\(NetAF.Persistence.html\)](#)

Description

The created region.

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Class StringUtilities

Provides a helper class for string interpretation.

Filter by title

Inheritance

Map

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ StringUtilities

+ **NetAF.Commands.Scene**

Inherited Members

(NetAF.Commands.Scene.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Conversations.Instruction.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Extensions**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Extensions.html)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

* **NetAF.Interpretation**

↳ **(NetAF.Interpretation.html)**

Syntax

+ **NetAF.Logic**
public static class StringUtilities

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

Fields

↳ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

€ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

Get the character for carriage return.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json** 'r'

(NetAF.Persistence.Json.html)

Field Value

+ **NetAF.Rendering**

T(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Description

Builders

(NetAF.Rendering.FrameBuilder.html)

LF

+ **NetAF.Rendering.Frame**

Get the character for line feed.

Declaration

```
public const char LF = '\n'
```

Field Value

Type	Description
(NetAF.Commands.RegionMap char (https://learn.microsoft.com/dotnet/api/system.char)	

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Newline

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Get the new line string.

+ **NetAF.Conversations.**

Declaration

Instructions

(NetAF.Conversations.Instruct
public const string NEWLINE = "\n"

+ **NetAF.Extensions**

Field Value

(NetAF.Extensions.html)

+ Type

NetAF.Interpretation

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

Construct a line describing a series of attributes.

+ **NetAF.Logic.Modes**

Declaration

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

ConstructAttributesAsString(Dictionary<Attribute, int> attribut

+ **NetAF.Persistence.Json**

Parameters

(NetAF.Persistence.Json.html)

Type

+ **NetAF.Rendering**

(NetAF.Rendering.html)

(<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>)

+ **NetAF.Rendering.Frame**

<Attribute ([NetAF.Assets.Attributes.Attribute.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Attributes.Attribute.html)),

int (<https://learn.microsoft.com/dotnet/api/system.int32>)>

(NetAF.Rendering.FrameBuilder

Returns

+ **NetAF.Rendering.Frame**

Description

Name

Description

attributes

The attributes.

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The sentence.

ConstructExaminablesAsSentence(IExaminable[])

Construct a sentence describing a series of examinables.

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

public static string ConstructExaminablesAsSentence(IExaminable[] examinables)
[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

IExaminable ([NetAF.Assets.IExaminable.html](#))[]

Instructions

(NetAF.Conversations.Instruct)

Returns

+ NetAF.Extensions

Type

(NetAF.Extensions.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The sentence.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

CutLineFromParagraph(ref string, int)

(NetAF.Logic.html)

Cut a line from a paragraph.

+ NetAF.Logic.Callbacks

Declaration

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Parameters

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Persistence

(NetAF.Persistence.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

paragraph

The paragraph.

maxWidth

The max line length.

+ NetAF.Persistence.Json

Returns

(NetAF.Persistence.Json.html)

Type

Description

+ NetAF.Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

The line cut from the paragraph.

+ NetAF.Rendering.Frame

Builders

ExtractNextWordFromString(ref string)

(NetAF.Rendering.FrameBuilder)

Extract the next word from a string. This will remove the word from the input string.

+ NetAF.Rendering.Frame

Declaration

```
public static string ExtractNextWordFromString(ref string input)
```

Parameters

Type	Name	Description
Map (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.RegionMap)	input	The input string.

Returns

+ NetAF.Commands.Scene

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations)	The extracted word.

(NetAF.Conversations.html)

+ NetAF.Conversations. PreenInput(string)

Instructions

(NetAF.Conversations.html) To remove special characters.

NetAF.Extensions

(NetAF.Extensions.html)

```
public static string PreenInput(string input)
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	input	The input.

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Returns

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

string (https://learn.microsoft.com/dotnet/api/system.string)	Description
	The preened input.

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame